

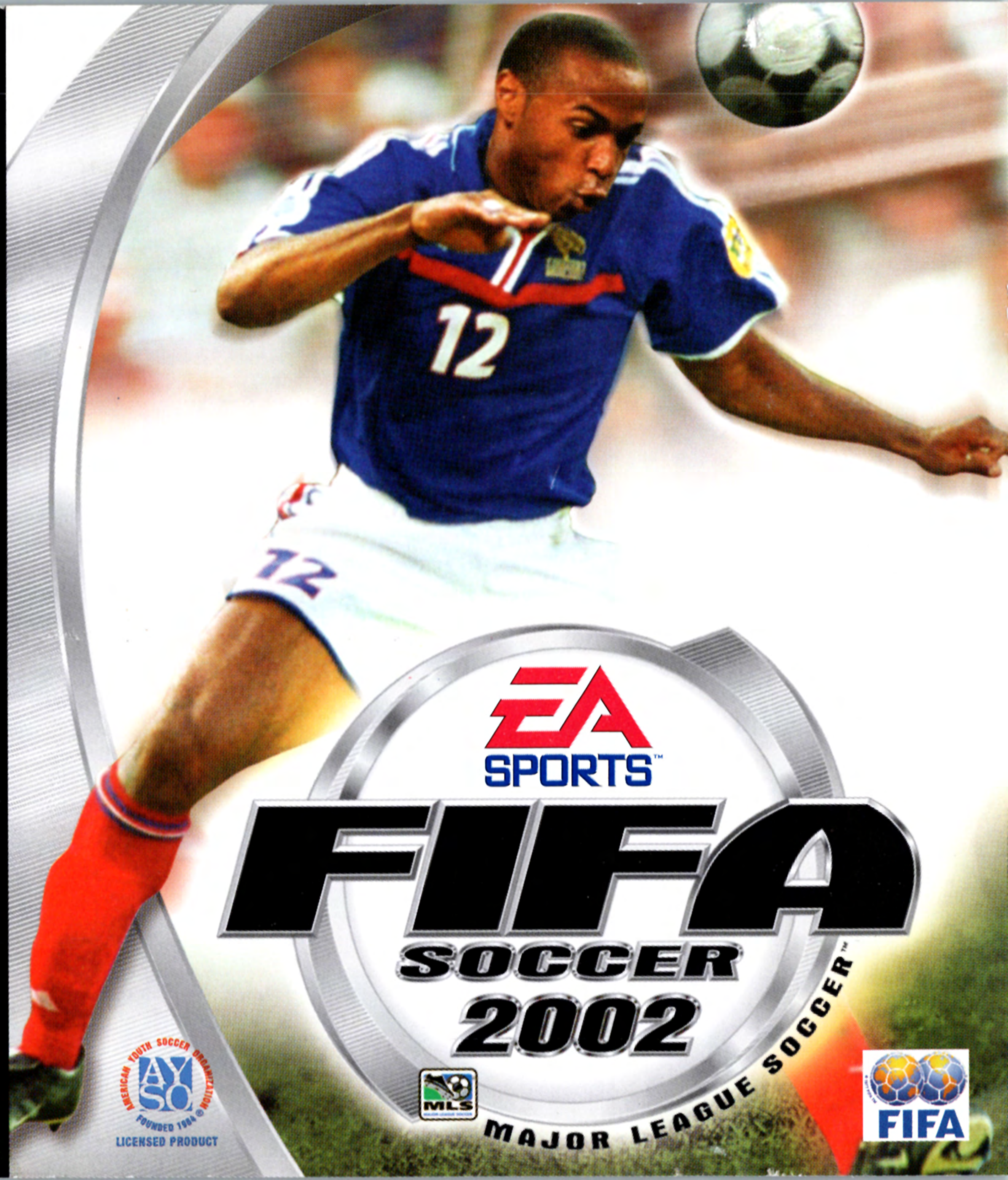


NTSC U/C

PlayStation



SLUS-01408



EA SPORTS

FIFA SOCCER 2002



MAJOR LEAGUE SOCCER

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

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.

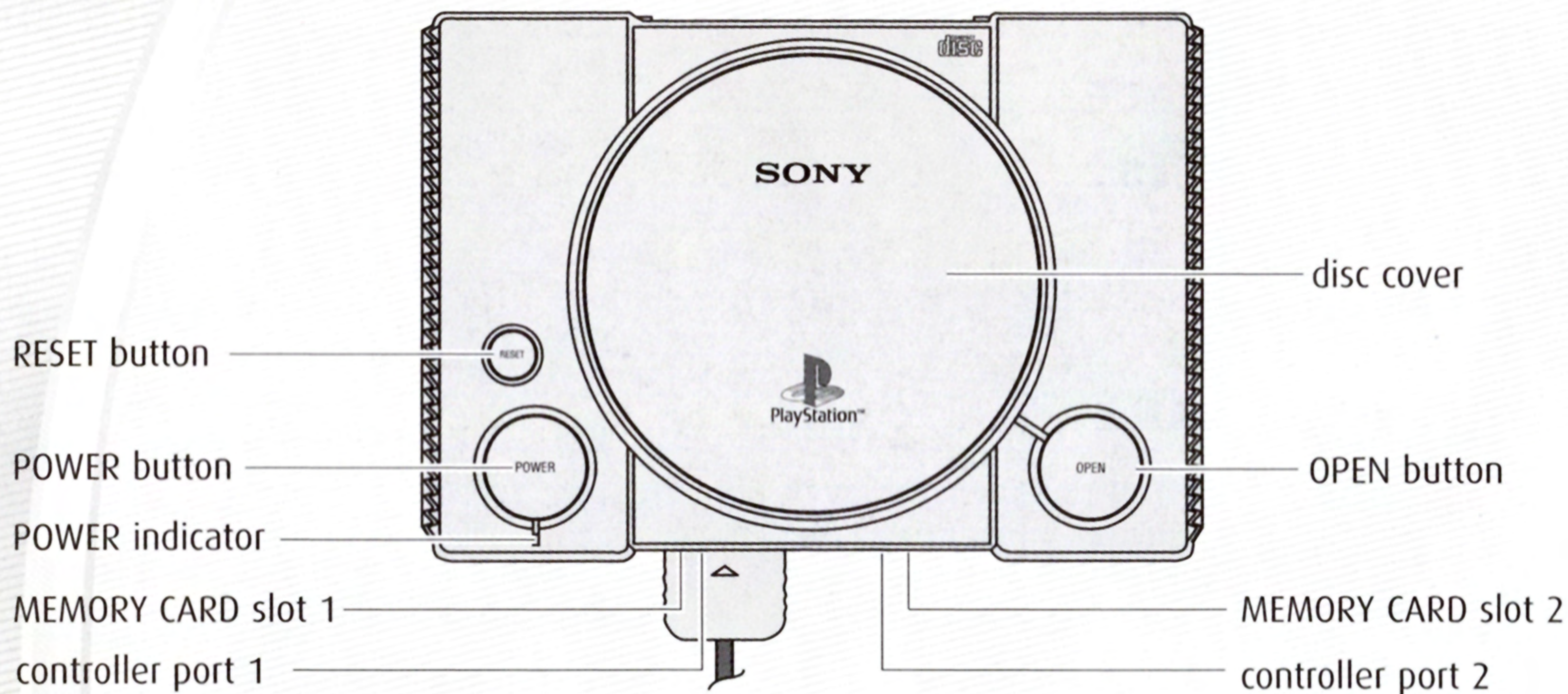
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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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 *FIFA Soccer 2002 Major League Soccer™* disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation game console.



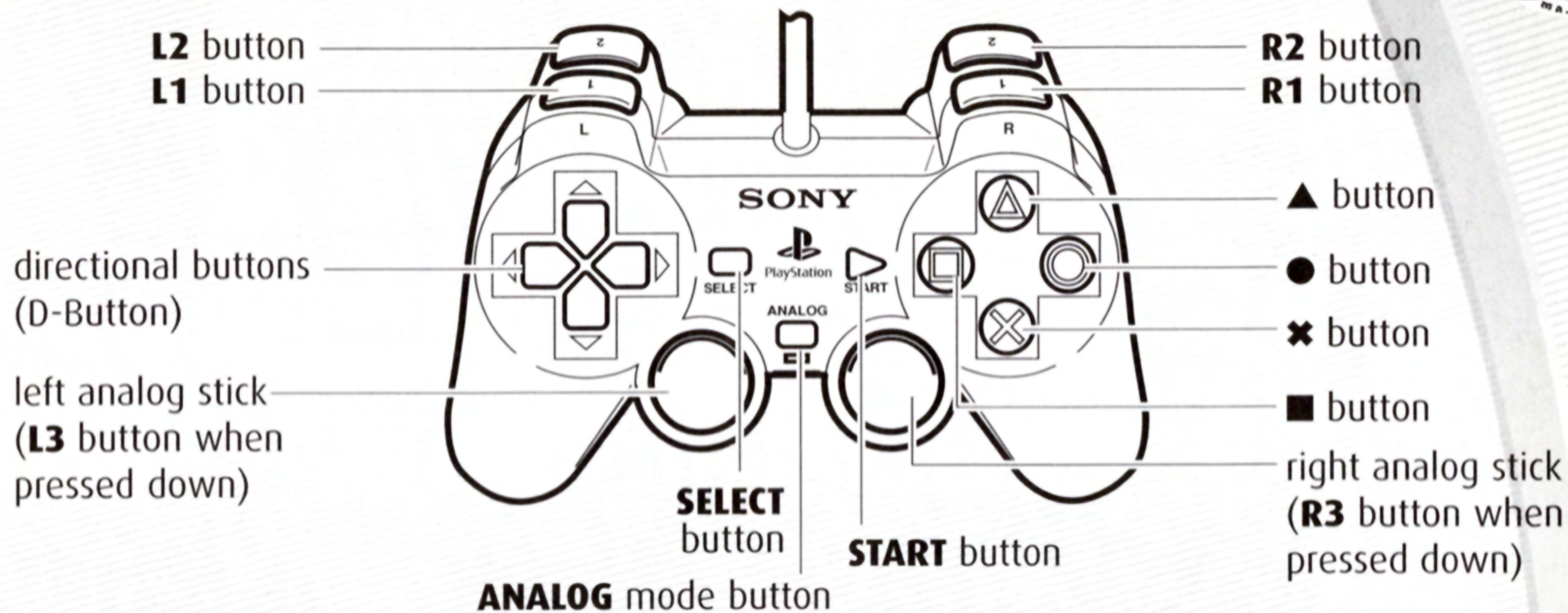
NOTE: When using the Multi-Tap, at least one controller must be connected to controller port 1-A. *FIFA Soccer 2002 MLS™* supports up to 8 players.

4. Follow on-screen instructions to start a game.

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	SELECT button
Move to/from icon bar (see below)	● button
Bring up help screen	▲ button



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

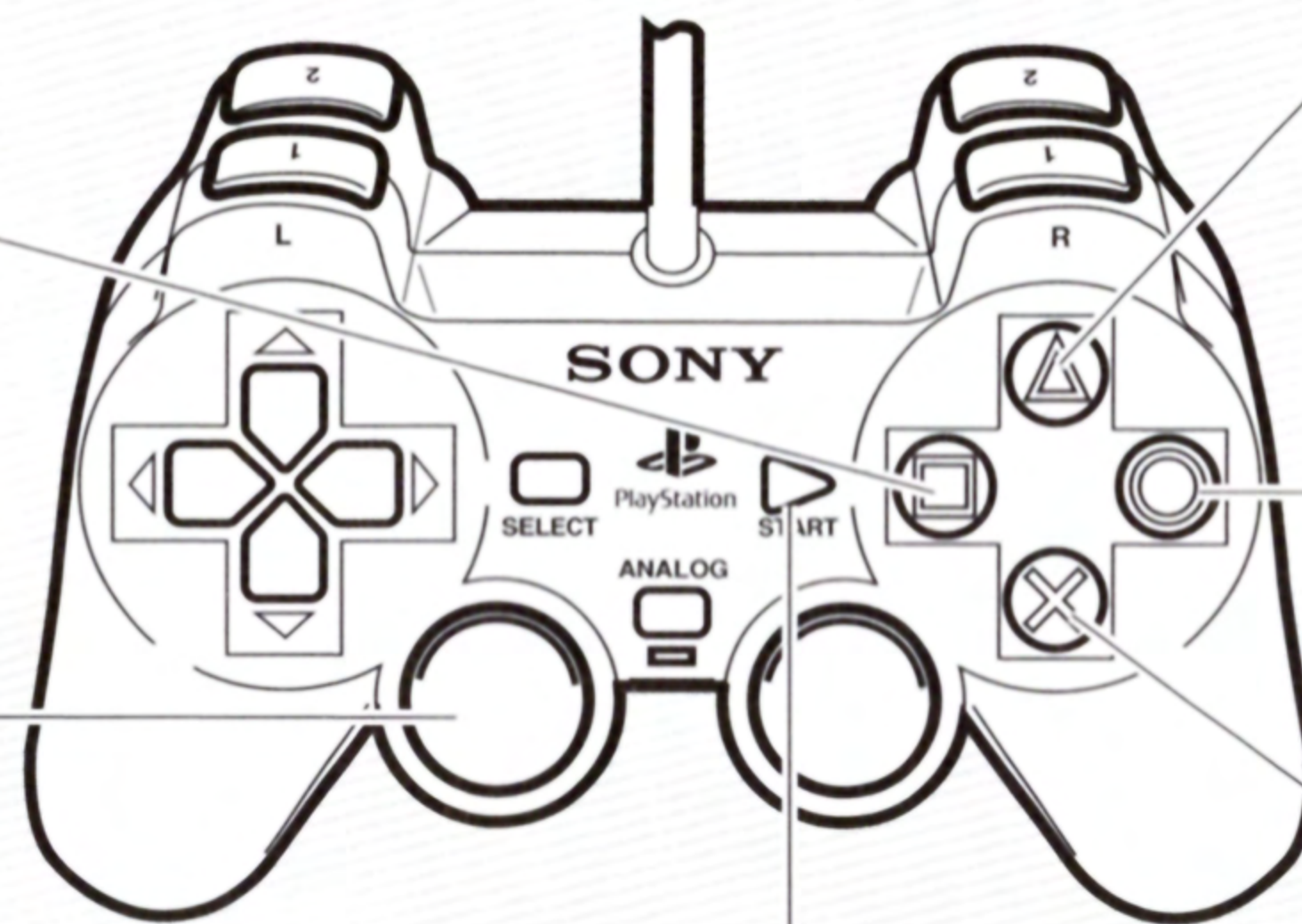
COMPLETE CONTROLS

BASIC CONTROLS

ATTACKING

Execute a lob pass
(► *Passing and Lobbing* on p. 7)

Move player



Pause game

Tap repeatedly to sprint
(Remember that sprinting tires players more quickly than running at a normal pace)

Shoot in the general direction of the goal
(► *Shooting* on p. 7)

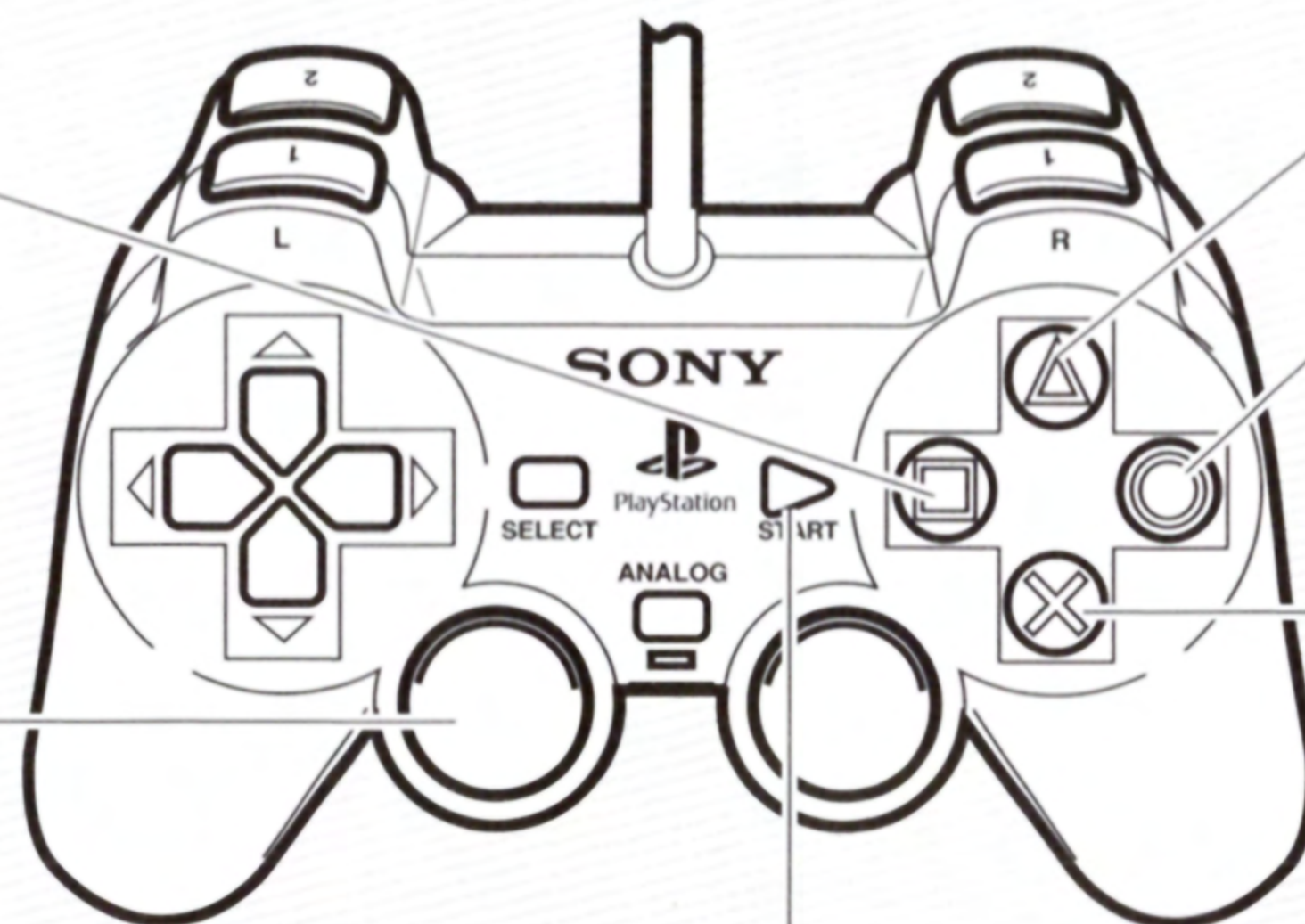
Pass the ball along the ground
(► *Passing and Lobbing* on p. 7)

- ❖ 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.

DEFENDING

Attempts an aggressive, sliding tackle on an opponent (this is more likely to result in a foul)

Move player



Pause game

Tap repeatedly to sprint

Execute a conservative tackle to attempt to steal the ball from your opponent

Switch control to the player closest to the ball (watch for the control highlight that appears over the closest player)

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.

CONTROL HIGHLIGHTS



Player with the ball



Likely pass receiver/
Player without the ball



Controlled player
off screen



Off-screen
pass indicator

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

Move Target

D-Button/left analog stick

Take kick/Throw ball

X button

Icon Attack

■ button, ● button or ▲ button
(► *Set Pieces* on p. 6)

Add Ballspin Left/Right

L2 button/**R2** button (Hold)

❖ You cannot apply ballspin to throw-ins.

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 team uses in dead ball situations. In *FIFA Soccer 2002*, 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. When the Set Piece indicator stops flashing and goes solid, the Set Piece begins.
2. Now choose a player using the Icon Attack buttons.

To defend against a Set Piece: When the Set Piece begins, choose an opposing player to double team using the Icon Defense buttons. But be careful, picking the wrong player can leave your defense 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



INTERMEDIATE CONTROLS

After you've mastered the basics, take your game to the next level.

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 is determined by how long you press the relevant button.

- Use the left analog stick to aim your shot at different parts of the net. The ball travels in the direction the 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* on p. 8).

PASSING AND LOBBING

The new passing system in *FIFA Soccer 2002* gives you complete passing control.

- For a quick pass to a nearby teammate, simply tap the relevant button, but for a pass requiring more power, press the button longer (➤ *Power Meter* on p. 5).
- To aim your pass, move the left analog stick while you press the button—the ball travels in the direction the left analog stick is facing when the Pass/Lob button is released. With the left analog stick's analog capabilities, you can deliver pinpoint passes to your teammates.

TACKLING

Hard tackle

R1 button

EA TIP: A well-executed slide tackle is ideal for blocking passes and shots along the ground.

EA TIP: A hard tackle often draws the attention of the referee. Only use the hard tackle as a last resort.

SHIELDING

Shielding

Hold **R1** button

- ❖ Use this move to protect the ball from an incoming tackler or when receiving a pass in a crowd. You can also use it to cancel a powered-up kick.

GOALIE CONTROL

Goalie charge

Hold **L1** button

Drop the ball

L1 button

Kick the ball (drop kick)

X button or **●** button

Throw the ball

■ button

HEADING/VOLLEYING

Button

Hold

Double-Tap

● button

Header on goal

Volley or bicycle kick shot

■ button

Headed lob

Volley lob

X button

Headed pass

Volley pass

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

EA 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.



ADVANCED CONTROLS

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

ONE-TOUCH TECHNIQUES

Tap the appropriate button while the ball is loose or being passed to perform the following moves:

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	DOUBLE-TAP
L2 button	Hurdle	Drag-Back
R2 button	Sideways	Shimmy Rainbow

IN-GAME TACTICS (IGT)

To activate a tactic, press one of the following:

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, strategy, and 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.

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).

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

1. Select TEAM MANAGEMENT from the Pause menu, then select IGM.
2. You can adjust Formation and/or Strategy for each In-Game Management setting (IGM 1, 2 and 3).
3. Modify the settings to suit your preferences.



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

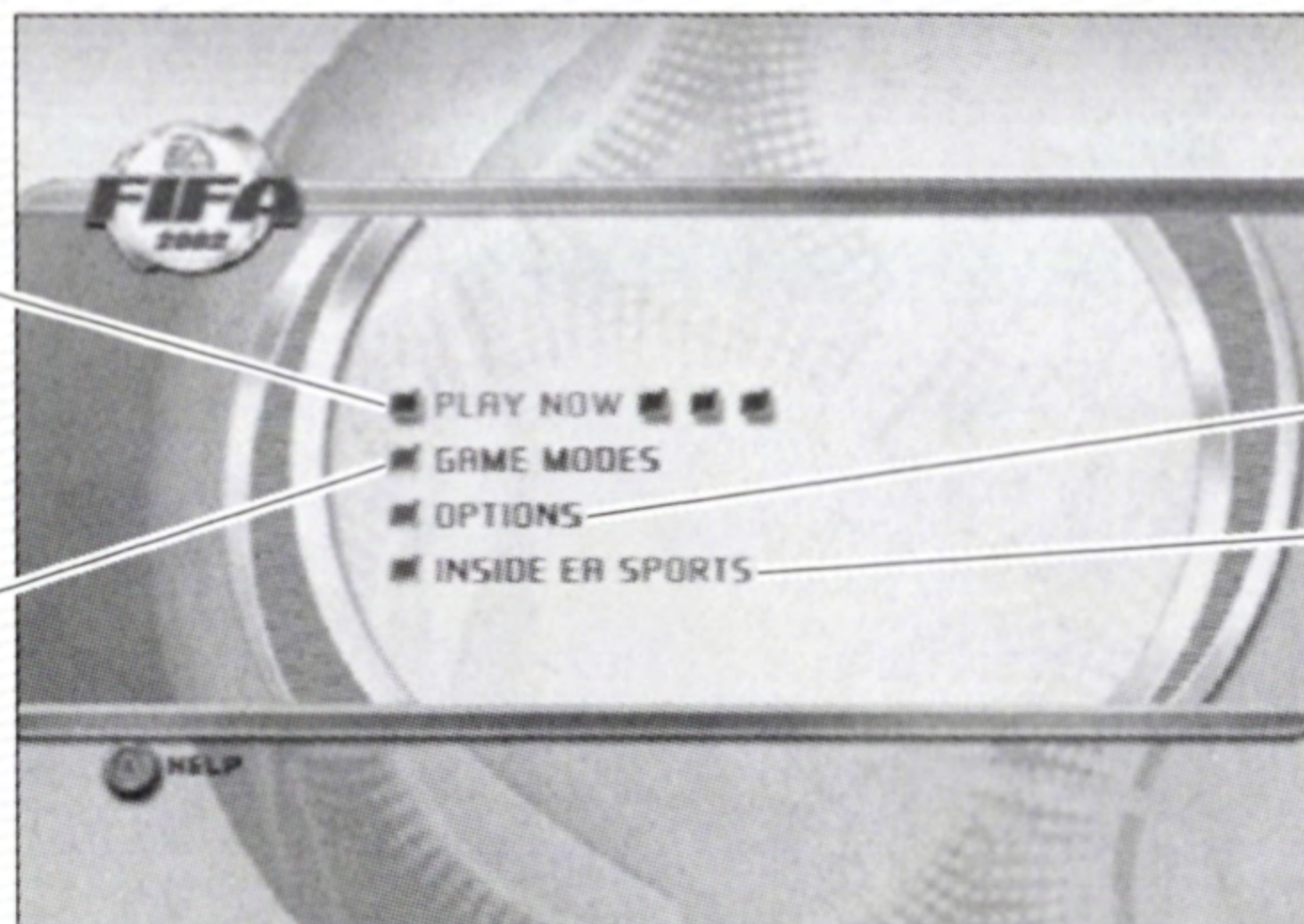
SETTING UP THE GAME

MAIN MENU

From the Main menu, select your game mode or as access the Options screen.

Head straight for the Pitch to begin a Friendly Match (► *Play Now* on p. 12)

Access the Game Modes screen (► p. 13)



Access the Options screen to adjust a variety of settings (► *Options* on p. 18)

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



ICON BAR

The icon bar is your easy-access portal to a variety of game options.



➤ To move between the icon bar options and the primary menu options, press the ● button.

In Standings, Knock-Out and Cross-Qualifier screens, the icon bar offers the following options:

VIEW COMPETITIONS (Season mode only): View the current state of the competitions you are taking part in.

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

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

TRANSFERS (Season mode only): Initiate player transfers (➤ p. 15).

TEAM MANAGEMENT: ➤ *Team Management* on p. 16.

OPTIONS: ➤ *Options* on p. 18.



NOTE: In FIFA World Cup Qualification, Season, Tournaments and Custom Cup modes you cannot adjust Weather or Day/Night settings by selecting OPTIONS in the icon bar.

SAVE GAME: Save your progress in the current mode to a memory card (➤ *Saving and Loading* on p. 19).

PLAY NOW

Get to the pitch quickly using the *FIFA Soccer 2002* default game settings.

To start a Play Now game:

1. From the Main menu, press the D-Button to highlight PLAY NOW and press the **X** button.
2. At the Friendly Team Select screen, press the **START** button to proceed (with the default teams selected). The Side Select screen appears.
3. At the Side Select screen, press the D-Button **↔** to place the Controller icon under the team you wish to play as and press the **START** button. The game loads and the match begins.

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.

- Under CAMERAS in the Pause menu, select CUSTOMIZE then select the camera you want to adjust 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.

- Press the **SELECT** button to toggle through the available camera angles.
- Press the **X** button to play the replay at regular speed or the **▲** button to play the replay in slow motion. Press the **START** button to return to the Pause menu.

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.

ACTION

Zoom In/Out

Fast Forward/Rewind

Pan camera left/right

Move camera up/down

CONTROL

L1 button/R1 button

● button/■ button

D-Button ↔

D-Button ↑↓

GAME MODES

Select your game mode, set your match options, customize teams or load a saved game.

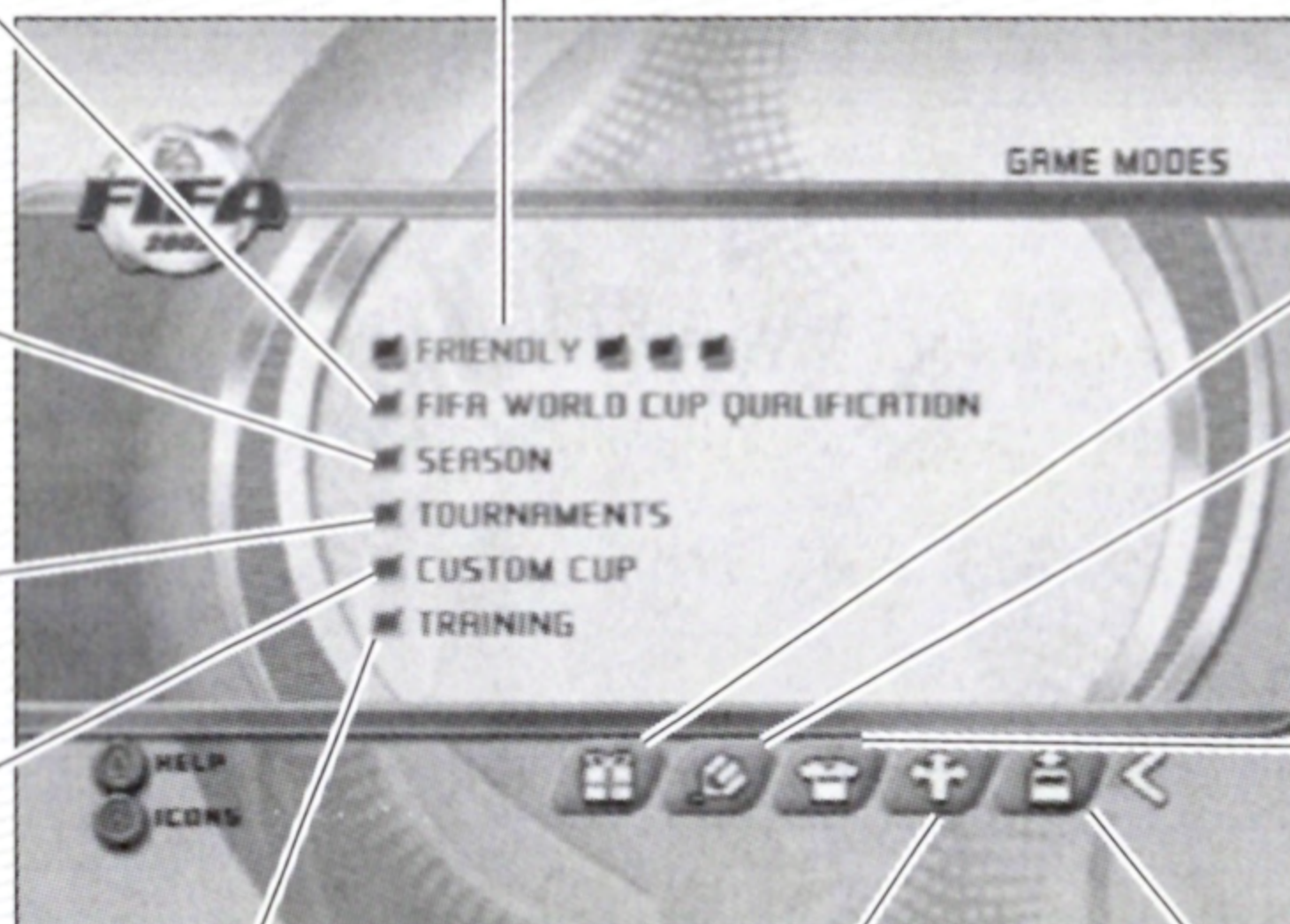
Qualify for the 2002 FIFA World Cup with the international team of your choice (► p. 14)

Guide the team of your choice through a full Season (► p. 14)

Take part in one of the available Tournaments (► p. 14)

Access Custom Cup Mode to create your own Cup Tournament (► p. 14)

Set up a Friendly match (► below)



Check out the competitions you have beaten and the Tournaments and cheats you have unlocked

Customize teams and players, and conduct player transfers (► *Customize* on p. 15)

Adjust a team's starting lineup, formations and strategy, and to assign kick takers (► *Team Management* on p. 16)

Set various game options (► *Options* on p. 18)

Fine tune your skills with a Training session (► p. 15)

Load a previously saved game (► *Saving and Loading* on p. 19)

FRIENDLY

In Friendly mode, match up your favorite MLS or International team against any other team in a friendly exhibition match.

Setting Up a Friendly Match:

- Start a Friendly match the same way you'd start a Play Now game (► *Play Now* on p. 12.)
- Select the SET TEAMS AS DEFAULT icon to save the currently selected teams as the default Friendly match teams and to set the home team as your default team for the game.



NOTE: If a Friendly match ends in a draw after 90 minutes, you can choose to end it there and then, continue with **GOLDEN GOAL** extra-time, or go straight to a **PENALTY SHOOTOUT**.

FIFA WORLD CUP™ QUALIFICATION

Qualify for the 2002 FIFA World Cup with your chosen country. Choose a national team from one of the three confederations and battle through its qualifying matches to win the right to play in the most prestigious competition in the world.

To begin World Cup Qualification:

- 1.** From the Game Modes screen, select FIFA WORLD CUP QUALIFICATION.
- 2.** Press the D-Button to choose a confederation and a national team and press the **START** button. The Groupings/Brackets screen appears and the competition begins.
 - As well as following a team's actual qualifying route, you can create your own qualifying fixtures by pressing the ■ button to randomize the groups.
- 3.** Press the **START** button to confirm the groupings. The Standings/Knock-out/Cross-Qualifier screen appears.
- 4.** Press the D-Button ↔ to change groups or press the **START** button to view your first fixture.

SEASON

Pick your favorite club team from one of 13 available leagues. Play through a full season and try and win the League, the Cup or the European Cup. You can play up to three full seasons.

- Press the D-Button to toggle the available leagues and teams.

TOURNAMENTS

Choose from the EFA Trophy and European Champions' Cup, or unlock up to three bonus tournaments with success in FIFA World Cup Qualification mode (➤ *Rewards* on p. 17).

CUSTOM CUP

Create your very own Custom Cup with your own customized playoff system.

- Select KNOCK-OUT to create your own customized Playoffs. Choose teams from any available leagues or a selection of International or 'Rest of World' teams. Knock-out can be played with 4, 8, **16**, or 32 teams.



- Select LEAGUE/KNOCK-OUT to create your own league stage followed by a Knock-out stage. Select the number of groups and how many teams advance from each group into the next stage, as well as several other options. This format can be played with 4, 8, **16**, 24, or 32 teams.



NOTE: Use the Auto Select button to instantly select any remaining teams.

TRAINING

Select a team and practice Penalties, Corners, Free Kicks and Throw-ins. You can also set up and play a Training Match.

CUSTOMIZE

PLAYER EDIT

Change the appearance and skills of your players. You can change player names, player positions, customize player appearances, or adjust eight player skills.

TEAM EDIT

Change the appearance of the your team's uniform. You can edit the shirt, shorts or socks. Change both the pattern and the colors.

TRANSFERS

Shock the world and trade star players from team to team.

To transfer a player from one team to another:

- 1.** Press the D-Button ↔ to select the teams you wish to transfer a player between.
- 2.** Press the D-Button to highlight the SELL PLAYER field of the selling team (the other is the purchasing team). Press the D-Button ↔ to scroll through the Team List.
- 3.** With the player's name highlighted in the squad list, select SELL PLAYER. A prompt appears asking you to confirm the Transfer. Select YES to continue or NO to cancel.

SAVING CUSTOMIZED PLAYERS AND SQUADS

1. Press the ● button to access the icon bar.
2. Highlight the Save Changes icon, and press the ✕ button to save your changes.



NOTE: If you want to permanently customize players or squads, you must do so before entering a game mode and save the changes you make.

- ❖ Any saved player and squad settings on your memory card are auto-loaded on boot-up.

TEAM MANAGEMENT

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



NOTE: Changes made from the Game Modes screen are applied in all game modes. Any team changes made in Season, Tournaments or Custom modes are specific to those competitions and are saved automatically when the respective game is saved. Changes made from the Pause menu are reset after a game is finished.

- Select the SAVE CHANGES icon to save any Team Management changes to the memory card in MEMORY CARD slot 1 and press the ✕ button to confirm (select the appropriate icon to return them to their default settings).

STARTING LINEUP

Adjust your starting lineup for that perfect match up. Along the bottom of the screen, the various player stats are abbreviated:

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: If you are substituting players during a Match, you are limited to choosing players from your starting line-up and substitutes. From the Starting Line-up screen you can select your initial lineup from a much wider selection of players (including reserves).



IGM

Set up your In Game Management settings to suit your preferences, then use them to switch formations and strategy on the fly. ➤ *In Game Management* on p. 10.

KICK TAKERS

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



NOTE: For Penalty Kicks, you must assign five different players.

REWARDS

The Rewards screen displays your achievements in each of the tournaments featured in *FIFA Soccer 2002*. You can also view those competitions you have yet to unlock. Win a tournament to unlock a Panini card, which is displayed when the tournament is highlighted, as well as a new competition.



NOTE: Winning the European Champions' Cup and the EFA Trophy do not unlock tournaments.

➤ To find out how to go about winning a tournament, highlight it and view the ticker at the bottom of the screen.

VIEW CHEATS

Press the ■ button in the Rewards screen to view the Cheats you have unlocked and to toggle them ON and OFF.

Cheats are divided into 3 categories: EASY, MEDIUM and HARD. Press the D-Button ↔ to toggle between the categories. Press the D-Button ↑↓ to select an unlocked Cheat and press the D-Button ↔ again to toggle it ON and OFF.



NOTE: Winning the MLS season does not unlock cheats.

➤ To find out how to unlock a Cheat and, once you have unlocked it, to discover what it does, highlight it and view the information box at the bottom of the screen.

OPTIONS

Change game options and settings to your advantage.

MATCH OPTIONS: Set half-length, language, weather conditions, time of day and clock type. You can also toggle Substitutions and player Fatigue **ON/OFF**.

GAMEPLAY OPTIONS: Select difficulty level, game speed and referee strictness, and toggle bookings, offside and injuries **ON/OFF**. You can also toggle the vibration function of the Analog Controller (DUALSHOCK) **ON/OFF**.

VISUAL OPTIONS: Adjust a variety of visual options, including time and score displays, camera view and auto replay.

AUDIO OPTIONS: Set volume levels for music, commentary, and sound effects.

AI OPTIONS: Turn Expert Passing and Expert Shooting **ON** and OFF.



NOTE: Turn Expert Passing and Expert Shooting **OFF** in order to revert to the controls used in *FIFA 2001 Major League Soccer™*.

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

➤ Press the **START** button (or the FORWARD icon) to return to the Main menu, saving any changes you've made. Changes are stored until the console is switched OFF. Press the **SELECT** button (or the BACK icon) to cancel any changes.

To save Options to a memory card:

- Press the ● button to access the icon bar and select SAVE SETTINGS. Your options are saved.
- To restore the default Options, select the RESET TO DEFAULT SETTINGS icon.
- ❖ If saved Options are detected on the memory card in MEMORY CARD slot 1, they are auto-loaded on boot-up.
- ❖ Saved options are also loaded when exiting a game mode.

SAVING AND LOADING



You can save your *FIFA Soccer 2002* progress and settings upon completion of any Season, Tournament or Custom Cup match. If you exit the game mode without saving, you lose all progress made during that game play session.

To Save a game:

1. At the Standings, Knockout, or Cross-Qualifier screen, after a FIFA World Cup Qualification, Season, Tournament, or Custom Cup match, press the ● button to access the icon bar.
 2. Press the D-Button ↔ to highlight the Save Game icon and press the ✕ button. The SAVE GAME screen appears.
 3. Press the D-Button ↔ to highlight the save slot you wish to save your game to and press the ✕ button.
- ❖ If you are overwriting a previously saved game, confirm your choice of slot at the prompt.
4. Your progress is now saved and your next match displayed in the Save slot. Press the **START** button to proceed.



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 do not alter original settings.

To Load a saved game:

1. At the Game Modes screen, press the ● button to access the icon bar, then press the D-Button to highlight the LOAD GAME icon and press the ✕ button.
2. Highlight the save slot from which you want to load, and then select that slot with the ✕ button. The selected saved game is loaded.



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

MUSIC CREDITS

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

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

Vitae 'Energy Flow'

Issi Noho "First Snow"

Gouryella 'Tenshi'

Sandy v Housetrap 'Overdrive'

Cirrus 'Stop & Panic'

Edison Factor 'Repeat the Sequence'

Schiller 'Das Glockenspiel'

Terpsichord 'The Bells'

R4 'Revolution' - Courtesy of Ministry of Sound

DJ Tiesto 'Flight 643'

Conjure One 'Redemption' - Max Graham's Dead Sea Mix - Courtesy of Netzwerk Productions

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") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within the 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program(s) that was 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.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through abuse, mistreatment or neglect, 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 failure of the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium fails after 90 days from the date of purchase, please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing, including your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium to you.

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EA WARRANTY MAILING ADDRESS

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