



PlayStation

NTSC U/C

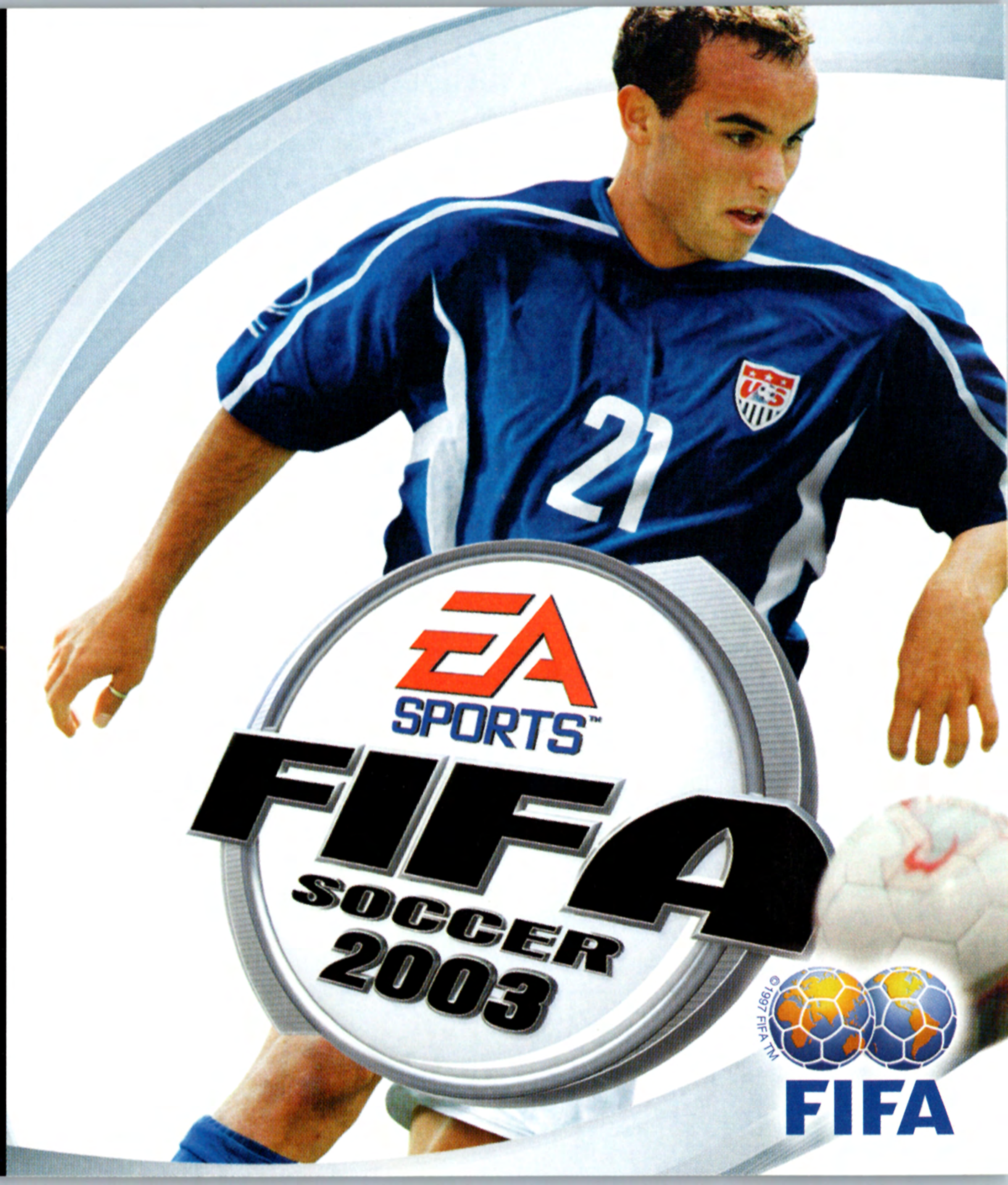
PlayStation

EVERYONE



CONTENT RATED BY ESRB

SLUS-01504



EA SPORTS™

FIFA  
SOCCER  
2003



FIFA

## **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.

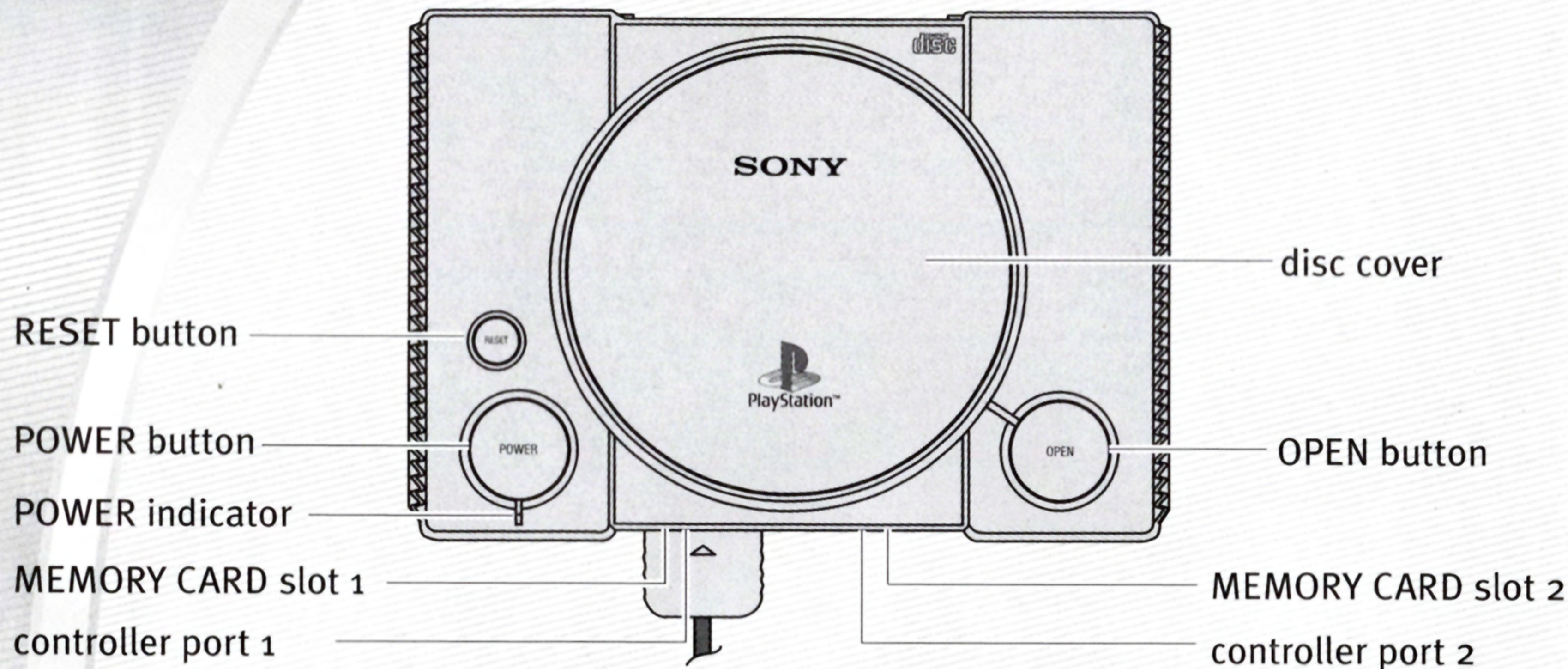


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# STARTING THE GAME

## PLAYSTATION® GAME CONSOLE



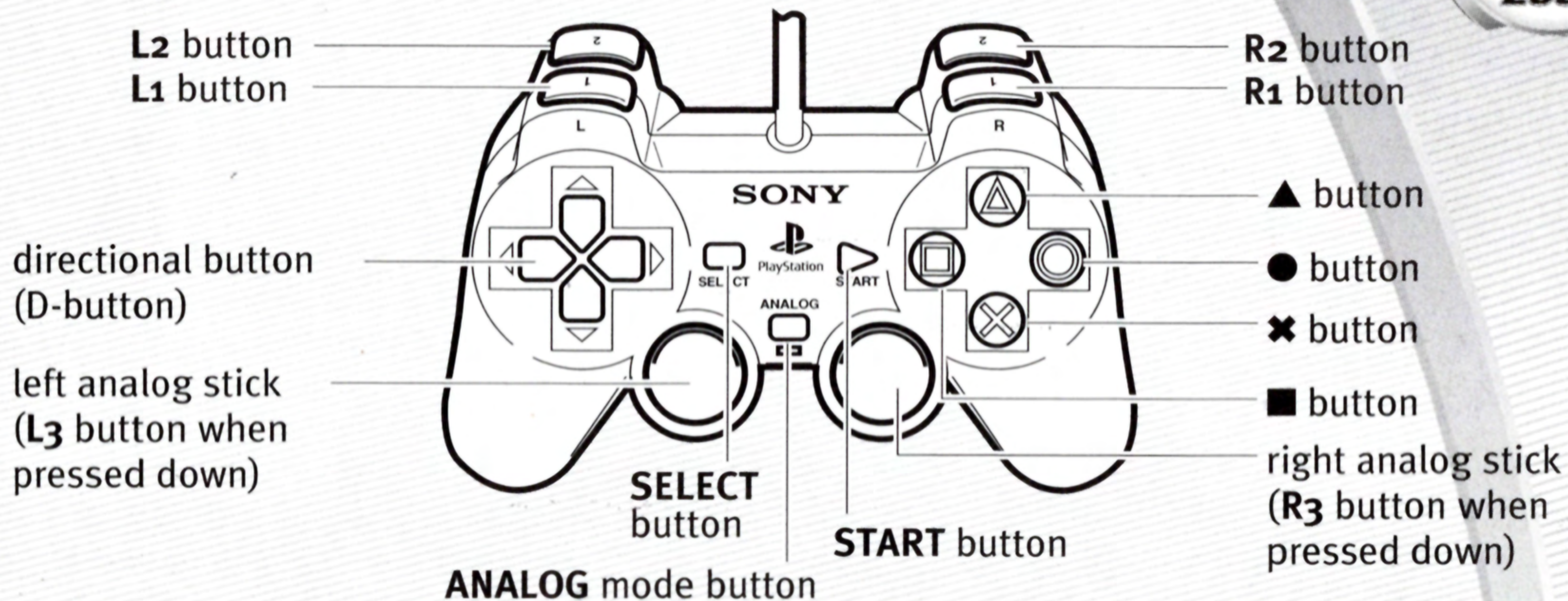
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *FIFA Soccer 2003* disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console.

**NOTE:** When using the Multitap, at least one controller must be connected to controller port 1-A. *FIFA Soccer 2003* supports up to eight players.

- ➔ To skip the opening sequence press the **START** button.
4. At the *FIFA Soccer 2003* title screen, press the **START** button to advance to the main menu.

# COMMAND REFERENCE

## DUALSHOCK® ANALOG CONTROLLER



### MENU CONTROLS

Highlight menu items	D-button ⇕
Cycle choices/Move sliders	D-button ⇔
Select highlighted option	X button
Return to previous screen	▲ button



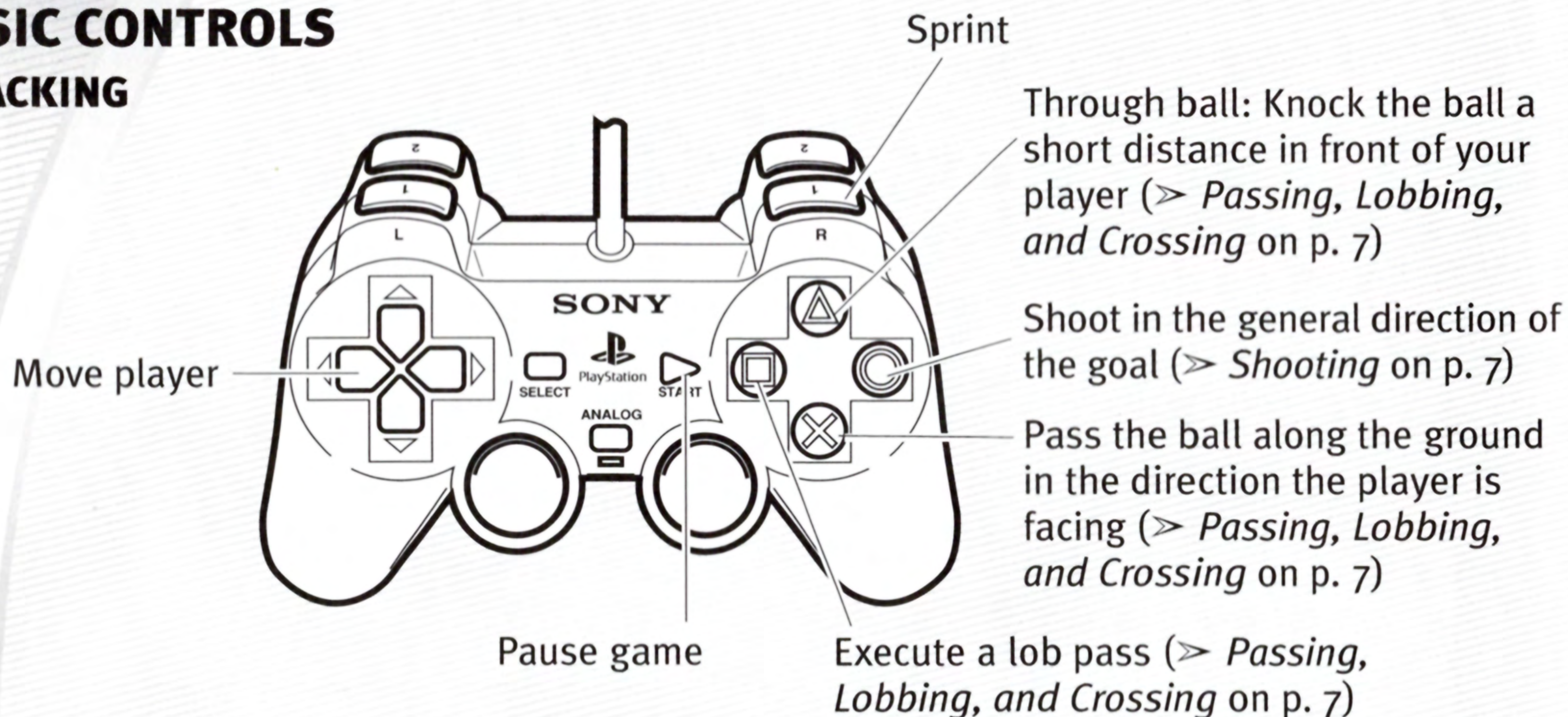
For more info about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com)

# COMPLETE CONTROLS

The controls listed in this manual are default controls only. For information on changing controller configuration, > *Control Settings* on p. 16.

## BASIC CONTROLS

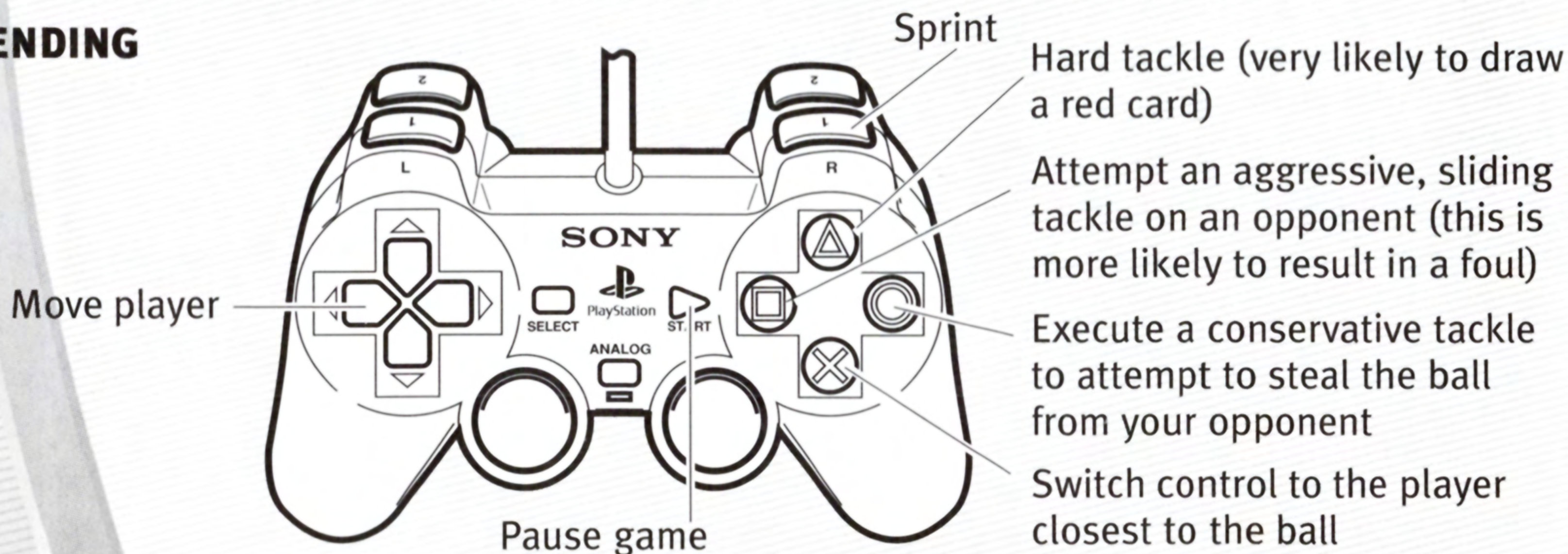
### ATTACKING



**NOTE:** Sprinting tires players more quickly than running at a normal pace.

- ❖ When shooting, passing, or lobbing, keep the relevant button pressed to increase power and use the left analog stick to aim. But be careful—if you power up a shot into the red zone on the power meter (> p. 5), your kick is more likely to be off the mark.

### DEFENDING



## 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.

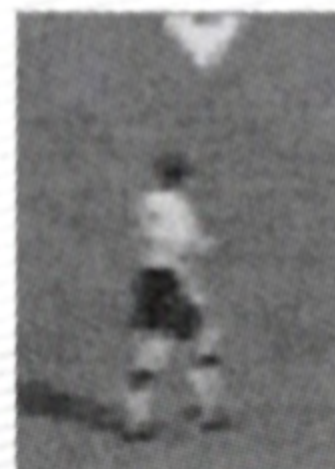


**NOTE:** When taking dead balls, the power meter takes the form of an arc. Press and hold the **X** button, **●** button, **■** button, or **▲** button to start the meter filling and release it when you have given it enough power. The longer the button is held, the more powerful the kick is.

## CONTROL HIGHLIGHTS



Controlled player with ball.



Likely pass receiver/controlled player without ball.



Controlled player off screen.



Off-screen pass indicator.

## PLAYER STATUS BAR



During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue. This level decreases the more a player sprints (**R1** button), slowing him down, but replenishes when he returns to a normal pace.

## DEAD BALL SITUATIONS

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

### THROW-IN

Aim	D-button
Throw ball	<b>X</b> button

## SET PIECES

Set Pieces are pre-arranged tactical plays that a team uses in dead ball situations. *FIFA Soccer 2003* features a brand-new set piece system.

### **To use set pieces:**

1. Decide what kind of spin you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) using the D-button.
- ❖ **Ballspin:** To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right-hand side of the ball as you look at it sends it swerving in an arc out to the right and then back in to the left, and vice versa).
2. To take the kick, press the ✕ button, ● button, ■ button, or ▲ button and release it when the meter has filled sufficiently.
3. To change the direction of the kick, press and hold the L2 button and use the D-button.

## DEFENDING SET PIECES

---

Move player	D-button
Switch player	✕ button

---

## PENALTY KICK

### TAKING PENALTY KICKS

---

Aim shot	D-button
Switch kicking side	■ button
Switch player (Not available in Penalty Kick Shoot-out)	✕ button
Shoot	● button

---

### DEFENDING PENALTY KICKS

---

Move along line/Choose direction of save	D-button
Attempt Save	D-button + ✕ 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 D-button to aim your shot at different parts of the net. The ball travels in the direction the D-button is pressed 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.
- ❖ You can also score by lobbing or passing the ball into the net or by heading and volleying (➤ *Heading & Volleying* on p. 8).

### PASSING, LOBBING, AND CROSSING

For a quick pass to a nearby teammate, simply tap the relevant button, but for a pass requiring more power (e.g., a 'route-one' ball to your strikers) press and hold the button longer (➤ *Power Meter* on p. 5).

To aim your pass, move the D-button while you press the relevant pass button—the ball travels in the direction the D-button is pressed when the Pass/Lob button is released.

**NOTE:** Turn Expert Passing OFF (➤ *Settings* on p. 16), in order to automatically turn Lobs on the wing into Crosses.

## TACKLING

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Conservative tackle ● button

Hard tackle ▲ button

Slide tackle ■ button

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



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

## GOALIE CONTROL

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Move goalie/Aim kick or throw D-button

Goalie charge L1 button (press and hold)

Drop the ball L1 button

Kick the ball (drop kick) ✕ button or ● button

Throw the ball ■ button

---

## HEADING

---

Header on goal ● button (press and hold)

Headed lob ■ button (press and hold)

Headed pass ✕ button (press and hold)

---



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

## VOLLEYING

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Volley or bicycle kick shot ● button (Double tap)

Volley lob ■ button (Double tap)

Volley pass ✕ button (Double tap)

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**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.

### DRIBBLING

*FIFA Soccer 2003's* improved dribbling system provides an experience that is as close as you can get to the real thing. The faster you travel, the trickier it is to keep control of the ball.



**TIP:** Try to balance your pace and control requirements. Before you up the pace, make sure you have full control of the ball and bear in mind that the faster you go, the further forward it is necessary to play the ball, giving you less time in control of it.

### 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:

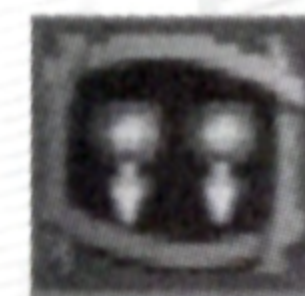
<b>BUTTON</b>	<b>TAP</b>	<b>DOUBLE-TAP</b>
L2 button	Hurdle	Drag-Back
R2 button	Sideways	Shimmy Rainbow

### IN-GAME TACTICS (IGT)

To activate a tactic, perform one of the following actions:

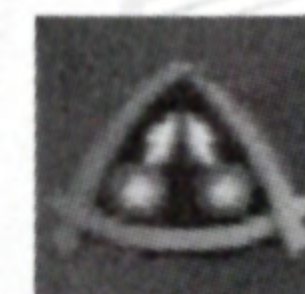
#### OFFSIDE TRAP

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).

**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 **Strategies** and **Formation** during a match.

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

1. Select **TEAM MANAGEMENT** from the Options screen. The Team Management screen appears.
2. Press the **X** button and then Press the D-button to cycle to the Strategies page.
3. Press the D-button  $\leftrightarrow$  to toggle between **STRATEGIES** and **FORMATION** settings.
4. Press the D-button  $\downarrow$  to highlight the current IGM setting and then press the D-button  $\leftrightarrow$  to select each In-Game Management setting (IGM 1, 2 and 3).
5. Press the D-button  $\leftrightarrow$  to modify individual settings to suit your preferences.



**TIP:** Make sure that your **Strategies** for each IGM setting compliments the corresponding **Formation**.

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

# SETTING UP THE GAME

Customize your *FIFA Soccer 2003* experience.



## GAME STYLE AND LEVEL OF PLAY

Define your *FIFA Soccer 2003* experience by selecting to play a simulation or action style game. To choose your Style and Level of Play:

1. When you start up *FIFA Soccer 2003*, decide whether you wish to play with **SIMULATION SETTINGS** or ACTION SETTINGS.
  - ❖ Select SIMULATION SETTINGS for a strategy-orientated experience closer to that of real soccer. The zoomed-out camera angle provides an overview of the game, encouraging expansive attacking moves and tactical analysis.
  - ❖ Select ACTION SETTINGS for more arcade-orientated settings, with fewer rules and more speed.
2. Choose the Level of Play: AMATEUR, PROFESSIONAL, or WORLD CLASS. Simulation games default to PROFESSIONAL while Action games default to AMATEUR.

**NOTE:** If you save Settings, you are only prompted to select your Style and Level of Play the first time you play the game. However, you can tweak individual settings at any time in the Settings menu (> *Settings* on p. 16).

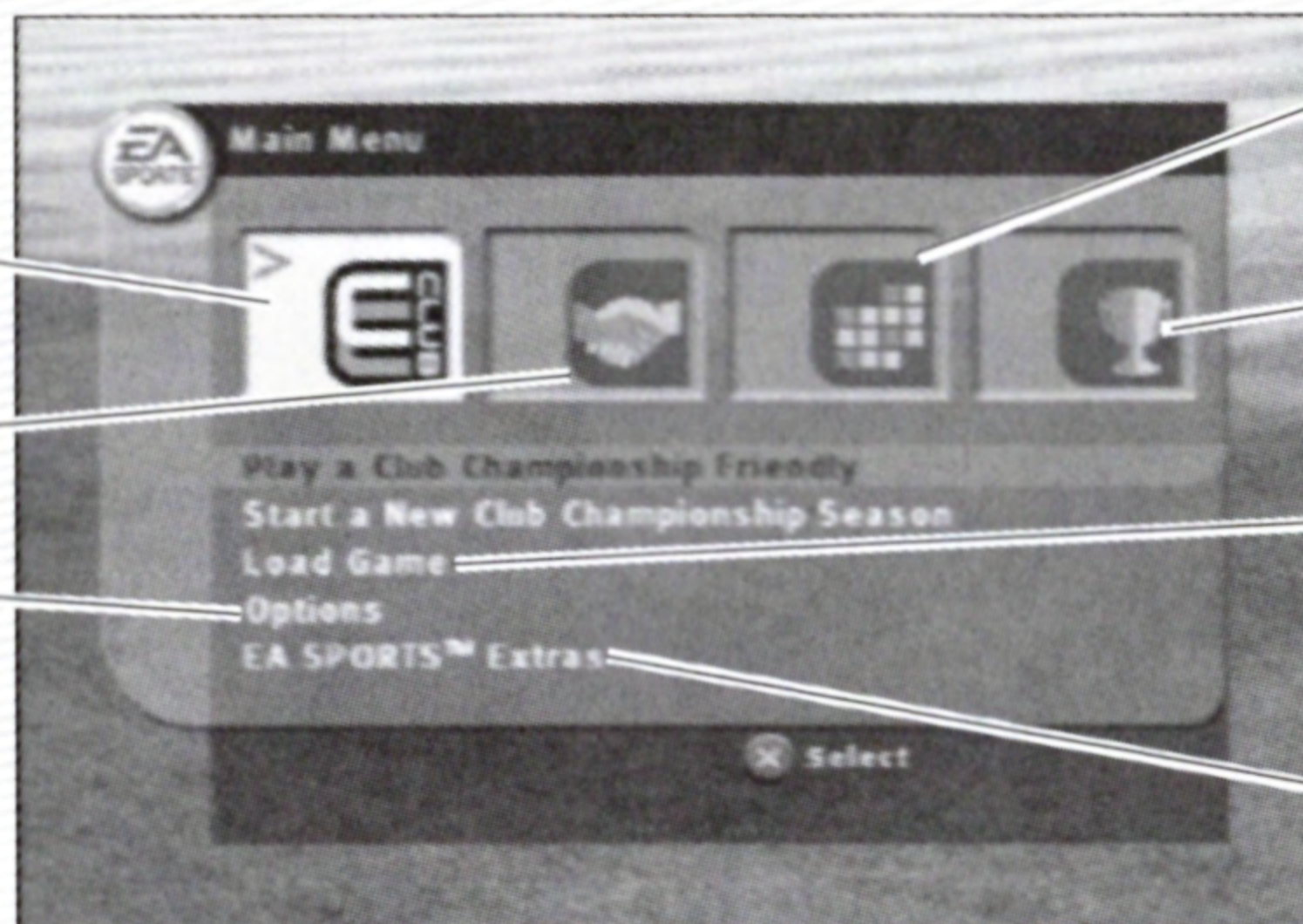
## MAIN MENU

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

Play a Club Championship (> p. 12)

Play a Friendly game (> p. 14)

Access the Options screen to adjust a variety of settings (> *Settings* on p. 16)



Play an entire Season (> p. 15)

Play in a Tournament (> p. 15)

Load a saved game (> *Saving and Loading* on p. 18)

View the game's credits and EA SPORTS extras

## MORE OPTIONS

The More Options screen is your easy-access portal to a variety of game settings. Access the More Options screen from any gameplay mode hub screen.

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

**VIEW TABLES:** 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.

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

**TRANSFERS (SEASON MODE ONLY):** Initiate player transfers (> p. 17).

**SETTINGS:** > *Settings* on p. 16.

**HALL OF KITS:** Press the D-button ⇄ to toggle between leagues, then press the D-button ⇅ to view the jerseys worn by each team in the highlighted league.

**SAVE GAME:** Save your progress in the current mode to a memory card (> *Saving and Loading* on p. 18).

## CLUB CHAMPIONSHIP

Pick one of Europe's top 18 clubs and slug it out with the cream of European club soccer to become the EA Club Champions.

### CLUB CHAMPIONSHIP STRUCTURE

After an initial league phase in which every team plays each other (home and away), the top 8 teams progress to the knockout stages where ties are played over two legs, until the final.

#### **To start a Club Championship Friendly:**

1. Highlight PLAY A CLUB CHAMPIONSHIP FRIENDLY and press the ✕ button.
  2. Press the D-button ⇄ then press the ✕ button to choose a Home and then an Away team (highlighted teams' abilities are represented in graphical form to the left of their badge). The Select Kit screen appears.
- ❖ Press the ● button while selecting teams to access Options.

3. Press the D-button ⇄ then press the ✖ button to select the kit you wish the Home team to wear.
4. Repeat the step above for the Away team.
5. Press the D-button ⇄ to place the controller icon under the team you wish to play as. Your in-game possession indicator color appears next to the icon.
6. When you've selected a side (or, for two or more player games, when all players have selected a side), press the ✖ button. The game loads and the match begins.

### **To start a Club Championship Season:**

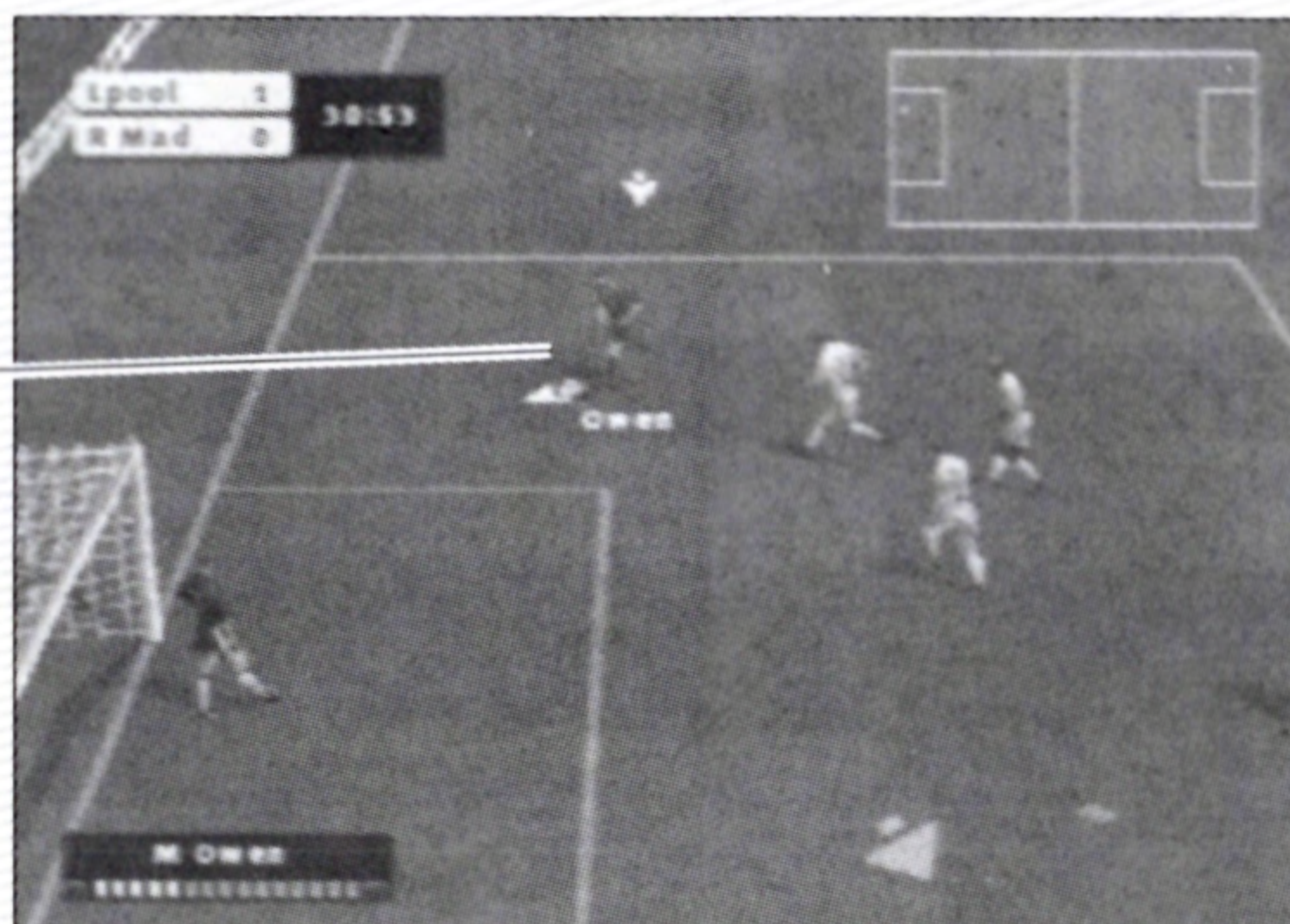
1. Press the D-button ↓ to select START A NEW CLUB CHAMPIONSHIP SEASON and press the ✖ button.
2. Press the D-button ⇄ then press the ✖ button to choose a Club Championship team (highlighted teams' abilities are represented in graphical form to the left of their badge).
3. The hub screen appears, displaying your first fixture. Select PLAY NEXT MATCH to play it or MORE OPTIONS to access a variety of stats, settings and tools (> *More Options* on p. 12).
4. Select both teams' kits and the side you wish to play for as you would in a Club Championship Friendly (> p. 12). The match begins.

## **ON THE FIELD**

Get ready for some world-class soccer action!

### **GAME SCREEN**

Controlled player



## PAUSE MENU

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

### 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.
- ➔ Press the ▲ button to return to the Pause menu.

### INSTANT REPLAY

Select INSTANT REPLAY from the Pause menu to check out the action again and again.

#### **ACTION**

#### **CONTROL**

Select camera	<b>SELECT</b> button
Zoom in	<b>L1</b> button
Zoom out	<b>R1</b> button
Advance one frame	<b>R2</b> button
Fast Forward	● button
Rewind	■ button
Pan camera left/right (Free Cam)	D-button ⇔
Move camera up/down	D-button ⇕
Quit Instant Replay	▲ button

- ❖ When you have FREE CAM selected as your camera, use the D-button to control the replay camera angles.

## ***OTHER GAME MODES***

Play in a Friendly game, a full Season, or a challenging Tournament.



### **FRIENDLY**

In Friendly mode, pit your favorite team against any other team in a friendly exhibition match.

- ❖ 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**.





## SEASON

Pick your favorite club team from one of 12 available leagues from around the globe.

➔ Press the D-button to toggle the available leagues and teams.

**NOTE:** You can play up to three full seasons with any team of your choice.



## TOURNAMENTS

Play your way through a selection of some of the world's toughest cup competitions or create your very own cup using the Cup Creator.

### **To set up a Tournament:**

1. Highlight START A NEW TOURNAMENT and press the ✕ button.
2. D-button ⇔ to pick an available Tournament to challenge for.
3. Follow the on-screen instructions (each Tournament offers a unique challenge).

### **To start a Custom Cup:**

1. Highlight CUSTOM CUP and press the ✕ button.
2. Press the D-button ⇔ to choose LEAGUE/KNOCK-OUT or KNOCK-OUT ONLY and to decide whether you wish to invite Club or International teams, then press the ✕.
  - ❖ Select KNOCK-OUT to create your own customized Playoffs. Select the number of teams, groups, and how many teams advance from each group into the next stage, as well as other options. This format can be played with 4, 8, 16, 24 or 32 teams.
  - ❖ Select LEAGUE/KNOCK-OUT to create your own league stage followed by a Knock-out stage. Competitions can be played with 4, 8, 16 or 32 teams.
3. Press the D-button ⇔ then press the ✕ button to select a league.
4. Press the D-button ⇕ to highlight a team then press the ● button to add it to your competition.
  - ➔ Press the ● button once more if you wish to assign the team to user control and press it for a third time if you wish to delete the team from the competition.

**NOTE:** Press the ■ button to select teams at random.

5. Continue adding teams until all the available slots are filled, then press the ✕ button. The Custom Cup hub screen appears.

**NOTE:** The Auto Select button may be used to instantly select any remaining teams.

# OPTIONS

Adjust your settings, manage your team's roster, conduct transfers, and more.

## SETTINGS

Press the ● button to select BASIC SETTINGS, ADVANCED SETTINGS, MORE SETTINGS, AUDIO SETTINGS, or CONTROL SETTINGS. Press the D-button ↕ to move between individual options and then press the D-button ⇔ to make adjustments to the highlighted setting.

**BASIC SETTINGS:** Set the Difficulty Level, Half Length, Camera angle, and Game Speed, or turn Player Names, Injuries, the pitch Radar, and Fatigue **ON/OFF**.

**NOTE:** You cannot adjust Half Length during a match.

**ADVANCED SETTINGS:** Turn Expert Passing, Expert Shooting, Offsides, and Bookings **ON/OFF**.

**MORE SETTINGS:** Turn the Auto Replay function **ON** or **OFF**, decide whether the Time Display and Visual Indicators are displayed, toggle the Clock Type between **CONTINUOUS** and **OUT OF PLAY**, select your preferred Language, and decide when and where the match is going to take place.

**NOTE:** Day/Night settings cannot be changed within Club Championship, Season, Tournaments, and Custom Cup modes.

**AUDIO SETTINGS:** Adjust the volume for Menu Music, Commentary, Game SFX, and Menu SFX.

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

**NOTE:** You cannot adjust Control Settings during a match.

- ➔ Save Settings to a memory card in MEMORY CARD slot 1 by pressing the ■ button.
- ❖ If saved Settings are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon 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 Club Championship Season, Season, or Tournaments 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.

- ➔ To return all Team Management settings for the selected team to their default settings, press the ● button at the Team Management hub screen.
- ➔ To save any Team Management changes to the memory card in MEMORY CARD slot 1, press the ■ button.



## STARTING LINEUP

Adjust your starting lineup for that perfect match up.

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

<b>ABBREVIATIONS</b>	<b>PLAYER ATTRIBUTE</b>	<b>ABBREVIATIONS</b>	<b>GOAL KEEPER ATTRIBUTE</b>
BC	Ball control	KSK	Skills
FIT	Fitness	KAG	Aggression
HDR	Headers	KPS	Positioning
PSS	Passing		
SHT	Shooting		
SPD	Speed		
STR	Strength		
TKL	Tackle		

**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 Lineup 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.

- ❖ You can 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.

## 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 player you wish to sell, then press the ✕ button. A prompt appears asking you to confirm the transfer.
3. Select YES to continue (or NO to cancel).

**NOTE:** You can conduct a maximum of 60 transfers.

- ➔ Save Transfers to a memory card in MEMORY CARD slot 1 by pressing the ■ button.
- ❖ If saved Transfers are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.

## **MULTIPLAYER MATCHES**

Up to eight players may play *FIFA Soccer 2003* using a Multi Tap. Each player must press the D-button ⇔ to move to the team that they wish to play for. Controller icons must be displayed under a team name in order to control that team in the game.

**NOTE:** You can also select the side you want to play for during the game by pressing the **START** button and selecting **SELECT SIDES** from the Pause menu.

- ❖ For Multiplayer games, each player must have a controller.
- ❖ To play with 1-5 Players, a Multi Tap is required and must be inserted into controller port 1. The controllers should then be connected sequentially to controller port 1-A, controller port 1-B, controller port 1-C, and controller port 1-D, with the fifth controller inserted into controller port 2.
- ❖ To play with 1-8 Players, a second Multi Tap is required and must be inserted into controller port 2. Players 5, 6, 7, and 8 must insert their controllers into controller port 2-A, controller port 2-B, controller port 2-C, and controller port 2-D.
- ❖ If you are using a memory card it must be inserted into MEMORY CARD slot 1-A of the Multi Tap.

## **SAVING AND LOADING**

You may save up to four *FIFA Soccer 2003* games on your memory card. If you exit a game mode without saving, you lose all progress made during that game play session.

**NOTE:** You can save or load your progress using a memory card inserted into MEMORY CARD slot 1.

### **To Save a game:**

1. Select MORE OPTIONS at a game mode hub screen.
2. Select SAVE GAME at the More Options screen.
3. Press the D-button ⇕ to highlight the save slot you wish to save your game to, then press the ✕ button.
  - ➔ If you are overwriting a previously saved game, confirm this at the prompt.
4. Your progress is now saved and your next match displayed in the save slot. Press the ✕ button to proceed.

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

**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. Select LOAD GAME at the Main menu. The Load Game screen appears.
2. Press the D-button ⇕ to choose the game data you wish to load and press the ✕ button. The game loads.

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