



NTSC U/C

PlayStation™

FIFA 96 SOCCER



BY EXTENDED PLAY PRODUCTIONS



SLUS-00038

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 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:

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

HANDLING YOUR PLAYSTATION DISC

- The 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 recess 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.



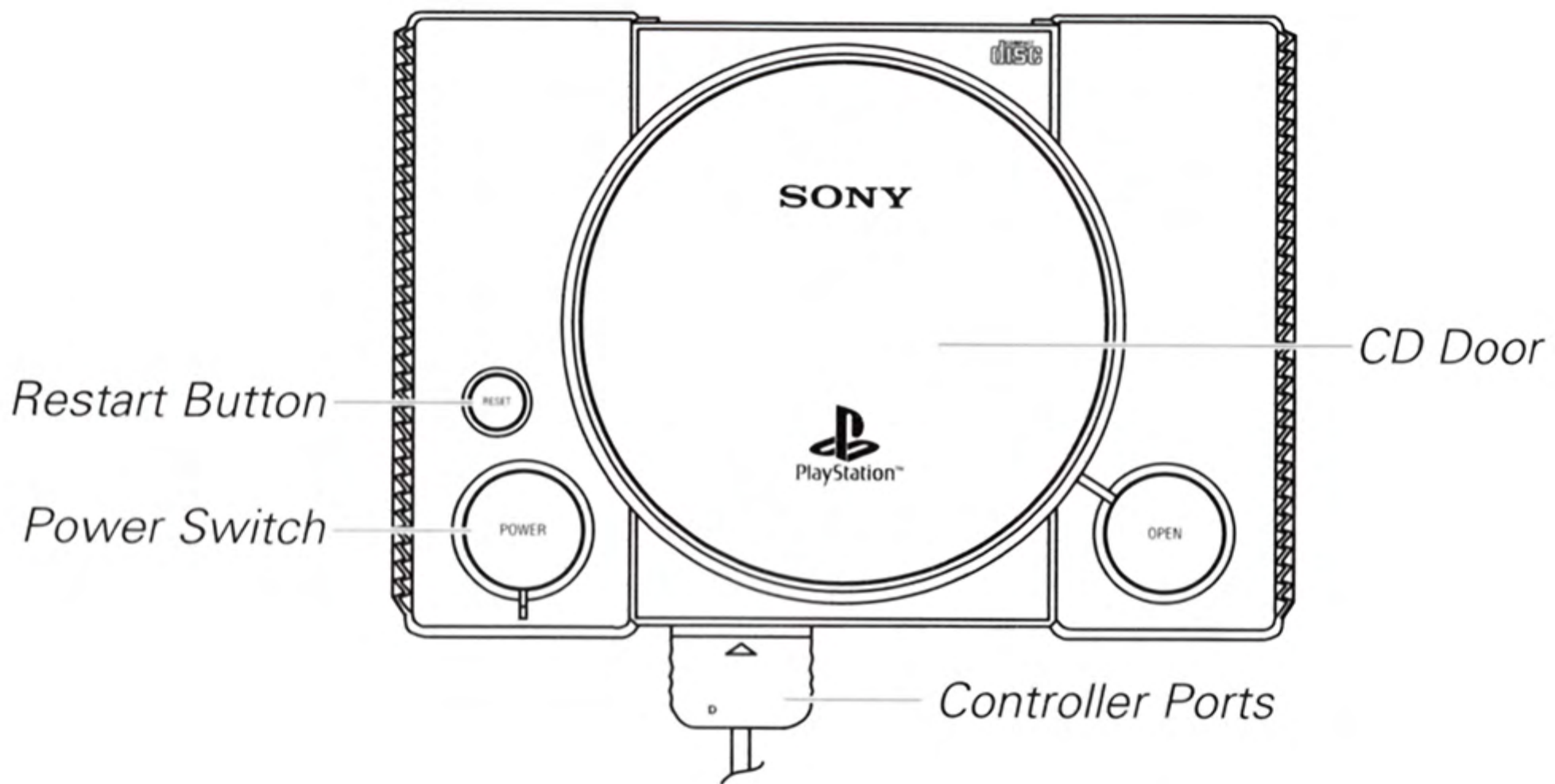
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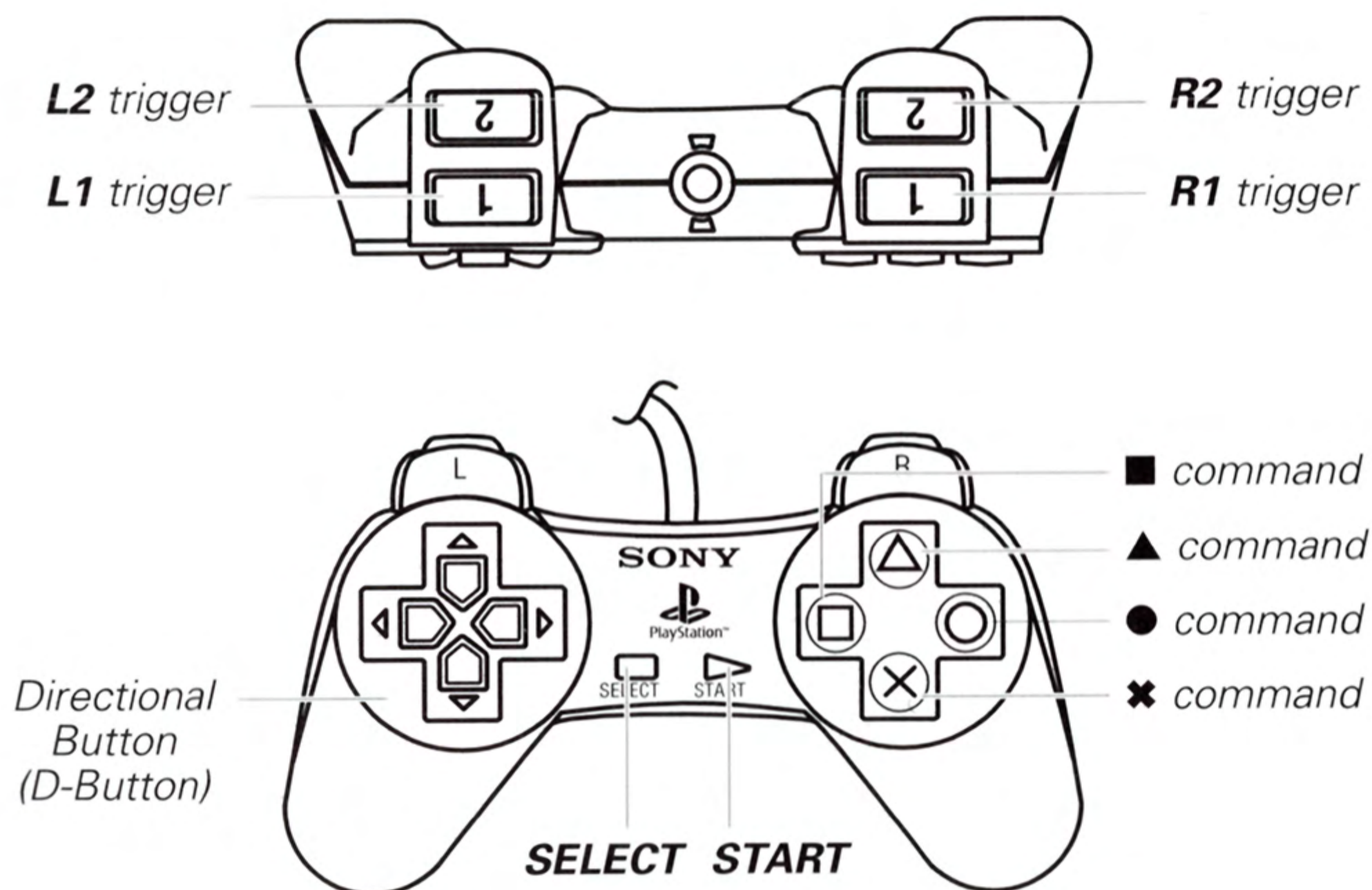
STARTING THE GAME



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 96* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.



CONTROL SUMMARY



IN PLAY: IN POSSESSION OF BALL

Lob	✕
Pass	✕ + D-Button
Drop pass to nearest teammate	Tap ✕ + D-Button
Shot on Net	●
Run	D-Button
180-degree spin move	✕ + ●
Shallow Lob	■ + ✕
Rainbow Kick	■ + ●
Sprint Dribble	Hold ▲



IN PLAY: JUST AFTER PASSING

Enter Passback Mode (keep control circle on current player, not the player with the ball)	■
Switch control circle to human-controlled player closest to pass destination	✕
One-timer	●

IN PLAY: BALL IN THE AIR

Switch control circle to computer-controlled player closest to ball	✕
Jump for Header, Volley, or Bicycle Kick (depends on timing of jump and height of ball)	●
After-touch curve	D-Button

IN PLAY: IN PASSBACK MODE

- *Use Passback Mode to maintain control of a player after he has released the ball.*

Enter Passback Mode (keep control circle on current player)	■ (This must be done before the receiver gets the ball)
To call for a return pass	■
Switch control circle to player with ball (ends Passback Mode)	✕
Passback Player takes a shot at the net	●



IN PLAY: NO PASSBACK MODE

Tackle	■ + ✕
Push	✕ + ●
Slide tackle	■
Switch to Computer-Controlled Player Closest to Ball	✕
Dive (if near net)	●
One-Timer (if far from net)	●
Sprint	▲

BALL OUT OF PLAY: CORNER KICK, THROW-IN, FREE-KICK

Toggle Camera/Switch to Player	✕
Under Camera/Switch to Passback Mode	
Select Set Play	● + D-Button
Hide Set Play Selection	● + D-Button + ■
Execute Set Play	●
Lob to target box or player	■

BALL OUT OF PLAY: PASSBACK MODE

Lob to Passback Player	■
Pass to Passback Player	✕ + D-Button

BALL OUT OF PLAY: NORMAL MODE

Lob to Last Camera Position	■
Lob	■ + D-Button
Pass	✕ + D-Button



BALL OUT OF PLAY: GOALIE DROP KICK/GOALIE GOAL KICK

Toggle between Goalie and Target **×**

Lob ball to Target **■**

Kick ball to Midfield **●**

MENU NAVIGATION

Skip Intro **START**

Next Screen **●**

Select **■**

Deselect **×**

Back and Cancel **▲**

Pause Game Menu **START**

GAME SELECT



Choose the kind of game you want to play or access game options. (To learn more about the different game modes, see the sections of this manual devoted to each kind of game.)

- Friendly
- League
- Tournament
- Playoff
- Options
- Restore

GAME OPTIONS

Set the rules for play. (Default options are in bold type.)

To set Game Options: From the Game Select screen, D-Button \updownarrow to highlight OPTIONS, then press \bullet . The Options screen appears.

- To highlight an option, D-Button \updownarrow .
- To change the highlighted option, D-Button \leftrightarrow .
- To cancel, press \blacktriangle .
- When finished, press \bullet .

GAME OPTIONS:

Half Length (minutes)	2 / 4 / 6 / 8 / 10 / 20 / 45
Game Type	ACTION / SIMULATION
Fouls	NORMAL / NO BOOKINGS / OFF
Offside	ON / OFF
Injuries	ON / OFF
Skill Level	SEMI-PRO / PRO
Time Display	ON / OFF
Player Numbers	ON / OFF
Pitch Condition	DRY / DAMP / DRENCH / RANDOM
Clock	CONTINUOUS / OUT OF PLAY
Music	ON / OFF
SFX	ON / OFF
Play by Play	ON / OFF
Dolby	ON / OFF



PREGAME MENU



The Pregame screen appears just before a game begins. From this screen, you can select your team's coverage, strategy, formation, starting line, and other options.

When finished with pregame options, choose **START GAME**.

- To change an option, D-Button \updownarrow to move the soccer ball icon next to the item of your choice, then press \bullet .
- When finished changing an option, press \bullet . The Pregame Menu screen reappears.

PREGAME MENU

START GAME

To begin a game with default options, select **START GAME** and press \bullet .

CAMERA VIEWS

FIFA 96 offers you unique choices with which to view your game. The different views available are **TELE CAM**, **CABLE CAM**, **END-ZONE CAM**, **STADIUM CAM**, **SHOULDER CAM**, **SIDELINE CAM** and **BALL CAM**.



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CONTROLLER SELECT

Using this option, you can change the control selection that you chose earlier. (See *Controller Select* on p. 12.)

TEAM COVERAGE

Use this option to adjust the range of your players' field coverage.

- To select the coverage, D-Button \updownarrow .
- To increase or decrease coverage, D-Button \leftrightarrow .

TEAM STRATEGY

Use this option to select a strategy for your team.

- To select a strategy, D-Button \updownarrow . An on-screen illustration of each strategy is shown.
- The different strategies available are NONE, LONG BALL, ALL OUT DEFENCE, ATTACK, DEFEND, and ALL OUT OFFENCE.

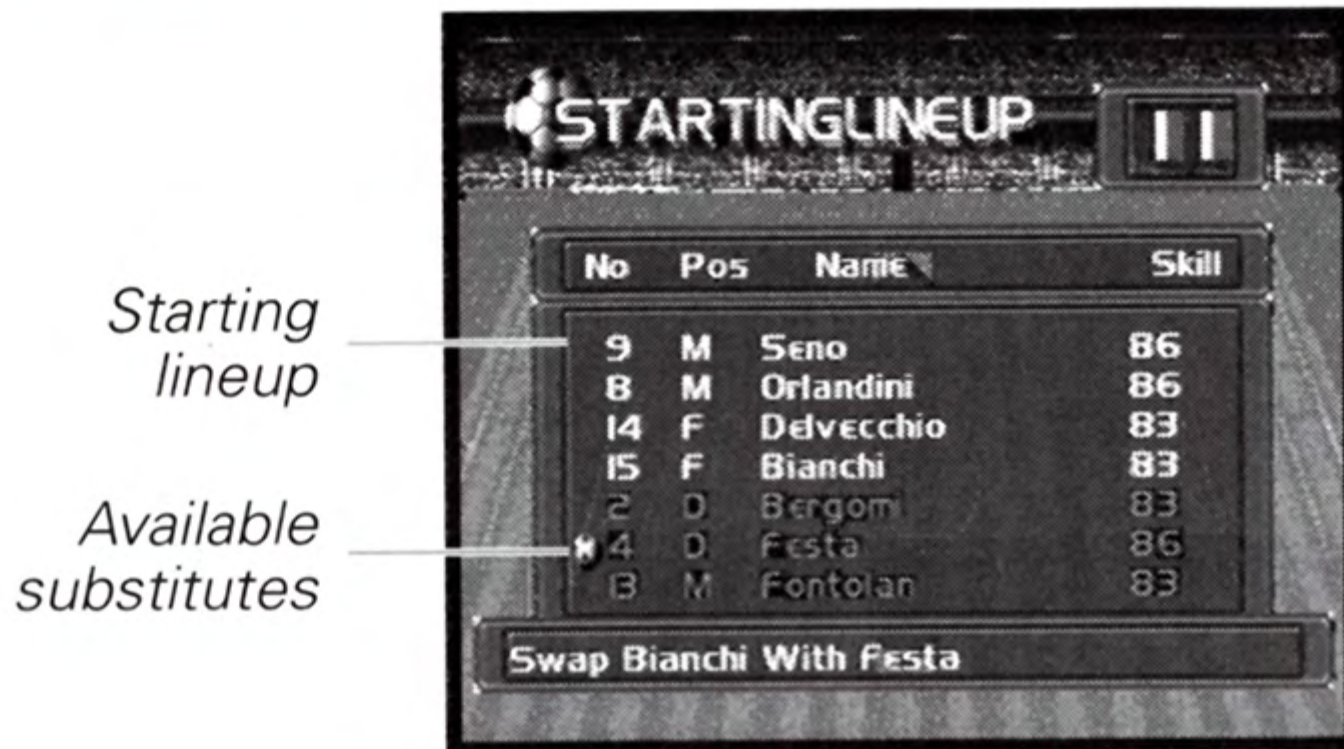
TEAM FORMATION

Use this option to adjust the positioning of your players on the field. Note that different teams have different default formations.

- To select a formation, D-Button \updownarrow to highlight the formation that you want. An on-screen illustration of each formation is shown.
- The different formations available are 3-5-2, 4-4-2, SWEEPER, 4-2-4, and 4-3-3.



STARTING LINEUP



Starting
lineup

Available
substitutes

Use this Option to adjust your lineup. Players' positions are designated on this screen by single letters: F=Forward, G=Goalie, D=Defenceman, M=Midfielder.

Note: You are allowed only 2 substitutions during a simulation game, but you can swap players' positions as many times as you wish. In an action game, you are allowed unlimited substitutions.

Note: A goalie can be substituted only for another goalie.

- To cycle through player skill ratings, D-Button ↔ .
- 1. Choose the player to remove or swap from your lineup:
 - D-Button ↓ to move the soccer ball beside the player's name and press ■.
 - The player's name will appear at the bottom of the screen with a *Swap* message.
 - To cancel the selection, press ✕.
- 2. Choose the player to add or swap into your lineup:

Note: If you want to substitute, the list of available players is shown in gray letters at the bottom of the screen.

- D-Button ↓ to move the soccer ball icon beside the player's name and press ■. A "Swapped" message appears.
- When finished, press ●.



OPTIONS

Use this option to change the Game Options you selected earlier. (See *Game Options* on p. 7 for option descriptions.)

Note: Some options can only be changed from the main Options menu accessed from the Game Select screen. These options must be set before the game starts.

QUIT

Use this option to abort this game and return to the Game Select screen.

FRIENDLY GAMES

Play an exhibition game by pairing teams from any part of the world, including Custom Teams.

Select a team from one of 13 leagues.

Note: The 13th league features Custom teams. You can edit 8 pre-existing Custom Teams. For more information on Custom Teams, see *Editing a Custom Team* on p. 18.

- To Play a Friendly Game: From the Game Select screen, D-Button \updownarrow to highlight FRIENDLY, then press \bullet . The League/Team Select screen appears.



LEAGUE/TEAM SELECT



- D-Button \uparrow to highlight the league.
- D-Button \leftrightarrow to cycle through leagues.
- D-Button \downarrow to highlight the team.
- D-Button \leftrightarrow to cycle through the teams.
- To select a team on the other side, press \blacksquare .
- When finished, press \bullet . The Scouting Report screen appears.

SCOUTING REPORT

Team skill ratings appear on the Scouting Report. Each skill level is represented by a gold bar. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The four skills rated are Shooting, Passing, Running, and Defense. There is also an Overall rating.

- After a moment, the Controller Select screen appears.

CONTROLLER SELECT

- To choose the team that you want to control, D-Button \leftrightarrow to move the controller icon under your team.

Note: If all of the controllers are left in the middle of the screen, both teams will be controlled by the computer.

- When you've set up the controller, press \bullet to view the Pregame Menu. (See *Pregame Menu* on page 8.)



LEAGUE GAMES

Teams in a League play each other twice to determine the League champion. The championship is decided on the basis of points awarded. Wins count as three points and ties count as one. No points are awarded for losses. The team with the most points at the end wins the championship.

Note: The American and Scottish League teams play four games each.

- To Play a League Game: From the Game Select screen, D-Button \updownarrow to highlight LEAGUE, then press \bullet . The League Select screen appears.

LEAGUE SELECT

- To select a league, D-Button to highlight the country-shaped flag icon of the league you want and press \bullet .

Note: To return to the previous screen at any time, press \blacktriangle

TEAM SELECT

- To select a team, D-Button \leftrightarrow to cycle through the teams.
- To add a selected team, press \blacksquare .
- To delete a selected team, D-Button \leftrightarrow to highlight the team and press \times .
- To cancel team selection, press \blacktriangle .
- When finished, press \bullet . The League Standings screen appears.

LEAGUE STANDINGS

This screen allows you to view the standings for all teams. The categories are Games played, Wins, Losses, Draws, and Points.

Note: Your teams are highlighted in yellow.

- To scroll through the list of Game Standings, D-Button \updownarrow .
- When finished, press \bullet . The League Schedule screen appears.



LEAGUE SCHEDULE

This screen allows you to view schedules and choose games to play.

- The team shown in the top right hand corner has its schedule shown below.
- To cycle through the schedule of your selected teams, D-Button ↔ .
- To scroll through league dates, D-Button ⇅ .
- At the bottom of the screen you are given the choice to simulate or play each game.
- To simulate a game, press ✕ twice.
- To view current League standings, press ■.
- To play the game, press ●. The Scouting Report screen appears. (See *Scouting Report* on p. 12.)

TOURNAMENT

- To Play a Tournament: From the Game Select screen, D-Button ⇅ to highlight TOURNAMENT, then press ●. (To cancel and go back, press ▲.) The League Select screen appears.

INTERNATIONAL TOURNAMENT

The world championship begins with twenty-four teams equally divided into six divisions. Each team plays every other team in their division once. The two top teams from each division advance to the playoffs along with the 4 next best teams.

DOMESTIC TOURNAMENT

You choose from 1 up to 8 teams for a domestic tournament. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. You play only your teams' games.



TOURNAMENT LEAGUE/TEAM SELECTION

Choose your Tournament teams in the same manner as league and team selections are made for a League game. (See *League Select* on p. 13.)

- When finished, press ●. The Tournament Standings screen appears.

Note: To return to the previous screen at any time, press ▲

TOURNAMENT STANDINGS

This screen allows you to view the standings for all teams. The categories are Games played, Wins, Losses, Draws, and Points.

Note: Your teams are highlighted in yellow.

- To scroll through the division groups, D-Button ⇕ .
- When finished, press ●. The Tournament Schedule Screen appears.

TOURNAMENT SCHEDULE SCREEN

- Tournaments are divided into six divisions.

Note: Some Leagues do not have enough teams to fill six divisions.

Note: Your teams are highlighted in yellow.

- To cycle through division groups, D-Button ↔ .
- To scroll through the list of dates, D-Button ⇕ .
- When finished, press ●. The Scouting Report screen appears. (See *Scouting Report* on p. 12.)

PLAYOFFS

Playoffs are the elimination stage of a tournament. If you qualify in the Tournament round, you are automatically sent to the Playoffs. One loss eliminates a team. You can choose to enter directly into the Playoff mode by selecting *Playoffs* from the Game Select screen.



- To play Playoffs: From the Game Select screen, D-Button \updownarrow to highlight PLAYOFF, then press \bullet . The League Select screen appears.

PLAYOFF LEAGUE/TEAM SELECTION

Choose your Tournament teams in the same manner as league and team selections are made for a League game. (See *League Select* on p. 13.)

- When finished, press \bullet . The Playoff Tree screen appears.

PLAYOFF TREE

After you have chosen your Playoff team(s), or after you have played through a Tournament to the Playoffs, the Playoff Tree appears. Playoffs are arranged in up to four rounds depending on the number of teams in the individual league. Teams that win in one round advance to the next. Your teams are placed randomly in the first playoff round.

- To see the entire Playoff Tree, D-Button \leftrightarrow .
- When finished, press \bullet . The Scouting Report screen appears. (See *Scouting Report* on p. 12.)

GAME SAVE SCREEN

You can save up to four league, playoff, or tournament games.

- After the end of each game, the Standings screen appears. When you are finished viewing the Standings screen, press \bullet . The Save Game screen appears.

Note: If you do not want to save the game, or do not have a memory card, press \bullet to skip the Save Game screen. The schedule screen appears.

Note: If your memory card is full, you must use the PlayStation utility to clear enough memory to save your game. Please refer to your PlayStation manual for the correct procedure.



SAVING YOUR GAME

- To choose one of the four available slots, D-Button \updownarrow .
- To select one of the two cards, D-Button \leftrightarrow .
- To save the game, press \blacksquare . The schedule screen appears.

Note: This game supports only 2 memory cards to load and save.
If you are using a MultiTap, only slot 1 is supported.

RESTORE

- To Restore a saved game: From the GAME SELECT screen, D-Button \updownarrow to highlight RESTORE, then press \bullet . (To cancel, press \blacktriangle .) The Restore screen appears.

RESTORING YOUR GAME

- Four memory slots and the Memory Card number are displayed.
- To select the Memory Card where your game is located, D-Button \leftrightarrow .
- To select the Slot where your game is located, D-Button \updownarrow .
- To load the game, press \bullet . (To cancel, press \blacktriangle .) The League Standings, Tournament Standings, or Playoff Tree screen appears.

Note: This game supports only 2 memory cards to load and save.
If you are using a MultiTap, only slot 1 is supported.

PAUSING THE GAME

To pause the game at any time, press **START**. The Pause Menu appears.

Note: This menu is the same as the Pregame Menu except for the following options. (See *Pregame Menu* on p. 8.)



INSTANT REPLAY

Play	●
Frame by Frame Advance	✕
Rewind	Press and hold ■
Fast Forward	Press and hold ▲
Change Camera Views	Press SELECT

- When finished, press **START**. The Pause screen reappears.

GAME STATISTICS

This screen displays current statistics for both teams in the following categories: Score, Saves, Fouls, Corner Kicks, Shots on Goal, Time Attacking, Time In Midfield, and Time Defending.

When finished, press ●. The Pause screen reappears.

SCORE SUMMARY

This screen displays the Time, Player, and Team for each goal scored.

- When finished, press ●. The Pause screen reappears.

FOUL SUMMARY

This screen displays the Time, Player, and Team for each foul.

- When finished, press ●. The Pause screen reappears.

EDITING A CUSTOM TEAM

FIFA 96 lets you do what mere soccer fans only dream of: build teams with players from any league.

To play with a Custom Team:

Note: If your memory card is full, you must use the PlayStation utility to clear enough memory to save your team. Please refer to your PlayStation manual for the correct procedure.

1. Select FRIENDLY from the Game Select screen.
2. Highlight the League select bar, and D-Button → until the EA SPORTS icon appears.



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3. D-Button ↓ to the Team select bar, and D-Button ↔ to select a Custom Team. The custom teams available are Africa All-Stars, Asia All-Stars, Dutch All-Stars, English All-Stars, European All-Stars, Italian All-Stars, Spanish All-Stars, and World All-Stars. When finished, press ●. The Custom Team Edit screen appears.

Note: The Custom Team icon is shown in yellow to indicate that there is a saved Custom Team on one of the memory cards. If you want to play with the default team instead, you must remove the memory card.

CUSTOM TEAM EDIT

The right side of the screen is your custom team, and the left side contains the teams and leagues that you have to choose from.

- To scroll through the leagues, press **L1/R1**.
- To scroll through the teams, press **L2/R2**.
- To select the player that you want to replace: D-Button to highlight that player, then D-Button ← to the list of available players. The player to be replaced is highlighted in red.
- To select a player to add: D-Button to highlight a player that you want on your team, then press ■ to select that player.
- Select another player to be replaced, and repeat until you've filled out your team.
- To cancel selections and return to the previous screen, press ▲.
- When finished, press ●. The Scouting Report screen appears.

SAVING/LOADING A CUSTOM TEAM

- Custom teams are automatically saved to the memory card. The Custom Team shown on the left side of the screen saves to memory card slot 1, and the Custom Team shown on the right side of the screen saves to memory card slot 2.

Note: If you do not have a Memory Card, a default Custom Team is loaded.



INFRINGEMENTS

OFFSIDES

The Offsides rule is designed to prevent attacking players from “goal hanging” in the hope of getting the ball while the defenders are upfield. It states that there must be defending players between an attacker and the goal when the ball is played to the attacker in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be immediately Offside in his own half of the field, from a Throw-In or a Corner Kick.

When a player is caught Offside the referee signals a free kick, and the Offside icon appears along with the offending player's name. A free kick is then awarded, taken from where the player was caught Offside .

With this option OFF the game is more free-flowing, with fewer free kicks and more scoring opportunities.

Note: When the Offsides option is on, the ref awards a free kick for all Offsides, even if the Fouls option is off.

FREE KICKS

Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Offsides.

When you win a free kick, the ball is placed where the infringement took place. The human-controlled player closest to the infraction when the whistle is blown takes the free kick.

- To Lob the ball into play, press ■.
- To cycle Normal/Camera/Receiver modes, press ✕.
- To select a set play ● and D-Button to direct the ball in the air.
- To hide set play, press ● + D-Button + ■.

Note: Opposition players must remain 10 yards from the ball until the kick is taken.



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PENALTIES

A Penalty is awarded when an offense worthy of a free kick occurs in the penalty area. So a foul by the defender within his own penalty area results in a penalty kick.

SAVING A PENALTY

The ball is placed on the penalty spot automatically. Only your keeper and the opposition penalty taker are allowed into the penalty area. Outfield players cannot enter until the ball has been kicked. Even with computer goalies, you have to attempt a save.

- To dive as the ball is struck, press ● and D-Button.

TAKING A PENALTY

- The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. To change players, press ✕.
- To shoot, ● and D-Button to direct the ball in the air.

When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

BOOKINGS

If the referee considers a foul to be particularly vicious, he is likely to show the guilty player the yellow card. Play stops while the ref takes the player's name.

Repeat offenders generally receive the red card. Play then stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, when play resumes it will have only ten men on the field.

SCORING

To score in *FIFA Soccer 96*, put the ball in the net to break the invisible vertical plane linking the posts, the bar, and the goal line. While the ball does not have to hit the back of the net to score a goal, the whole of the ball must cross the goal line. After the celebration over a goal dies down, the ball is returned to the center circle for a kickoff



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7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

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