



EA
SPORTS™

FIFA

2001

MAJOR LEAGUE SOCCER™



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 DISC:

- ⇒ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ⇒ 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.



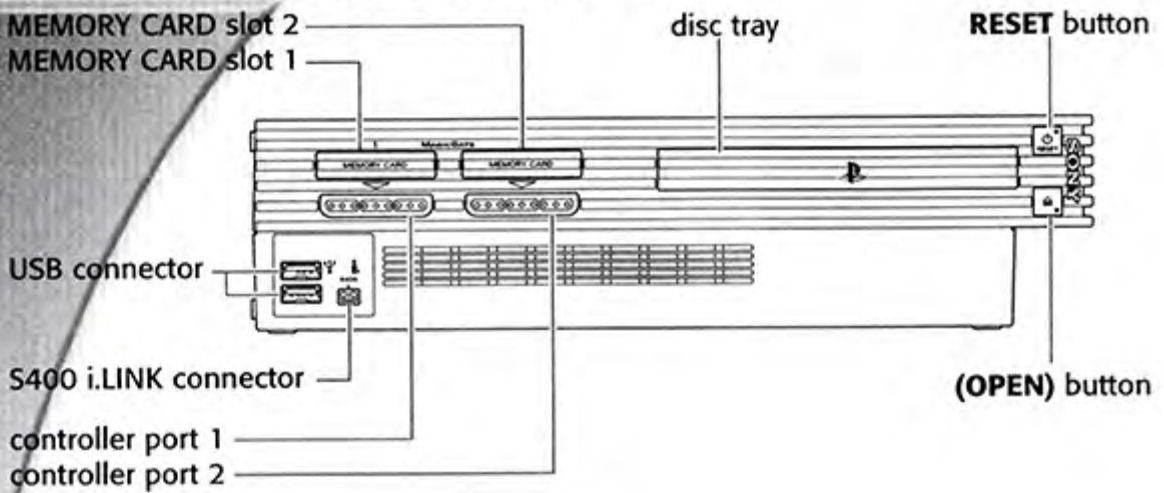
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 For more information on *FIFA 2001 Major League Soccer™* and other EA SPORTS™ titles, check out EA SPORTS on the Web at www.easports.com.

STARTING THE GAME

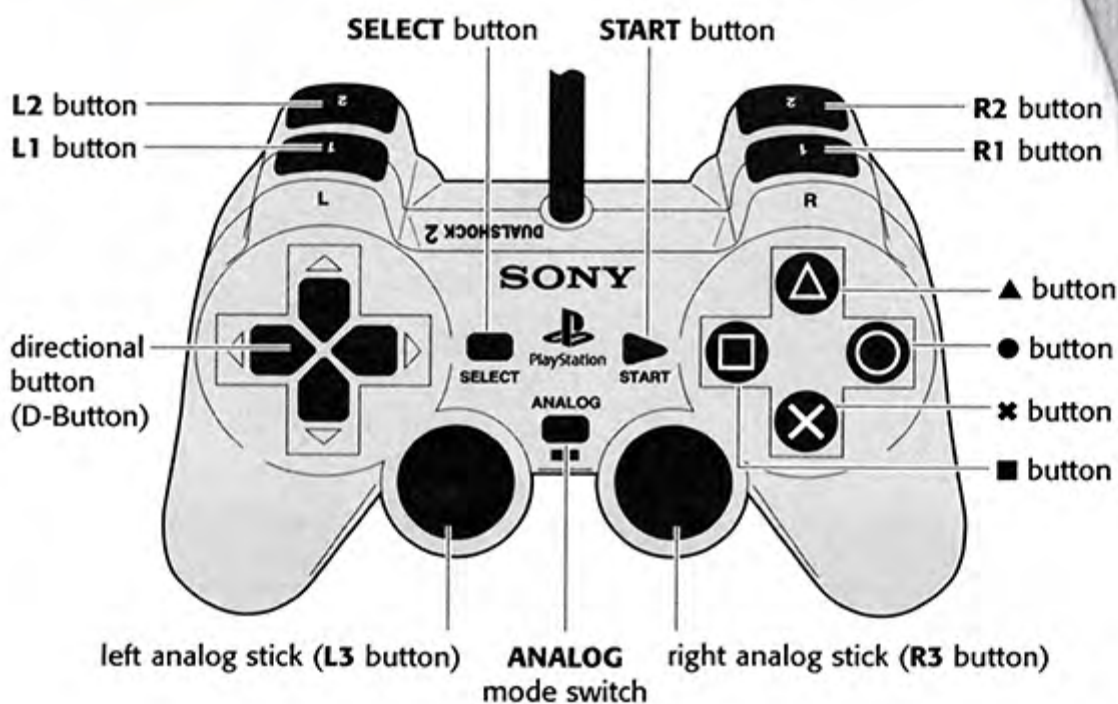
PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *FIFA 2001 Major League Soccer* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Insert game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using *FIFA 2001 Major League Soccer*.

COMMAND REFERENCE

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATION



MENU CONTROLS

Highlight menu items	D-Button ↑
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✕
Move to/from Icon Bar	▲

Each menu screen in *FIFA 2001 Major League Soccer* features an Icon Bar, which runs along the bottom of the screen and gives you a variety of additional options.



Icon Bar

↔ To move between the Icon Bar options and the primary menu options, press ▲.

COMPLETE CONTROLS

Master the fundamentals to get in the game, then learn the more advanced moves to dominate on the field.

GENERAL CONTROLS

Move Player left analog stick or D-Button

Sprint ▲ (tap repeatedly)

Pause Game **START**

OFFENSE

Shoot ●

Pass ✕

Lob ■

DEFENSE

Switch Players ✕

Conservative Tackle ●

Aggressive Tackle ■

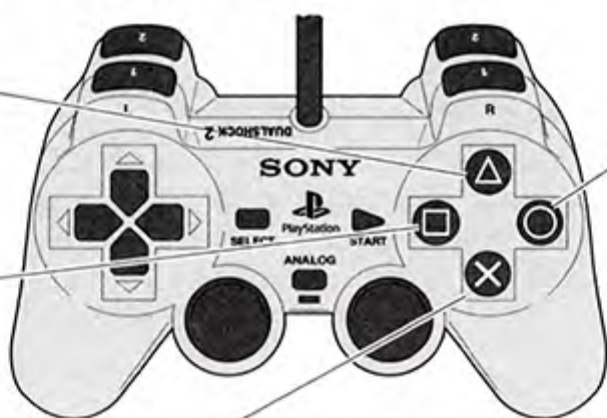


NOTE: You can use the directional button (D-Button) to control player movement by pressing the ANALOG mode switch to turn OFF analog mode (mode indicator: OFF).

PLAYER WITH BALL

SPRINT—Tap ▲.
Each tap gives the player a short burst of speed.

LOB—Sends an aerial pass to a player further down field.



SHOOT—Use the left analog stick to aim the shot. The harder you press the ● button, the quicker the shot powers up! (► *Intermediate Controls* on p. 7)

PASS—Player passes to the team mate with the target control highlight around him. Use the left analog stick to pick different pass receivers.



NOTE: Sprinting tires players more quickly.

PLAYER WITHOUT BALL

SPRINT—Tap ▲.
Each tap gives the player a short burst of speed.

AGGRESSIVE TACKLE—Your player makes an aggressive attempt to tackle the ball away from an opponent. Use with caution—this can result in bookings!



CONSERVATIVE TACKLE—Your player briefly chases the player in possession of the ball and attempts to tackle him.

SWITCH PLAYER—Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player.

THROW-IN, FREE KICK, CORNER KICK AND GOAL KICK IN POSSESSION

Move target	left analog stick or D-Button
-------------	-------------------------------

Take kick/throw ball	✖
----------------------	---



NOTE: When you press ✖ for a Free Kick, Corner or Goal Kick, a power meter appears, which fills up as you hold ✖ down (increasing the power of the kick). The more firmly you hold ✖, the quicker the meter fills up.

Icon Attack	■, ●, or ▲ (► <i>Set Pieces</i> on p. 7)
-------------	--

➤ Potential kick / throw receivers have button icons displayed above their heads. To select a player to throw or kick to, press the button that corresponds with that player's icon.

Add ballspin left	L2
-------------------	----

Add ballspin right	R2
--------------------	----

IN DEFENSE

Move player	left analog stick or D-Button
-------------	-------------------------------

Switch player	✖
---------------	---

Icon defend	■, ● or ▲ (► <i>Set Pieces</i> on p. 7)
-------------	---

PENALTY KICK/SHOOTOUT KICK TAKER

Target shot	left analog stick or D-Button
-------------	-------------------------------

Switch kicking side	■
---------------------	---

Switch player (Not available in Penalty Kick Shoot-out)	✖
---	---

Shoot	●
-------	---

KEEPER

Move along line/Choose direction of save	left analog stick or D-Button
--	-------------------------------

Attempt save	■, ✖, or ●
--------------	------------

SET PIECES

Set Pieces are pre-arranged tactical plays that a team uses in dead ball situations such as Free Kicks, Corner Kicks and Throw-ins. In *FIFA 2001 Major League Soccer*, 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 **SELECT** 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.
- ◇ Press **SELECT** more than once to cycle through the three available set pieces.

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 dangerously exposed!

INTERMEDIATE CONTROLS

AIMING THE SHOT

To target different areas of the net, press the left analog stick based on the direction your player is facing. Pointing towards the opponent's net shoots high. To drive a low, hard shot, pull away from the opponent's net.

THE SHOOTING POWER METER



Power Meter

When you press ●, a power meter appears. As you hold ● down, the meter fills and the power of the shot increases.

⇒ You should release the shot *before* the meter fills completely. If the meter turns red, you've overpowered the shot (making it less accurate).

ANALOG SHOT CONTROL

The shooting mechanism in *FIFA 2001 Major League Soccer* takes advantage of the DUALSHOCK 2 analog controller's pressure sensitive capabilities. The harder you press ●, the quicker the power meter fills up.

- ↪ Press and hold ● *lightly* to have the meter fill up slowly, giving you better control of the shot.
- ↪ Press and hold ● *firmly* to quickly build up power for the shot.



EA TIP: Only power up shots quickly when you need to (e.g. when you're under pressure from a defender and need to get a shot off rapidly). Overpowered shots tend to be unpredictable and inaccurate.

PASSING

Through Pass	L1
--------------	----

DEFENSE

Hard Tackle	R1
-------------	----



NOTE: A hard tackle often draws the attention of the referee and may even injure the opposing player. As such, only the desperate player is likely to use this move!

- ◇ Use this move to protect the ball from an incoming tackler or when receiving a pass in a crowd.

KEEPER CONTROL

Keeper charge	Hold L1
---------------	---------

Drop the ball	L1
---------------	----

Kick the ball (Drop Kick)	✕ or ●
---------------------------	--------

Throw the ball	■
----------------	---

- ◇ Using KEEPER CHARGE will leave your goal open. Use this cautiously, or you may find the ball in the back of your net.

HEADING

Header on goal	Hold ●
----------------	--------

Head the ball to a teammate's chest	Hold ■
-------------------------------------	--------

Head the ball to a teammate's feet	Hold ✕
------------------------------------	--------

- ◇ The earlier you attempt a header the better. Use the left analog stick to pick a receiver. If you're heading on goal, use the left analog stick at the moment of contact to target a specific area within the net.

VOLLEYING

Volley or bicycle kick shot	Double tap ●
Volley to a teammate's chest	Double tap ■
Volley to a teammate's feet	Double tap ✕

- ◇ Volleying requires more time and space than heading—remember, a header connects with an airborne ball before a volley but a successful volley has far more power behind it!

ADVANCED CONTROLS

ONE TOUCH (tap while the ball is loose or being passed)

One touch lob	■
One touch pass	✕
One touch through pass	L1
One touch shot	●

- ↳ You can power up one touch shots as you would normal shots (▶ *Aiming the shot* on p. 7).

SPECIAL SHOOTING TECHNIQUES

Side-foot shot	✕
----------------	---

- ↳ Press the ✕ button in the opposing 18yd box when there are no pass targets and the player will take a side-foot shot.

SKILL MOVES

To activate Skill Moves, tap or press the following buttons:

BUTTON	TAP	HOLD
L2	Hurdle	Sideways Shimmy
R2	360 Spin	Flickover
R1		Shielding

IN-GAME TACTICS (IGT)

Activate a defensive tactic with the simple press of a button.



NOTE: You can only activate IGTs when the opposing team has the ball.

Press **R2** and your defense pushes up the field in an attempt to place the attacking players offside.



ATTACKING PRESS

Press **L2** 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.

SETTING UP THE GAME

Select a mode of play, set options, edit teams or load a saved game.

MAIN MENU

Access the Game Modes screen.
(▶ p. 16)

Access the Options screen to adjust a variety of settings.
(▶ *Options* below)

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



Head straight for the pitch to begin an Exhibition Match.
(▶ p. 16)

Load Customized database settings and Game Options.
(▶ *Loading Customized Players and Squads* on p. 19 and *Options* below)



NOTE: For two or more players, connect controllers and in the Side Select screen, press the D-button \leftrightarrow to choose your team. Controllers that remain in the middle will be inactive during the game. You can assign a controller after the game has started from the Pause menu.
(▶ p. 14) *FIFA 2001 Major League Soccer* supports the Multitap (for Playstation 2).

OPTIONS



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

Change your Match, Stadium, Gameplay, Visual, and Audio settings.

- Press the D-Button \updownarrow to move between options and \leftrightarrow to make adjustments to the selected option.
- Press \bullet to return to the Main menu, temporarily saving any changes you've made. Changes are stored until the PlayStation 2 console is reset.

To save Options to a MEMORY CARD (8MB) (for PlayStation 2):

- Press \blacktriangle to access the Icon menu bar and select SAVE SETTINGS. The settings are saved.

To load Options from a MEMORY CARD (8MB) (for PlayStation 2):

- If saved Options are detected on the MEMORY CARD (8MB) (for PlayStation 2) in MEMORY CARD slot 1, you are prompted to load them when you first start up *FIFA 2001 Major League Soccer*. Select YES to load your saved settings.
- To load previously saved settings after you've started the game, press ▲ from the Main menu to access the Icon Bar and select LOAD SETTINGS.



NOTE: Customized player and squad settings are automatically loaded with Options.

PLAYING THE GAME

It's a fast-paced, often brutal life out on the pitch. Gear up and get ready to take on some of the world's finest athletes.

CONTROL HIGHLIGHTS

The following is a guide to the player highlights used to indicate the status of different players on the field.

CONTROLLED PLAYER WITH BALL

Green = Good pass. Pass receiver is not marked.

Yellow = Caution. Pass receiver momentarily marked. You might give the ball away.

Red = Bad pass. Pass receiver is marked.



User-controlled player indicator

PASS RECEIVER

Currently selected Pass Receiver



User-controlled player indicator

Off-screen pass indicator



CONTROLLED PLAYER WITHOUT BALL

Player without the ball



Controlled player off screen indicator

PLAYER ENERGY BARS

Whenever your team is in possession, an Energy bar appears below the player with the ball, showing his fatigue level with fatigue ON (► *Options* on p. 11). Whenever a player's energy bar is low, you may want to substitute him to avoid injury.



NOTE: You can also check on players' energy levels from the Substitution screen.

IN GAME MANAGEMENT (IGM)

Change a team's formation and strategy during play to one of three settings you've created (IGM #1 to IGM #3). Once you activate an IGM setting, that setting remains until you activate another setting or start a new game.

To change IGM during a match:

➤ Press **SELECT** to activate the next IGM setting (for instance, if IGM #1 is active, press **SELECT** once to run IGM #2 or twice to run IGM #3).



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

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

1. Select TEAM MANAGEMENT from the Game Modes screen, then select FORMATION.



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

2. At the Formations screen, use the Directional button to select each IGM (1-3) in turn and modify the Formation settings for each.

3. Having set Formations for each IGM setting, return to the Team Management screen, select STRATEGY and repeat the process.



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

PAUSE MENU

Press **START** during a game to access the Pause menu.

RESUME PLAY

Go back to the pitch.

CAMERAS

Select CAMERAS from the Pause menu during a match to adjust the height and zoom of each in-game camera and to fine-tune your view of the action.

➤ Press ● to return to the Pause menu with the selected camera view.

To customize a camera view:

- From the Pause menu, highlight and select CAMERA.
- Select each camera in turn and use the slider bars to adjust the height and zoom of each.

TEAM MANAGEMENT

Make substitutions or adjust your strategy. (*IGM* p. 14)

SIDE SELECT

Choose which team you want to control.

OPTIONS

Tune gameplay, audio, and visual options (*Options* p. 11)

GAME STATS

Compare your team's performance to the opposing team's.

SCORE SUMMARY

Look up who scored and when.

CARDING SUMMARY

How many cards (if any) your players have been given in the game.



NOTE: Keep a watchful eye on your cards. If a player receives two yellow cards in a single game, he is sent off the field and your team will play a man down.

RESTART GAME

Restart the game.

QUIT GAME

Exit game and return to previous screen.

INSTANT REPLAY

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

ACTION	CONTROL
Play/Pause replay	X
Toggle through available camera angles	■
Play replay in slow motion/pause	▲
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	CONTROL
Zoom In	left analog stick ↑ or R2
Zoom Out	left analog stick ↓ or L2
Fast Forward	left analog stick → or R1
Rewind	left analog stick ← or L1
Pan camera left / right	right analog stick ↔
Move camera up / down	right analog stick ↕



NOTE: FREE CAM is only available in Instant Replay mode.

GAME MODES

Select a mode of play, set options, customize teams or load a saved game.

Set up an Exhibition match.
(▶ p. 17)

Guide the team of your choice through a full Season.
(▶ p. 17)

Take part in one of three Tournaments, including the World Cup.
(▶ p. 17)

Customize Teams and Players and conduct trades.
(▶ *Trades* on p. 18)

Make adjustments to a team's Starting Lineup, Formations & Strategy, and assign Kick Takers.
(▶ p. 20)

Set various game options.
(▶ *Options* on p. 11)

Create your own League or formulate your own Cup or Tournament.
(▶ p. 17)

Fine tune your skills with a Training session.
(▶ p. 18)

Load a previously saved game.
(▶ *Saving and Loading* on p. 21)

Load settings.
(▶ *Loading Customized Players and Squads* on p. 19)



EXHIBITION

In Exhibition mode, match up your favorite team against any other in an exhibition match.

To set up an Exhibition match:

1. From the Game Modes screen, select EXHIBITION.
2. At the Exhibition Team Select screen, D-Button \leftrightarrow to cycle through the various leagues and teams to select your desired team. D-Button \updownarrow moves between league and team bars.
3. When both teams are selected, press \times to proceed.
4. At the Exhibition Side Select screen, D-Button \leftrightarrow to place the controller icon under the team you wish to control.
5. When you've selected a side (or, for 2 or more Player games, when all players have selected sides), press \times . The game loads and the match begins.

SEASON

Pick a club from one of 16 available leagues. Play through a full season and try to win the League, the Cup or one of the European cup competitions. Try all three and see if you can win the treble!

TOURNAMENTS

Play your way through a selection of some of the world's toughest cup competitions in the World Cup, ECC or EFA Trophy.

CUSTOM

Create your very own custom league or cup.

LEAGUE ONLY

Create your own League structure and choose the participating teams. Create and name your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches.

PLAYOFF ONLY

Create your own customized Playoffs. Choose teams from any of *FIFA 2001 Major League Soccer's* supported leagues or from a selection of International or 'Rest of World' teams. Playoff can be played with 4, 8, 16 or 32 teams.

LEAGUE + PLAYOFF

Create your own league stage followed by a Playoff stage. Select the number of groups and how many teams advance from each group into the next stage, as well as various other options. This format can be played with 4, 8, 16, 24 or 32 teams.

To set up a Custom League:

1. Press **X** to advance to the Custom Team Select screen.
2. Press the D-Button **↔** to highlight teams.
3. Press **X** to add the highlighted team.
 - ↳ Press **▲** to highlight the list, then D-Button **↓** to scroll through the list.
 - ↳ To remove a team, select REMOVE.
4. Select DONE to advance to the Groupings or League Standings screen.
 - ↳ To have teams auto-selected, press **■**.



NOTE: Each team can only be added once.

TRAINING

Hone your skills in Training before taking on the big teams in the other modes. Select a team and practice Penalties, Corners, Free Kicks and Throw-ins. Alternatively, set up and play a Training Match.

CUSTOMIZE

FIFA 2001 Major League Soccer lets you play the way you want to play. Customize almost every aspect of the game, from player trades to the color of your favorite player's socks!

PLAYER EDIT

Change the appearance and skills of the players on your team. From the Player Edit screen, you can change player names, positions, and appearances. You can also adjust eight player skills to create a player who excels in his position. (See p. 20 for the skill key)

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 colours.

TRADES

To trade a player from one team to another:

1. Press the D-Button \leftrightarrow to select the teams you want to transfer a player between. The top team is the purchasing team and the bottom team is the selling team.
2. Scroll through the players at the bottom of the screen to select which player you wish to transfer.
3. Press \times to initiate the transfer (and confirm your choice at the prompt) or \bullet to cancel and return to the Customize screen.



NOTE: You can access the Trade screen during a Season, Tournament or Custom Tournament game. 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.

SAVING CUSTOMIZED PLAYERS AND SQUADS

\rightarrow Press \blacktriangle to access the Icon Bar.

\rightarrow Highlight the Save Changes icon, then press \times 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.

LOADING CUSTOMIZED PLAYERS AND SQUADS

If saved player and squad settings are detected on your MEMORY CARD (8MB) (for PlayStation 2), you are prompted to load them when you start the game.

\rightarrow If you wish to load the saved settings, select YES. If you wish to begin with the game's default settings, select NO.

Saved settings can also be loaded from within the game.

To load saved Player and Squad settings:

1. From the Main Menu or the Game Modes screen, press \blacktriangle to access the Icon Menu bar and then select LOAD SETTINGS.
 2. At the prompt, confirm that you wish to load the saved settings by selecting YES.
- \diamond Saved Options are automatically loaded with Customized Player and Squad settings.

TEAM MANAGEMENT

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

- ◇ 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.

STARTING LINEUP

To change the starting lineup or substitute players:

1. Use the directional button to highlight the name of the first player that you wish to swap and press **X**.
2. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press **X**. The two players are swapped.

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

FIT = Fitness

SPD = Speed

SHT = Shot

PSS = Passing

STR = Strength

KSK = Keeper Skill

KPS = Keeper Positioning

KAG = Keeper Aggression

HDR = Headers

TKL = Tackling

BC = Ball Control



NOTE: If you are substituting players during a match, you are limited to choosing players from your starting line-up and subs. From the Starting Line-up screen (accessed via Team Management before the start of a match), you can select your initial lineup from a much wider selection of players (including reserves).

FORMATION / STRATEGY

For information on adjusting Formation and Strategy, ► (IGM on p. 14)

KICK TAKERS

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

1. Highlight the player you wish to select and press **X**.
2. Choose the type of kick that you wish the selected player to take and press **X** to insert him into that slot.

SAVING & LOADING

You can save your *FIFA 2001 Major League Soccer* progress and settings upon completion of any Season or Tournament match. If you exit the game mode without saving, you lose all progress made during that game play session.



NOTE: Never insert or remove your MEMORY CARD (8MB) (for PlayStation 2) when loading or saving files.

- ◇ You may save up to ten games on your MEMORY CARD (8MB) (for PlayStation 2).

To save a *FIFA 2001 Major League Soccer* game:

At the Standings or Playoff screen, after a Season or Tournament match, press ▲ to access the Icon Menu bar.

D-Button ↔ to highlight the Save Game icon and press ✕. The SAVE GAME screen appears.

D-Button ↓ to highlight the save slot you wish to save your game to and press ✕.

If you are overwriting a previously saved game, confirm your choice of slot at the prompt.

Your progress is now saved and your next fixture displayed in the save slot. Press ● to exit.



NOTE: A saved game has its own database. Any changes made to teams from within a saved game stay specific to that game and do not alter original settings.

To load a saved *FIFA 2001 Major League Soccer* game:

At the Game Modes screen, press ▲ to access the Icon Bar, then press the D-Button to highlight the LOAD GAME icon and press ✕.

Highlight the save slot from which you want to load, and then select that save slot by pressing ✕. The selected saved game is loaded.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

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Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.



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

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

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EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

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MUSIC:

"Bodyrock" performed by Moby

"Power To The Beats" performed by Utah Saints

"Funky Music (Levent's Funk-o-Rama Short Edit)" performed by Utah Saints

"We Luv You" performed by Grand Theft Auto

"Chinese Burn" performed by Curve

"Fly Away" performed by The Source

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