

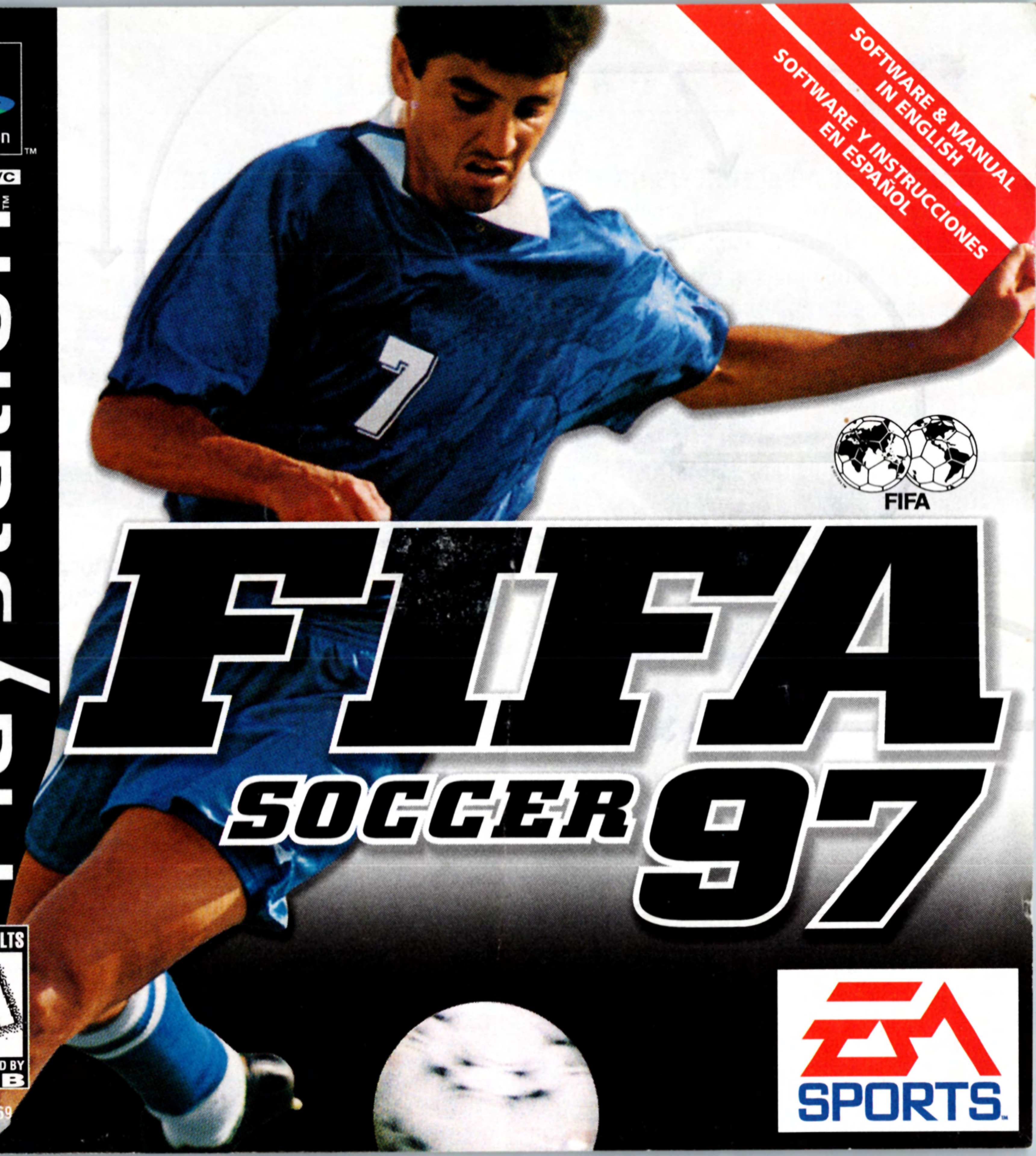


NTSC U/C

PlayStation™



SLUS-00269



SOFTWARE & MANUAL
IN ENGLISH
SOFTWARE Y INSTRUCCIONES
EN ESPAÑOL



FIFA SOCCER 97





F I F A S O C C E R 9 7



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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.

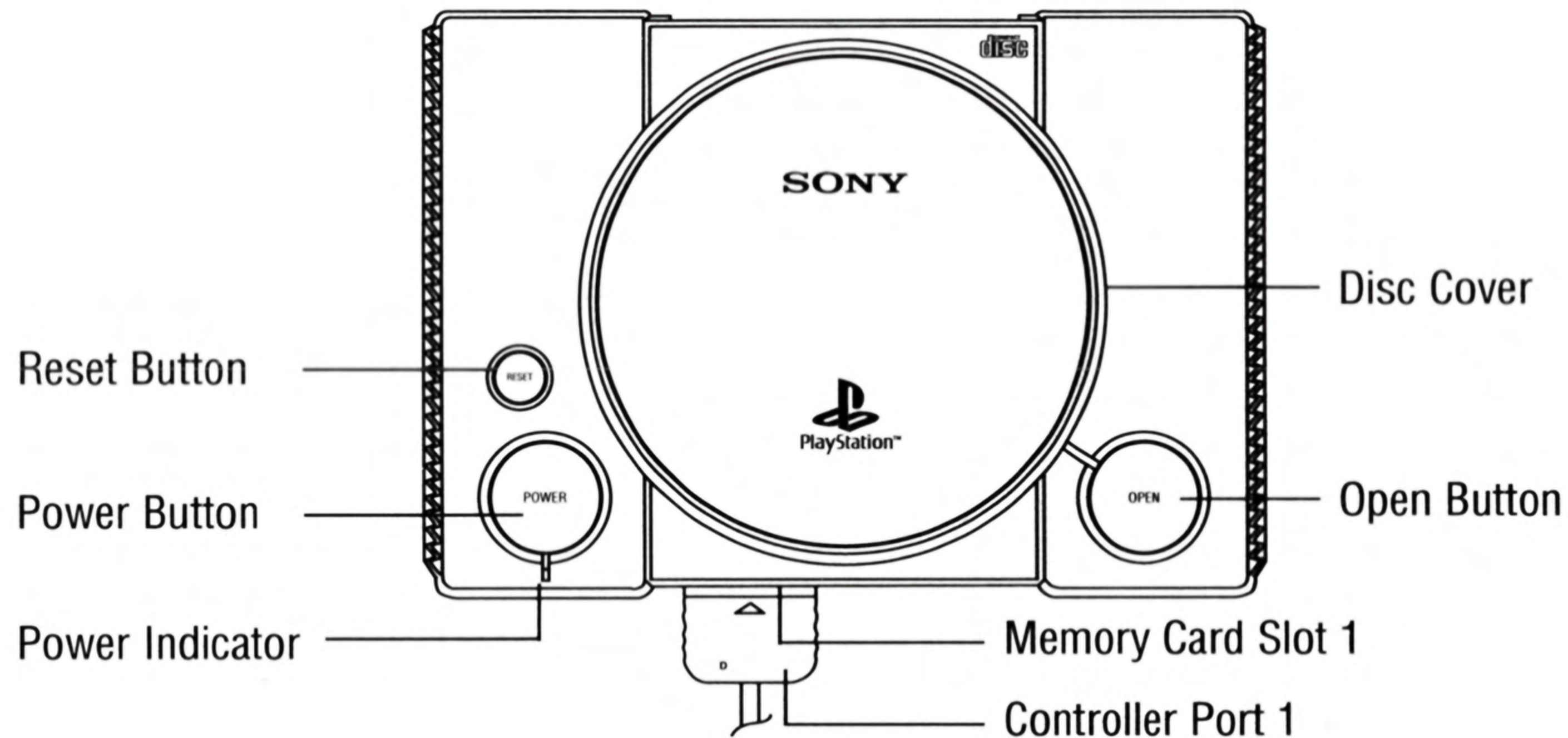
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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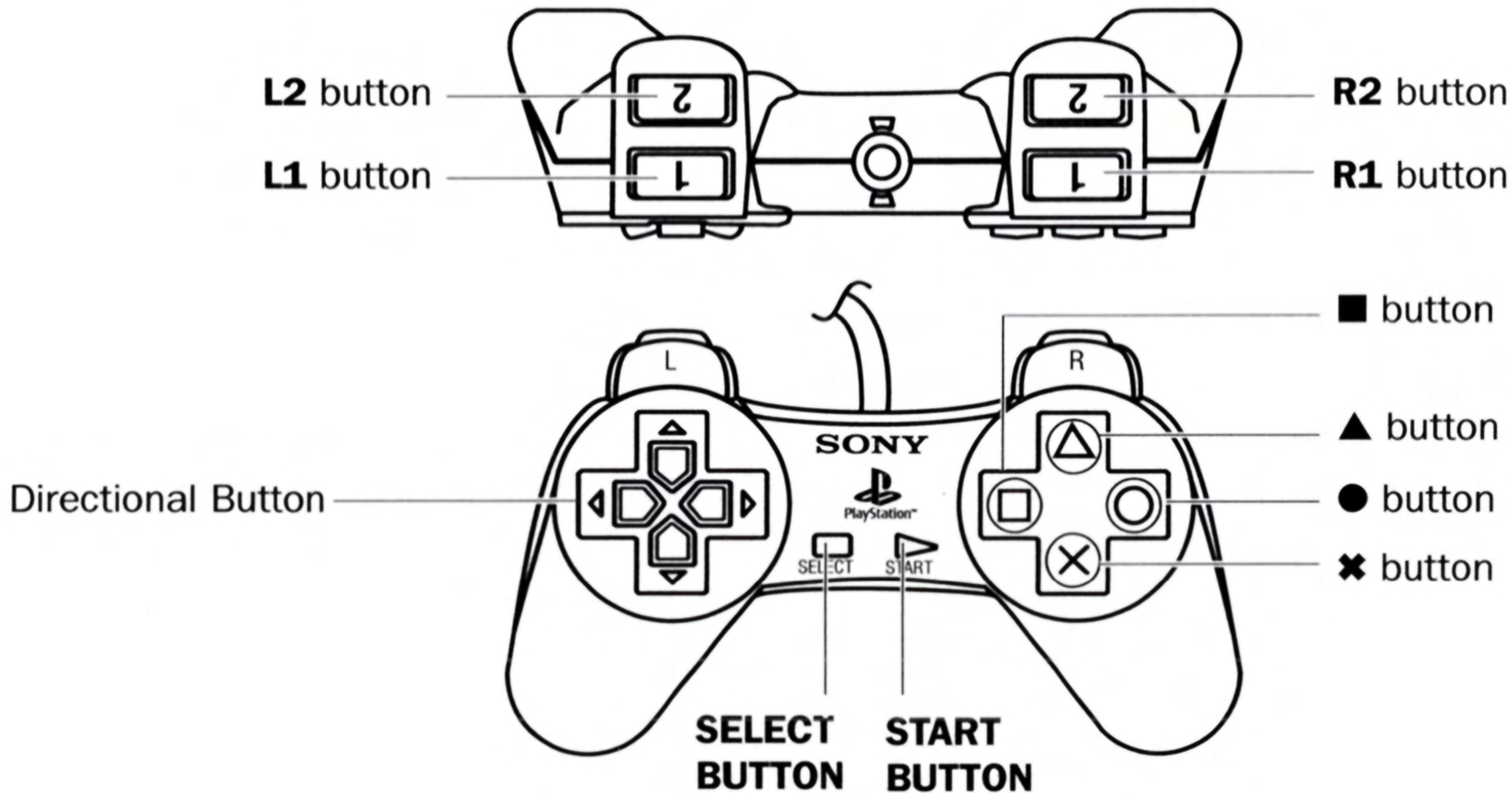
STARTING THE GAME



- 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 97* disc and close the Disc Cover.
- 3.** Insert game controllers and turn on the PlayStation game console.
- 4.** Watch the cool introduction that appears after the title screens, or press **START** to go to the Match Select screen.



CONTROL SUMMARY



Menu Navigation / Navegación por los Menús

ACTION		ACCIÓN
Highlight options	Directional Button	Resaltar opciones
Confirm selection and continue to next screen	X/START	Confirmar selección y pasar a la siguiente pantalla
Cancel selection and return to previous screen	▲	Cancelar selección y volver a la pantalla anterior
Display Pause menu	START	Mostrar menú Pausa

In Play: In Possession of Ball /En Juego: En Posesión del Balón

ACTION		ACCIÓN
Run	Directional Button	Correr
Pass	✕ + Directional Button	Passar
Shot on net/clear	● + Directional Button (aftertouch = L1/R1)	Tiro a portería/despejar
Lob	■	Volea
Rainbow kick	■ + ✕	Volea larga
Sprint dribble	▲ (Tap repeatedly)	Regate rápido

- ◇ Lobs, kicks, and passes can be made stronger or softer by pressing the button for a longer or shorter time.
- ◇ Las voleas, disparos y pases pueden ser de mayor intensidad si se pulsa el botón durante más tiempo.

In Play: Just After Passing /En Juego: Después del Pase

ACTION		ACCIÓN
Enter Passback mode (keep control of current player, not the player with the ball)	L2	Entrar en el modo Devolución (mantener control del jugador actual, no del jugador con el balón)
Switch to human-controlled player closest to pass destination	✕	Cambiar al jugador más cercano al destino del pase
One-timer	●	Pase de un tiempo

In Play: Ball In The Air /En Juego: Balón en el Aire

ACTION		ACCIÓN
Switch to computer-controlled player closest to ball	✕	Cambiar al jugador más cercano al balón controlado por el ordenador



Jump for header, volley, bicycle kick, or one-timer (depends on timing of jump and height of ball)



Salto para realizar un cabezazo, una volea, unas tijeras o un tiro a un tiempo (de acuerdo a la duración del salto y la altura del balón)

Aftertouch curve

L1/R1(relative to the ball's left and right)

Imprimir un ligero efecto al balón

In Play: In Passback Mode /En Juego: Modo Devolución

- Use Passback mode to maintain control of a player after he has released the ball and still be able to determine what the receiver will do with the ball.
- Use el modo Devolución para mantener el control de un jugador después de haber soltado el balón, y seguir siendo capaz de determinar qué va a hacer el receptor con el balón

ACTION		ACCIÓN
Exit Passback mode (gain full control of player with the ball)	L2 (after the receiver gets the ball)	Salir del modo Devolución (recuperar el control del jugador con el balón)
Call for a return pass (once the receiver has the ball)	X	Reclamer la devolución del balón
Call for a return lob (once the receiver has the ball)	■	Pedir una volea para devolver el balón (una vez que el receptor tiene el balón)
Make Passback player take a shot at the net or clear the ball	●	Hacer que el jugador en modo Devolución realice un disparo a gol o despeje el balón.



In Play: No Possession / En Juego: Sin Posesión del Balón

ACTION		ACCIÓN
Tackle	■	Patear
Hard tackle	✕ + ●	Patada fuerte
Slide tackle	●	Entrada
Switch to computer-controlled player closest to ball	✕	Cambiar al jugador más cercano controlador por el ordenador
Sprint	▲ (Tap repeatedly)	Carrera

Ball Out Of Play: Corner Kick, Throw-In, Free-Kick / Balón Fuera de Juego: Saque de Esquina, Saque de Banda, Saque de Falta

ACTION		ACCIÓN
Cycle between Passback Set play, Target, and normal modes	L2	Cambiar entre modos Jugada ensayada, Devolución y Normal

Ball Out of Play: Normal Mode / Balón Fuera de Juego: Modo Normal

ACTION		ACCIÓN
Lob	■ + Directional Button	Volea
Pass	✕ + Directional Button	Pase
Shoot/Throw at opponent's net or clear ball	●	Disparar a la portería del contrario o despejar el balón.

Ball Out of Play: Passback Mode / Balón Fuera de Juego: Modo Devolución

ACTION		ACCIÓN
Lob to Passback player	■	Volea del jugador receptor



Switch player on pitch	✕ + Directional Button	Pase al jugador receptor
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Shoot/Throw at opponent's net or clear ball	●	Disparar a la portería del contrario o despejar el balón.
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Ball Out of Play: Set Play Mode / Balón Fuera de Juego: Modo Jugada Ensayada

ACTION		ACCIÓN
Select Set play	Directional Button	Seleccionar Jugada ensayada
Hide Set play selection	▲	Ocultar Jugada ensayada
Execute Set play	✕/■	Ejecutar Jugada ensayada
Shoot/Throw at opponent's net or clear ball	●	Disparar a la portería del contrario o despejar el balón.

Ball Out of Play: Target Mode / Pelota fuera de juego: Modo Blanco

ACTION		ACCIÓN
Move Target	Directional Button	Mover el blanco
Lob to Target	■	Pase de aire al blanco
Low throw/pass to Target	✕	Tiro bajo/pasar al blanco
Shoot/throw at opponent's net or clear the ball	●	Disparar a la portería del contrario o despejar el balón.

Ball Out of Play: Goalie Drop Kick / Goalie Goal Kick / Balón Fuera de Juego: Lanzamiento de Porter'a / Saque de Puerta

ACTION		ACCIÓN
Cycle between Passback, Target, and Normal modes.	L2	Cambiar entre portero objetivo



Short kick to nearest teammate or target	✕	Pase corto al compañero más cercano o al objetivo
Lob ball to target (goalie drop kick = throw the ball)	■	Volea al objetivo
Clear ball	●	Despejar el balón

Goalie Saving Shot in Penalty Kick/Shootout/Portero Parando un Disparo de Penalti/Faltas

ACTION

ACCIÓN

Move keeper	■/✕/● + Directional Button	Mover portero
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- To stop a shot directly at the goalie, press ■/✕/● without pressing the Directional Button.
- Para parar un disparo dirigido directamente al portero, pulse ■/✕/● sin Teclas de dirección.

WELCOME TO THE WORLD OF SOCCER

Welcome to *FIFA Soccer 97*! Congratulations on purchasing the only soccer video game that captures the true essence of the world's greatest sport. *FIFA Soccer 97* has all the players from twelve international leagues, authentic crowd chants, an exciting new indoor soccer mode, and multilingual text to reflect soccer's diverse fan base. Get ready to kick off a whole new season of world-class soccer competition!

KEY FEATURES:

- Motion capture technology brings players to life.
- Fully rendered 3-D players created with Motion Blending technology.
- Indoor and outdoor game modes.
- Three modes of play: Arcade, Simulation, and Action.



- ◇ Three skill levels to challenge all players: Beginner, Semi-Pro, and Pro.
- ◇ Updated statistics with over 4,200 players from over 12 international leagues.
- ◇ Full play-by-play commentary with 3 world renowned announcers.
- ◇ Completely updated artificial intelligence.

The first thing you'll want to do is set the *FIFA Soccer 97* Language option to Spanish.

1. Select OPTIONS from the Match Select screen. The Options screen appears.
2. Highlight LANGUAGE and cycle through the options until ESPAÑOL appears. All screen text converts to Spanish.

BIENVENIDO AL MUNDO DEL FÚTBOL

Bienvenido a FIFA Soccer 97. Enhorabuena por haber comprado el único videojuego de fútbol que captura la verdadera esencia del más importante deporte del mundo. *FIFA Soccer 97* tiene todos los jugadores de doce ligas internacionales, auténticos cantos de los hinchas, un nuevo y excitante modo indoor (este modo no se corresponde con las reglas y leyes de Fútbol-sala de FIFA) y texto en varios idiomas para reflejar los distintos orígenes de los hinchas futbolísticos. Prepárese para comenzar una nueva temporada de fútbol de categoría mundial.

CARACTERÍSTICAS CLAVE:

- ◇ La captura de movimientos hace que parezca que los jugadores están vivos.
- ◇ Jugadores tridimensionales completamente renderizados creados con la tecnología Motion Blending.
- ◇ Modos de juego indoor y outdoor.
- ◇ Tres modos de juego: Arcade, Simulation (Simulación) y Action (Acción).
- ◇ Tres niveles de habilidad: Beginner (Principiante), Semi-Pro (Semi-profesional) y Pro (Profesional).
- ◇ Estadísticas actualizadas con más de 4.200 jugadores de 12 ligas internacionales.

- ◇ Comentarios de todos los partidos por parte de 3 periodistas mundialmente conocidos.
- ◇ Inteligencia artificial totalmente nueva

Siga las siguientes instrucciones para cambiar la opción de lenguaje de *FIFA Soccer 97* a Español:

1. Seleccione OPTIONS (OPCIONES) en el menú Match Select (Selección de juego). Aparecerá la pantalla Options (Opciones).
2. Resalte LANGUAGE (LENGUAJE) y cambie entre las opciones hasta que aparezca ESPAÑOL. Todos los textos de pantalla estarán en Español.

MATCH SELECT

From the Match Select screen, select a game mode, access the Options menu, view the credits, load a saved game, or create a custom team.

To highlight an option,
Directional Button.



To select the
highlighted
option, press **X**.

FRIENDLY

A single match between two teams of your choice. Select from over 250 clubs, or create a custom club and take it out on the pitch. See *A Friendly Match* on p. 14.



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LEAGUE

With 11 official regional leagues and an all-encompassing international league, you'll circle the globe in your quest for glory. Take up to 8 teams through an entire league schedule. See *League Play* on p. 23.

TOURNAMENT

Select 1-8 teams to play in a league Tournament, then take your champions on to a Playoff series. Play a regional or international tournament. See *Tournament Play* on p. 24.

PLAYOFF

Begin playing at the pinnacle of *FIFA Soccer 97* competition. Create a Playoff tree with up to 16 teams, then take your favorite on a race for the championship. See *Playoffs* on p. 25.

TRANSFERS

Trade players from one league to another to create a world dominating dream team. See *Transfers* on p. 25.

OPTIONS

Go to the Options menu to set Half Length, Language, Game Type, Pitch Condition, and more. See *Options* below.

RESTORE

Select to return to a saved game from a memory card. See *Saving and Loading Games* on p. 27.

CREDITS

Select this option to see who put together this great game.

OPTIONS



- ◇ To highlight an option, Directional Button ↓.
- ◇ To cycle game options, Directional Button ↔.
- ◇ Press **✕** to accept your selections and return to the Match Select screen.
- ◇ To return to the Match Select screen without accepting any changes, press **▲**.



NOTE: These controls are used in most menus in FIFA Soccer 97, so learn 'em here and use them everywhere.

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

HALF LENGTH	(In minutes) 2, 4 , 6, 8, 10, 20, or 45. This option can be changed only before competition begins.
LANGUAGE	Six on-screen languages are available: ENGLISH , DEUTSCH, FRANCAIS, ESPAÑOL, ITALIANA, and SVENSKA.
GAME TYPE	SIMULATION: Player and team performance reflect skill ratings. Players fatigue as the game progresses. Substitutions are limited to three per game. ACTION: Increased gameplay speed. No restrictions on substitutions. Enhanced player attributes. ARCADE: All players and teams perform at equivalent skill levels. Exaggerated ball physics. Fastest gameplay. Players never fatigue.
FOULS	To keep the action moving, choose OFF and the referee doesn't call fouls. Select ON , and a vicious tackle or push could result in the ref reaching for a yellow or red card. NO BOOKINGS means the ref calls fouls, but won't book players. (See <i>Bookings</i> on p.21.)
INJURIES	Toggle ON/OFF . With this option ON, all players are susceptible to injury.
OFFSIDE	Toggle ON/OFF . The offside rule states that there must be at least two defending players (including the goalie) between an attacker and



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the goal when the ball is played to him in the opposition half. When a player is caught offside, the referee signals a free kick.



NOTE: When the Offside option is ON, the ref awards a free kick for all offside violations, even if the Fouls option is OFF.

- AUTO REPLAY** Toggle auto replay of scoring drives **ON/OFF**.
- TIME DISPLAY** Toggle in-game clock overlay **ON/OFF**.
- SCORE DISPLAY** Toggle in-game score overlay **ON/OFF**.
- PLAYER NUMBERS** Toggle the players' numbers on the field **ON/OFF**.
- PITCH SIZE** **AUTOMATIC**, SMALL, MEDIUM, LARGE. Only available in Friendly mode. Change the size of the pitch and practice different strategies for each size. In any mode but Friendly, the computer selects the stadium and pitch size of the home team. Only available from the Match Select screen.
- PITCH CONDITION** Pitch Condition is a reflection of the weather: **RANDOM**, DRENCHED, DAMP, DRY, or HOT. The wetter the turf, the more sluggish the ball movement. On drier turf, the ball rolls more quickly and bounces higher.
- CLOCK** **CONTINUOUS** or OUT OF PLAY. Continuous keeps the clock ticking, even when the ball is out of play. To prevent players from intentionally running out the clock, the ref reserves the right to add time at the end of a match for time wasted during free kicks and throw-ins. The clock stops completely when the ball is Out of Play. Only available before the competition begins.



NOTE: The clock starts after the kick off.



MUSIC	Toggle the music in the game ON/OFF .
MUSIC VOLUME	Adjust the volume with the percentage scale.
SFX	Toggle the sound of the ball caroming around the pitch ON/OFF .
SFX VOLUME	Adjust the special effects volume with this percentage scale.
PLAY BY PLAY	Toggle the play-by-play commentary during the game ON/OFF .
SPEECH VOLUME	Adjust the volume of the commentator's speech with this percentage scale.
DOLBY	Toggle ON/OFF .

A FRIENDLY MATCH

If you're interested in a single match between two teams, select FRIENDLY from the Match Select screen. The Stadium Select screen appears. This screen always appears, no matter what game mode you select.

STADIUM SELECT

Select a standard **OUTDOOR** game or the fast-paced **INDOOR**.

⇨ To toggle between **OUTDOOR** and **INDOOR** stadiums, Directional Button ↔.

Indoor football is played in indoor stadiums, with Plexiglass topped boards taking the place of touchlines around the pitch.



NOTE: The indoor mode within FIFA Soccer 97 does not correspond with the FIFA Futsal rules and regulations.

⇨ To accept your selection, press **X**. The Team Select screen appears.



TEAM SELECT



Directional Button \leftrightarrow to cycle through the different leagues and teams available

Directional Button \updownarrow to move the highlight between league and team

To move the highlight box, press \blacksquare .

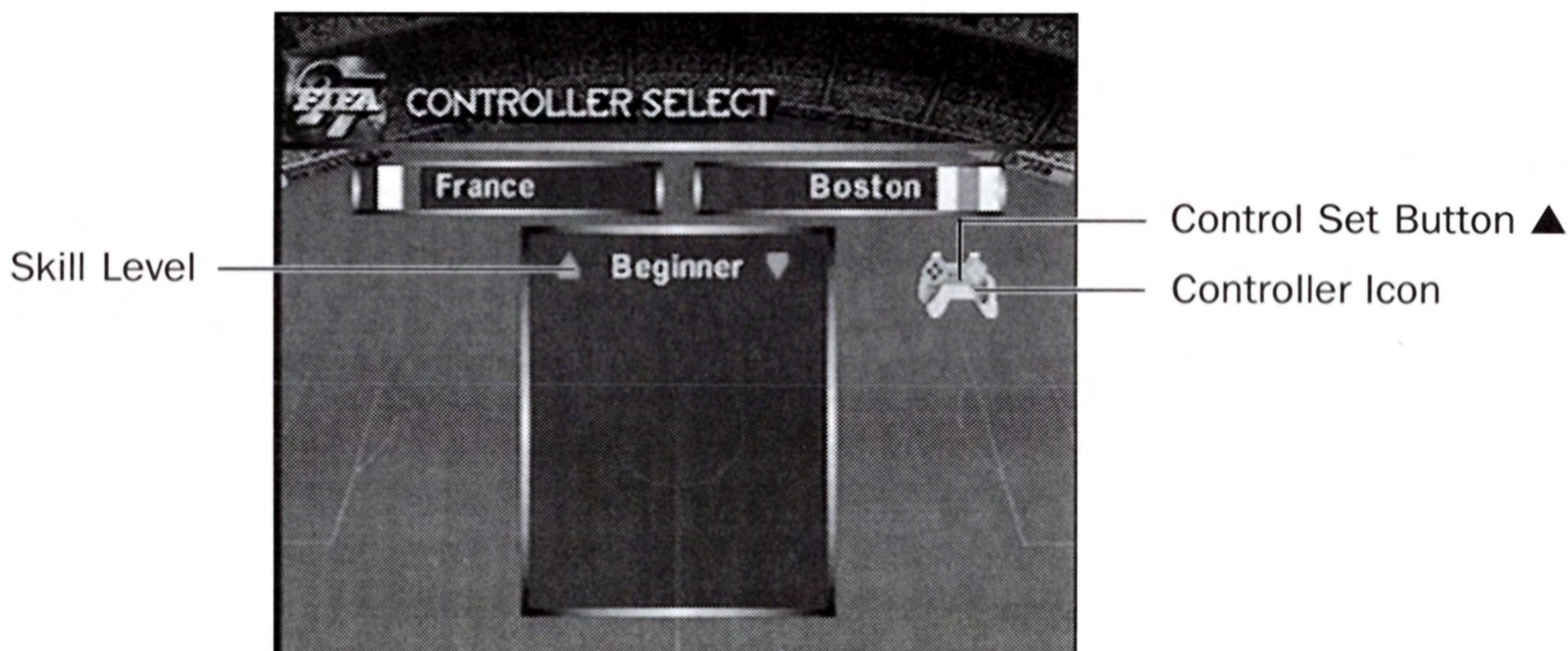
EA Custom Teams

In Friendly matches, use these custom-made teams or create your own FIFA Soccer 97 powerhouse team using any player in the game. When using a Custom team, you'll be taken to the Custom Team screen to make pre-match changes. Controls for this screen are the same as those used in Transfers (see p. 25).

- When you have selected the two teams you want, press \times to continue to the team Scouting report.

The game loads and the Scouting report appears. This screen displays each team's skill rating in Shooting, Running, Passing, Defence, and Overall.

CONTROLLER SELECT SCREEN



From the Controller Select screen, decide who controls which team, select a skill level, determine whether a team is controlled by one player or multiple players, and choose simple or complex control settings.

The Controller Icons

A symbol for every controller plugged into the system appears on this screen. Up to eight players may play if two Multi Tap adapters are attached.

- ◇ Directional Button \leftrightarrow to move your controller icon beneath a team. If a controller icon remains in the center of the screen, that controller is inactive; if no controller icons are assigned to a team, the computer controls that team during the game.



NOTE: A controller can be reassigned during a game from the Pause menu or the Pre-game menu.



Skill Levels

Pro gives you total ball control and passing freedom. If you're a newcomer to *FIFA Soccer 97*, start at BEGINNER level; the computer assists in ball control and play is more forgiving.

- ◇ Directional Button \updownarrow to cycle between BEGINNER, SEMIPRO, and PRO skill levels.

NOTE: If you are playing against a computer-controlled team, the computer starts and maintains four levels of difficulty. As your skill grows, the computer matches your ability level—this makes each match a true competition.

Control Sets

FIFA Soccer 97 features two Control Set options: SIMPLE and **COMPLEX**. The Simple Control set lets you perform the basic football moves; the Complex Control set lets you execute advanced skills.

- ◇ To choose a Control set, Directional Button to move the controller icon under a team flag and press \blacktriangle to toggle between **COMPLEX** and SIMPLE. (Complex is distinguished by having all buttons highlighted yellow.)
- ◇ Press \times to confirm your selections and continue to the match!

THE PRE-GAME MENU

The Pre-game menu appears before every match. Use this menu to select last minute game options and get your team ready to play.

- ◇ To go straight to the field and play with default settings, press **START**.

START GAME	Leave the Pre-game menu and line up on the pitch.
CAMERA	Cycle between the following views: TELE, SIDELINE, CABLE, GOAL, STADIUM, SHOULDER, BALL, and TOWER.
CONTROLLER SELECT	Change the skill level, control set options, or the team that you control. (See <i>Controller Select Screen</i> on p. 16.)
TEAM MANAGEMENT	Select this option to configure your team to fit your style of play.

There are four sub-categories you can adjust to increase your chance of success on the field: FORMATION, STRATEGY, STARTING LINEUP, and ADJUST POSITION.

- ◊ Directional Button to highlight the Team Management option you want to change, and press **X** to select it or to cycle through the available choices. Press **START** to return to the Pre-game menu.

FORMATION: Your formation should cater to a combination of your team's strengths and weaknesses and your personal approach to the game. The lowest rated team in the League can surprise a powerhouse with an experienced skipper at the helm. The numbers denote Defenders-Midfielders-Forwards.

4-4-2 Clearly a defensive formation. With two forwards, you can expect low scoring games for both squads. But if your forwards are expert at finding the back of the net, two may be all you need.

Sweeper Two defenders may seem a bit of a risk, but when one is a Sweeper, the odds improve significantly. The Sweeper moves from side to side in the back-field, anticipating the play and striking wherever needed.

4-2-4 One of the more well-balanced formations. The key to the 4-2-4 is having two tremendous athletes stationed at midfield. Your midfielders run the transition game—passing the ball upfield and hustling back on defence.

4-3-3 A good compliment to the DEFEND strategy. If your midfielders and forwards play together as a unit, the battle for control of the passing lanes will be yours. A strong force in front of the goal secures the victory.

4-5-1 Conservative in appearance, this formation lends itself to shutting down penetration from the opposition, and gives the support needed to sustain a successful push.

3-5-2 This versatile formation suits ALL OUT ATTACK and ALL OUT DEFEND equally well. Five midfielders can quickly shift direction, creating a seven player rush one moment and an eight player retreat the next.



STRATEGY: It is unwise to blindly develop a Team Strategy. You should first ask yourself some important questions: How does your team compare with your opponent Defensively? Do your players possess the Ball Control and Accuracy to score goals at will? What is your preferred style of play?

Normal Your team adopts a reactive strategy and adjusts to whatever your opponent throws your way.

Defend Focus on controlling the midfield arena. Your opponent depends on clear passing routes in this area of the pitch; swarming defence cuts off passing options and causes turnovers, stopping offensive plays before they develop.

All Out Defend When your players find themselves on defence, rather than challenging the ball handler, they retreat deep into their own half of the field. If an attacker breaks into the penalty area, you've got the numbers to overwhelm him.

Attack Dominate your opponents on their own side of the turf. If you can initiate your plays from beyond the midfield line, you've already won half the battle. Keep the ball moving until you spot a clear scoring opportunity.

All Out Attack When you gain possession of the ball, your players rush toward the opponent's goal to set up for a quick scoring chance. Turnovers are extremely risky with this strategy as your own net remains virtually defenseless.

STARTING LINEUP: Teams begin each match with ten players and a goalie positioned on the pitch. The remaining athletes on the roster are reserves. You can use reserve players to substitute for fatigued players or to replace injured and suspended teammates.

To Change Your Starting Lineup:

1. Directional Button \updownarrow to highlight the first of the two players you want to have swap positions (Directional Button \leftrightarrow to see each player's skill ratings).
2. Press \blacksquare to select that player, then highlight the second player and press \blacksquare to make the switch.

3. Continue the process until you are satisfied with your lineup, then press **✕** to exit the Starting Lineup screen.
- ☞ You can further change your lineup by swapping positions between two starting players, giving your team a different look and feel on the pitch.
- ☞ Forwards, midfielders, and defenders are not restricted by their natural positions; however, keepers must play in the net.

ADJUST POSITION: This game is so precise, you can even make minor adjustments to the field position of your players.

To Adjust Players' Positions:

1. Press **L1/R1** to cycle through the members of the team; use the Directional Button to adjust the player's position.
2. Continue the process until you are satisfied with each player's position, then press **✕** to close the overlay.

ON THE PITCH

Before each half and after each score, players take up their positions on either side of the center circle.





- ⇒ To kick off, press **X** to kick to your teammate. Defending players are not allowed into the center circle until the ball has been kicked off. For complete control instructions, please consult the Control Summary at the beginning of this manual.

INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

FREE KICKS Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball, and off-side. When you win a free kick, the ball is placed where the infringement took place.



NOTE: Opposition players must remain ten yards from the ball until the kick is taken.

PENALTIES

Awarded when an infraction worthy of a free kick occurs in the penalty area. The ball is placed on the penalty spot, and your keeper and the penalty taker are the only players allowed into the penalty area. You must control the keeper's save attempt.



NOTE: 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 a yellow card. Play stops while the ref takes the player's name. When repeat offenders receive a red card, play 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, that team is down to ten players on the field.



NOTE: For Bookings to occur, Fouls must be ON in the Options menu. (See *Options* on p. 11.)

HALF TIME

When the referee signals the end of the first half, both teams leave the field, the scoreboard appears, followed by several half time options. You can check the game Summaries, view an Instant Replay of the last play, Resume Game, or Quit and return to the Match Select screen.

END OF GAME

At the end of a Friendly game, the scoreboard appears, followed by several post-game options. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Match Select screen.

THE PAUSE MENU

When the game is paused, several options become available.

- ☞ To pause the game, press START. The game is paused and the Pause menu appears.
- ☞ Select RESUME GAME to return to the fray.
- ☞ Select QUIT to exit the game and return to the Match Select or appropriate schedule screen.

As well as the standard options, the following are also available.

INSTANT REPLAY Want to re-live a classic moment? Select INSTANT REPLAY from the Pause menu immediately following the play. A portion of the game is rewound, and a controller icon appears on the screen, displaying Instant Replay controls.

Additional Instant Replay controls:

Camera Select—Press **SELECT** to toggle between camera views.

Free Cam zoom in—**L1** + Directional Button **↑**.

Free Cam zoom out—**L1** + Directional Button **↓**.



Free Cam raise camera—Directional Button ↑.

Free Cam lower camera—Directional Button ↓.

Free Cam rotate camera—Directional Button ↔.

MATCH STATISTICS The Game Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

SCORE SUMMARY The Scoring screen displays the goals scored, the players who scored them, the team for which they scored, and the exact time each goal was made. Directional Button ↓ to scroll through the Score Summary.

FOUL SUMMARY The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offence took place. Directional Button ↓ to scroll through the Foul Summary.

RESTART GAME Start the match over with the same two teams.

LEAGUE PLAY

Each league team plays every other league team twice to determine a league champion. Selecting LEAGUE from the Match Select screen brings up the Stadium Select screen (p. 14.) After selecting a stadium, select a league.

- ☞ To select a league, Directional Button to cycle through league choices and press ✕.

TEAM SELECT

Once you've selected a league, the Team Select screen appears. Select up to 8 teams to follow and play with during the league season.

- ☞ To select a team from your list, Directional Button ↔ to scroll teams. Press ■ to add a team to your list.
- ☞ To delete a team from your list, press ●.

When you have chosen all the teams you want, press **✕** to go to the League Standings screen.

League Standings

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-draw record and total points. The highlight indicates the teams you've selected. Press **✕** to go to the League Schedule screen.

League Schedule

The League Schedule screen lists all the games to be played during the season. Each selected team's schedule can be seen, as well as the results of games already played. The next game to be played remains constant, even when a different schedule is played.

- ◇ To toggle through the selected teams' schedules, Directional Button **↔**.
- ◇ To give yourself a break from the grueling action, press **■** to simulate a game. Press **■** again to simulate the game score as well as the stats.
- ◇ To return to the Standings screen without losing changes, press **L1**.
- ◇ To play your next game, press **✕**.

You can also modify the league as the season progresses by making transfers.

- ◇ To access the Transfers screen, press **●** (p. 25).

After the League Schedule screen, the Scouting Report and the Controller Select screens appear. Follow the same procedure as when playing a Friendly match (p. 14).

TOURNAMENT PLAY

In Tournaments, teams are organized into groups. Each team plays every other team in their group once. The top two teams advance to the playoff portion of the



tournament. The computer will also advance the top four third-place teams in a 24-team tournament (i.e., International Tournament). When you select TOURNAMENT from the Match Select screen, you access the same screens as you do in League play (p. 23).

PLAYOFFS

League and Team Selections in Playoffs are made in the same manner as standard League and Team Selections. You can also view Today's Games and Scouting Reports exactly as in League Play (p. 23). Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed.

PLAYOFF TREE

The Playoff Tree displays each team in a single elimination format and appears before the Scouting Report and Controller Select screens. Check which teams have advanced to the next round.

- ☞ From the Playoff Tree, Directional Button \leftrightarrow to scroll the entire screen and press \times to go to the match.

TRANSFERS

FIFA Soccer 97 contains all the players in the game on their clubs' rosters. Use the Transfers option to create custom leagues teams by trading players between any team, regardless of League. Save your changes to a memory card and load the new teams for use at will.

- ☐ When you choose TRANSFERS from the Match Select or League Schedule screens, the Transfers screen appears.



To Make Transfers:

Toggle control between top & bottom fields	●
Cycle leagues	L1/R1
Cycle teams	L2/R2
Cycle attributes	Directional Button ←→
Cycle through players on a team	Directional Button ↑↓
Make transfer	■
Advance to next screen	✕
Return to previous screen	▲
(If changes were made, you will be asked if they can be lost.)	
Help menu and Save/Load options	SELECT
Cycle Save/Load options	Directional Button ←→
Select Save/Load option	✕



To Save Transfers:

Cycle through save locations (more than 6 saved)	Directional Button ↑
Cycle through letters and numbers	Directional Button ↔
Add letter/number to save name	●
Remove letter/number from name	■
Save database with entered name	✕
Cancel save	▲

SAVING AND RESTORING GAMES

As play in League, Tournament, and Playoffs continues, you are given opportunities to save your series in progress to a PlayStation memory card. After you complete an entire game and before beginning a new game in a series, a Save Game screen appears. There are four save game slots.

To Save a Game:


- ⇨ Directional Button ↑ to highlight a game slot and press ✕ to save. Names for the saved games are assigned automatically.
- ⇨ If that location already contains data, you are asked if you are sure you want to save there. Press ✕ again during this message to overwrite the previous data and save the new information.
- ⇨ To continue the League, Tournament, or Playoff series without saving, press ● to continue to the next game.

Custom teams and Options set from the Match Select screen are saved automatically, if a memory card is inserted properly. Choosing not to save results in the loss of all changes made. Changes made without a memory card inserted cannot be saved.



To Restore a Saved Game:

1. Select RESTORE from the Match Select screen.
2. Directional Button \updownarrow to highlight a saved game slot and press \times . The game begins where you last left off.
 - ◇ Saved custom teams are automatically available for selection in Friendly mode.
 - ◇ Saved databases can be accessed in a similar fashion through the Transfers screen.

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

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