

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 FORMAT 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.

CONTENTS

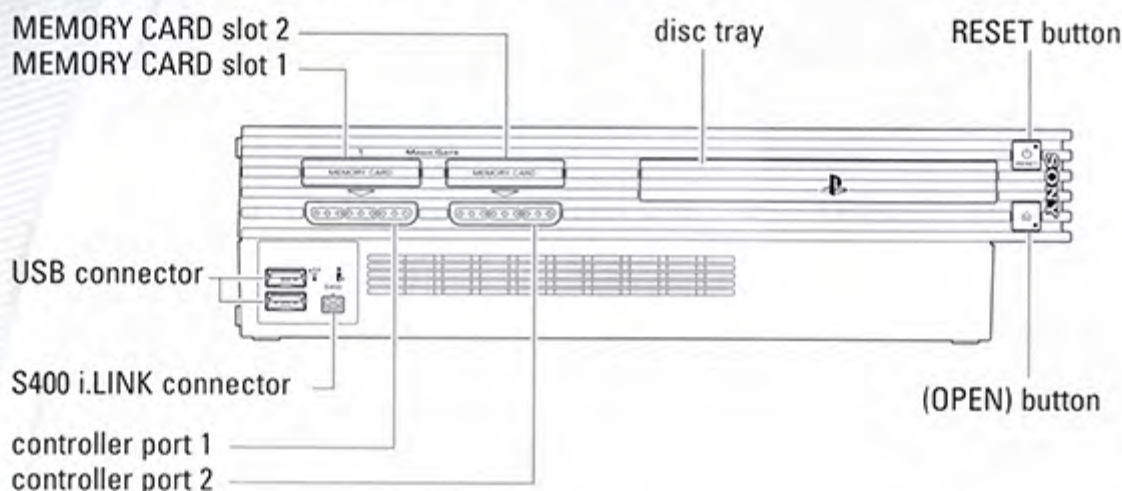


STARTING THE GAME	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROLS	6
GAME METERS	9
INTERMEDIATE CONTROLS	10
ADVANCED CONTROLS	12
SETTING UP THE GAME	14
MAIN MENU	14
STARTING A CLUB CHAMPIONSHIP FRIENDLY	15
PLAYING THE GAME	17
GAME SCREEN	17
PAUSE MENU	19
CLUB CHAMPIONSHIP SEASON	20
OTHER GAME MODES	22
PLAY A FRIENDLY MATCH	22
SEASON	22
TOURNAMENTS	23
SETTINGS	24
REWARDS	27
SAVING AND LOADING	27
LIMITED 90-DAY WARRANTY	28

Una versión en español del manual de *FIFA 2003* se puede encontrar en línea en el sitio norteamericano www.fifa2003.ea.com.

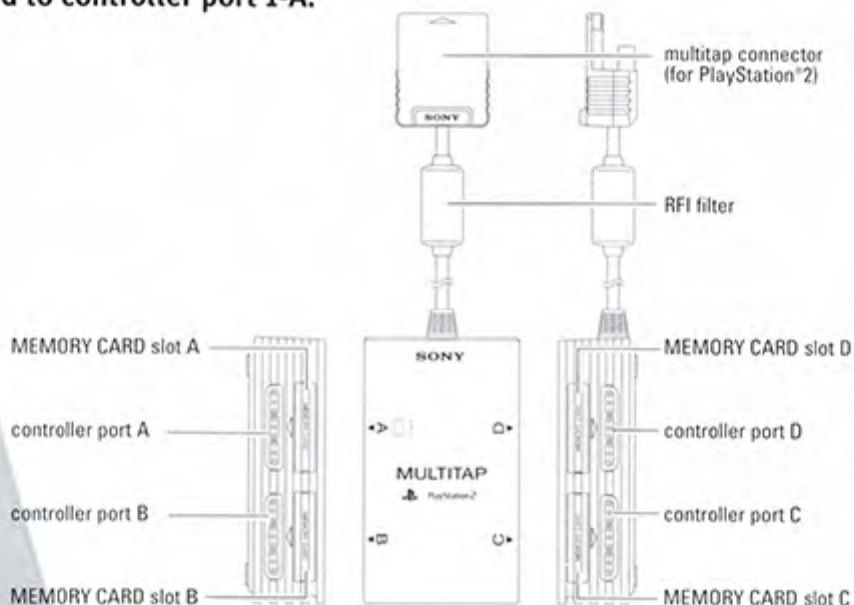
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system 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 Soccer 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

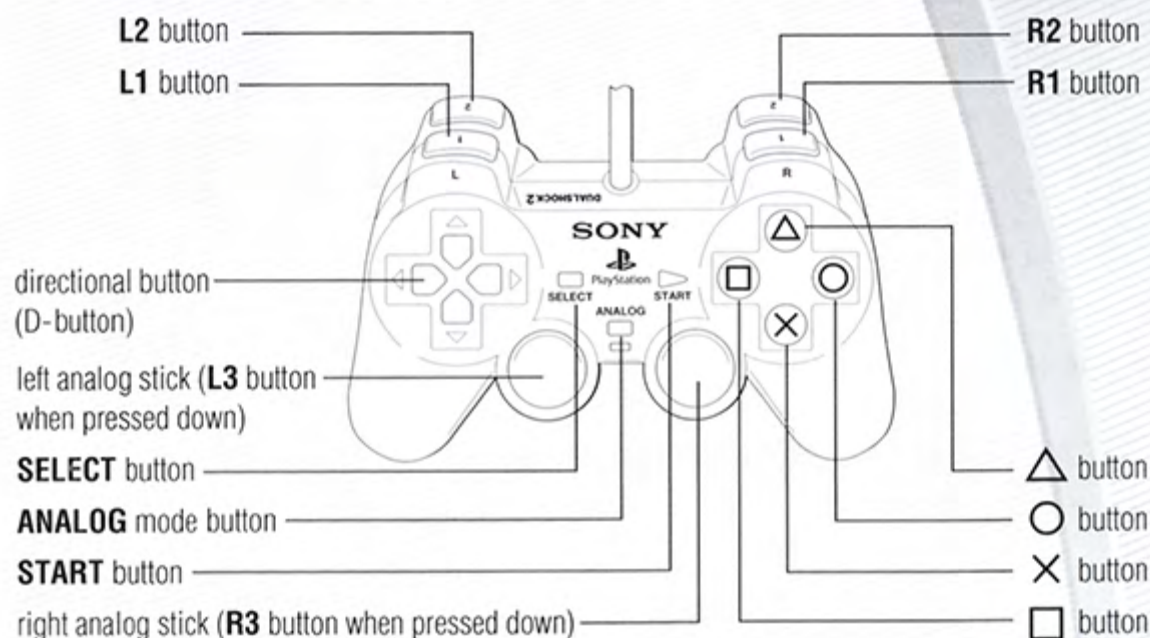
NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Get yourself familiar with *FIFA Soccer 2003* with the use of these basic controls.

OFFENSE (POSSESSION)

ACTION	COMMAND
Move player	left analog stick
Kickoff	✕ button, ● button, or ■ button
Shoot	● button
Pass	✕ button
Lob/Chip shot	■ button
Sprint	R1 button (hold)
Pause game	START button

DEFENSE (OPPONENT POSSESSION)

ACTION	COMMAND
Move player	left analog stick
Switch players	✕ button
Tackle/Contain	● button
Aggressive slide tackle	■ button
Sprint	R1 button (hold)
Pause game	START button

- ❖ *FIFA Soccer 2003* features many other moves—including kicks with ball spin, headers, volleying, keeper control—that can help push the outcome of any game in your favor. For more information, ➤ *Complete Controls* on p. 6.

INTRODUCTION



Welcome to *FIFA Soccer 2003*—the world's most authentic soccer experience. Challenge the sport's greatest teams and taste absolute victory—or the most bitter defeat—at the hands of the most skilled players on the planet. With new EA SPORTS™ Freestyle Control, you own the pitch like never before, leaving your opponent in awe with new fakes, dummies, skill moves, and game-winning goals. *FIFA Soccer 2003*—for club, for country!

FEATURES:

- ❖ **Total Gameplay Experience**—Brand new dribbling, shooting, crossing and passing models with increased player intelligence.
- ❖ **Total Ball Control**—Unleash the skills of the world's greatest players through new player animations and signature skill moves.
- ❖ **Total Club Championship**—Experience pressure cooker atmospheres as you take on Europe's elite teams in their own stadiums with actual team chants and songs.
- ❖ **Total Dead Ball Control**—Realistic set-piece dynamics allow you complete control over the power and swerve of free kicks. Find the angle. Find the power. Find the top corner.
- ❖ **Total Authenticity**—With over 8,000 real players playing for over 350 official teams and including 16 of the world's top leagues.
- ❖ **Total Skill**—Master the EA SPORTS Freestyle Control and produce a feint, one touch pass or skill move to leave your opponents standing.

For more info on *FIFA Soccer 2003* and other EA SPORTS titles, visit EA SPORTS on the Web at www.easports.com.

COMPLETE CONTROLS

Dominate the world with the use of the *FIFA Soccer 2003* game controls.

OFFENSE (POSSESSION)

ACTION	COMMAND
Move player	left analog stick
Kickoff	✕ button, ● button, or ■ button
Shoot	● button
Pass	✕ button
Lob/Chip shot	■ button
Through ball (Open pass)	▲ button
Sprint	R1 button (hold)
Trigger run	L1 button
EA SPORTS Freestyle Control (> p. 12)	right analog stick
Pause game	START button

- ❖ When performing an Open pass, the controlled player passes the ball along the ground in the direction he is facing. A pass is where the controlled player passes the ball along the ground *toward the nearest player* in the direction he is facing.

NOTE: When shooting, passing, or lobbing, keep the relevant button pressed to increase power (> *Game Meters* on p. 9) and use the left analog stick to aim.

DEFENSE (OPPONENT POSSESSION)

ACTION	COMMAND
Move player	left analog stick
Switch players	✕ button
Tackle/Contain	● button
Aggressive slide tackle	■ button
Sprint	R1 button (hold)
Pause game	START button

GOALKEEPING

ACTION

COMMAND

Goalie charge

▲ button (hold)/
L1 button (hold)

Move/Aim kick or throw

left analog stick

Throw/Roll ball

■ button

Drop ball/Pass

✕ button

Long kick

● button

THROW-INS

ACTION

COMMAND

Move throw target

left analog stick

Throw ball

✕ button, ● button,
or ■ button

OFFENSIVE FREE KICKS AND CORNER KICKS

ACTION

COMMAND

Move shot target on net

left analog stick

Move kick target on ball (Not available
on corner kicks and penalty kicks)

right analog stick

Shoot

● button

Lob shot

■ button

Pass

✕ button

NOTE: The power meter works for both offensive free kicks (i.e. free kicks taken near the opponent's net) and corner kicks (> *Game Meters* on p. 9). To learn more on how to take a dead ball kick, (> *Dead Ball Situations* on p. 11).

DEFENSIVE FREE KICKS AND GOAL KICKS

ACTION

COMMAND

Set kick direction

left analog stick

Long kick

● button

Lob

■ button

Pass

✕ button

NOTE: Defensive Free Kicks are free kicks that are taken in the defensive end, or in midfield.



PENALTY KICK

SHOOTER

ACTION

COMMAND

Aim shot

left analog stick

Shoot

● button

GOALIE

ACTION

COMMAND

Choose direction of save

left analog stick

Attempt save

✕ button, ● button, or ■ button

50/50 AIRBALLS

ACTION

COMMAND

Volley pass

✕ button

Volley shot

● button

Header

▲ button

NOTE: If no button is pressed during an airball, the ball is automatically trapped.

DEFENDING DEAD BALLS

ACTION

COMMAND

Move player/Move wall

left analog stick

Switch player

✕ button

Jump (as part of wall)

▲ button

NOTE: Wall movement (and jumping) is only possible when defending a free kick.

NOTE: You may only switch players after your opponent has set up the shot.

GAME METERS

Make accurate shots and passes by using the game meters featured in *FIFA Soccer 2003*.



PASSING METER

Use the passing meter to vary the speed and distance of an open pass or lob. The meter fills while the relevant button is held down, increasing the power of the kick. Release the button when you have built up enough power.



SHOOTING METER

The shooting meter works in a similar way to the passing meter. However, if it reaches the red zone your shot is more likely to be wide of the mark.



DEAD BALL METER (OFFENSIVE FREE KICKS AND CORNER KICKS)

Take the most accurate and precise shot possible with the help of the dead ball meter.

Dead Ball Meter



INTERMEDIATE CONTROLS

Once you have the basics down, take your game to the next level with these Intermediate controls.

DRIBBLING

FIFA Soccer 2003 provides an experience that is as close as you can get to the real thing. The faster you run, the trickier it is to trap an incoming pass or keep control of the ball. To learn how to master a dribble, > *EA SPORTS Freestyle Control* on p. 12.

SHOOTING

There is more to scoring goals than just shooting toward the net. Learn how to aim to the top-corner, or send a bending kick around the keeper to the back of the net.

AIMING YOUR SHOT

Pressing the ● button sends a shot in the general direction of the opponent's goal, wherever you are on the field. The power of a shot is determined by how long you press the shot button. The longer you hold the ● button, the more power you will have on the shot.

To aim your shot, move the left analog stick in the direction you wish to shoot while adjusting the shot's velocity.

- ❖ You can also score by lobbing or passing the ball into the net or by heading and volleying (> *Heading & Volleying* on p. 13).

PASSING, LOBBING, & CROSSING

FIFA Soccer 2003 gives you complete control over the way you pass the ball.

PASSING ALONG THE GROUND

- ➡ To select exactly where to pass the ball, make an open pass by pressing the ▲ button. The ball is passed in the direction the ball carrier is facing.
- ➡ To pass the ball, press the ✕ button. The ball is passed towards a teammate, or the run of a teammate, in the general direction the ball carrier is facing.

PASSING IN THE AIR

- ➡ To send an aerial ball in the direction the ball carrier is facing, press the ■ button to play a lob.

POWER AND WEIGHT

To control the power/strength of passes and lobs, use the power meter (> *Passing Meter* on p. 9) as your guide.

- For a pass to a nearby teammate, press the ✕ button, the ■ button, or the ▲ button. For a pass that requires more power keep the button pressed longer.

AIMING

The left analog stick allows you to send pinpoint passes to your teammates on the fly.

- To aim an open pass or a lob, press the left analog stick in the direction of your teammate while pressing the ▲ button or the ■ button. The ball travels in the direction the left analog stick is facing when the button is released.

DEAD BALL SITUATIONS

FIFA Soccer 2003 features a brand new Dead Ball system, which can be used when taking offensive free kicks, as well as corner kicks. In order to hit the target, follow these steps:

1. Before kicking the ball, use the right analog stick and position the impact cursor at the point at which the taker will strike the ball. Striking the ball on the left or right edge will add ballspin, thus altering the trajectory of the ball once kicked.

NOTE: Step 1 is not applicable for corner kicks or penalty kicks.

2. Use the left analog stick to position the target cursor at the point at which you want the ball to land. When taking a free kick in the opponent's end, you can opt for a shot on goal by positioning the cursor on top of the net.
3. To take the kick, press the ● button while it is passing through the 'accuracy gradient.' The nearer to the green section of the gradient you stop the bar, the more accurate the kick.

TACKLING

Make a defensive statement with a momentum-stopping slide tackle.

Aggressive sliding challenges are ideal for blocking passes and shots along the ground but are also more likely to result in a foul if contact is made with an opponent.

- To challenge the player in possession of the ball using a conservative tackle, press the ● button when your player is nearby.
- To 'contain' an opponent with the ball (restrict his movement and pressure him into a mistake), press and hold the ● button when your player is in direct contact with the player in possession.
- To perform a more aggressive, sliding tackle, press the ■ button. Press the left analog stick to dictate the direction of your slide.



ADVANCED CONTROLS

Ensure your run for the cup is a success by mastering the more advanced game controls.

EA SPORTS™ FREESTYLE CONTROL

New to *FIFA Soccer 2003* is the EA SPORTS Freestyle Control. Designed to give total ball control on the field, EA SPORTS Freestyle Control lets you bring your game to a new level.

HOW IT WORKS

When you make a shape using EA SPORTS Freestyle Control by pressing the right analog stick while in possession of the ball, a move is played out on the field. Making the same shape always results in the same move giving you the opportunity to use a specific move in a specified situation.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any given point during a game. However, different moves are performed depending on which foot the offensive player is dribbling the ball with and how much pressure he's under.

KNOCK-ONS

To knock the ball forward a short distance, press the right analog stick straight ahead, diagonally left, or diagonally right of the direction the ball carrier is facing. Knock-ons have two main benefits:

- ❖ Knock-ons allow the ball carrier to speed up his run without ball control slowing him down (however he will have to chase and gain possession of the ball once more if he wants to keep it).
- ❖ Knock-ons can also act as a useful alternative to short passing if a teammate is a short distance ahead the knock-on. Star players can perform special knock-ons at certain speeds and in certain directions.



THROUGH RUNS & THROUGH BALLS

Through runs are forward runs by players (who are not controlling the ball) attempting to lose their marker, usually to create space and a passing lane between them and their opponent.

1. Face the ball carrier in the direction of the player you want to make a through run, then press the **L1** button to send this player on his way.
2. As players make their "through runs," a broken line on the field highlights their path. The line should give the player in possession a good idea of where to pass the ball.

NOTE: This line is only displayed if **RUN INDICATORS** are turned on (> *Settings* on p. 24)

3. To reward these runs, the player in possession must play the ball with sufficient strength and weight into the runner's path. A perfect "through ball" should result in the runner receiving the ball in space without having to break his stride.

HEADING & VOLLEYING

FIFA Soccer 2003 features an intuitive and realistic airplay system. To take advantage of it, you can hold or tap one of the following buttons as the ball is approaching your controlled player in the air. Depending upon the height at which the ball reaches your player, he uses the appropriate part of his body to play the ball.

ACTION	COMMAND
Header	▲ button
Volley shot	● button

- ➡ If no button is pressed as the ball approaches the controlled player, it is automatically trapped. Press the left analog stick in the direction you wish to trap the ball.

ONE-TOUCH MOVES

A one-touch occurs when you kick a loose ball without first getting control. Perform a one-touch move by pressing the relevant shot, lob, or pass button *before* receiving the ball. Direct one-touch moves by pressing the left analog stick and power-up as you would for any other pass or shot.

SHIELDING

Your player momentarily shields the ball when you let go of the left analog stick. Use this move to protect it from an incoming tackler or just to hold the ball up.

SETTING UP THE GAME

Set up the game to match your style and skill level. You can play a Club Championship friendly, start a new Club Championship Season, play a Friendly match, start a new Season or set up a new Tournament.

MAIN MENU

From the Main menu you can select a mode of play, enter the Options screen, load a saved game, or view EA SPORTS™ Extras.

Play a friendly match between any of the top 18 club teams in the world (> *Starting a Club Championship Friendly* on p. 15)

Start a new club championship season with any of the top 18 clubs in the world (> p. 20)



Access the Options screen to adjust a variety of settings (> *Options* on p. 24)

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

- To play a Friendly match between teams (other than the 18 featured club teams), to start a new season, or to set up a new tournament, press the D-button ⇐ to highlight your game mode of choice. For more information on the featured game modes, > *Other Game Modes* on p. 22.
- ❖ After selecting a game mode, you will be prompted to choose a play style (SIMULATION SETTINGS or ACTION SETTINGS), and a Difficulty Level (AMATEUR, SEMI PRO, PROFESSIONAL, WORLD CLASS). Your selections here determine the game's default settings (such as the camera angle, game speed, and amount of on-screen indicators during gameplay), thus customizing the game to suit your own personal preferences. These messages will only be displayed the first time you play the game.

NOTE: At any time, you can modify the game settings mentioned above by accessing the Settings screen, and making changes to the default settings as desired.

NOTE: Up to eight players can play *FIFA Soccer 2003* at one time.

STARTING A CLUB CHAMPIONSHIP FRIENDLY



Go straight to the field in an exhibition Friendly between any of the top 18 club teams in the world.

To start a Club Championship Friendly:

- ➔ From the Main menu, highlight PLAY A CLUB CHAMPIONSHIP FRIENDLY and press the **X** button. The Select Home Team screen appears.

SELECT HOME TEAM SCREEN

Select the teams for the next game.

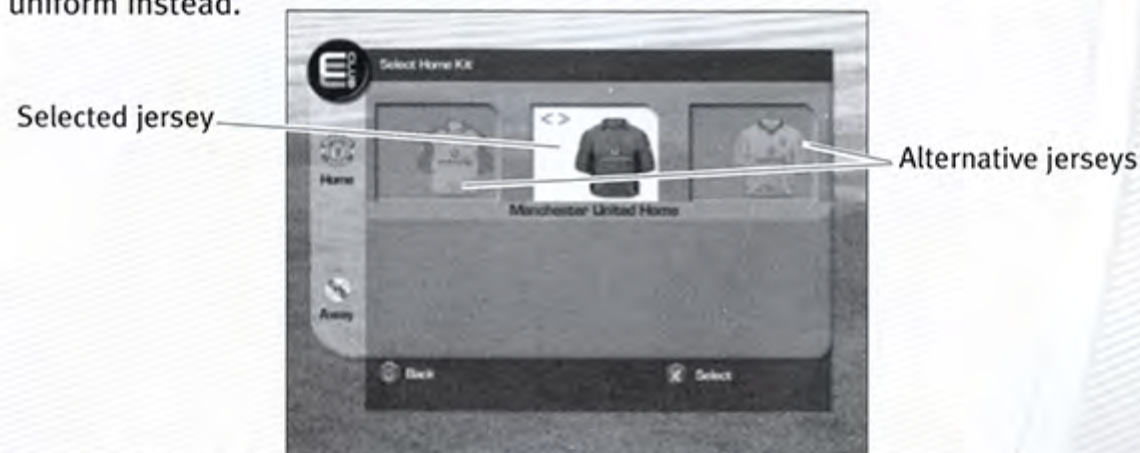


SELECTING THE TEAMS

1. To select a team for the upcoming game, press the D-button or the left analog stick $\leftarrow$ to highlight the team logo of the team you wish to control.
2. Press the **X** button to select the home team. The Select Away Team screen appears. Follow step 1 to select an Away team.
3. When both teams have been selected, the Select Home Kit screen appears.

SELECT HOME KIT

Select a jersey to wear for the upcoming game or sport your team's alternate uniform instead.



- ➔ To choose a jersey, press the D-button or the left analog stick $\leftarrow$ and highlight the jersey of your choice. Press the **X** button to continue. The Select Away Kit screen appears.
- ➔ Follow the step above to select an Away jersey and press the **X** button to continue. The Select a Stadium screen appears.

SELECT A STADIUM

Select your venue for the upcoming game.

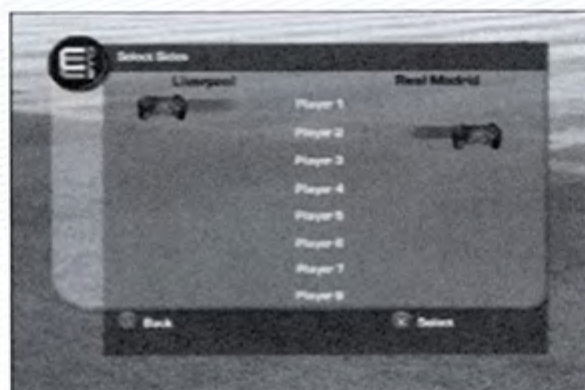


- ➡ To choose a stadium, press the D-button or the left analog stick ⇐ and highlight the stadium of your choice. Press the ✕ button to continue. The Select Sides screen appears.

SELECT SIDES SCREEN

Select the team that you wish to control.

To select a side, press the D-button or the left analog stick ⇐ and place the controller icon under the team name that you wish to control.



- ➡ After selecting a side, press the ✕ button to begin the game.

PLAYING THE GAME

In *FIFA Soccer 2003*, one goal makes a world of a difference. Get on the field, give it everything you've got, and remember these four words: For Club. For Country.



GAME SCREEN

Game clock

Score

Player with ball

Power meter
(> p. 9)



EA ASSISTANT

The EA Assistant is your right-hand man during a match, pointing out players that are tired or carrying injuries and suggesting replacements. To make the replacement that the EA Assistant suggests, check the relevant box, highlight **MAKE THE SUBS**, and press the **X** button. Select **TEAM MANAGEMENT** if you wish to use another substitute, or choose **RESUME GAME** to return to the match without replacing the player.

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. Excessive sprinting will temporarily reduce your player's sprinting ability, although he will recover after a short period of time.



Player Status Bar

NOTE: If you're struggling or coasting in the current Difficulty Level, the EA Assistant will also suggest a more suitable Level for you to play at.

CONTROL HIGHLIGHTS

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

CONTROLLED PLAYER

Your controlled player is represented with a triangle icon. Playing skill level depends on the individual player.



OFF-SCREEN CONTROLLED PLAYER INDICATOR

An off-screen controlled player indicator is displayed on-screen when your controlled player is positioned off-screen.





PAUSE MENU

From the Pause menu, you can adjust the cameras to give you a different view of the game, change your options, watch an instant replay, and more.

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

RESUME MATCH	Go back to the pitch and continue playing the current game.
INSTANT REPLAY	Watch the last few seconds of the game and review that wicked kick or acrobatic save again and again. Camera Controls: Press the left analog stick to fast-forward and rewind the play. Press the ■ button to change camera angles.
CAMERAS	Select a camera angle to use for the game.
TEAM MANAGEMENT	Make substitutions, change your kick takers, or adjust your strategy (> <i>Team Management</i> on p. 24).
SELECT SIDES	Choose which team you want to control.
SETTINGS	Tune gameplay, audio, AI, and visual options (> <i>Settings</i> on p. 24).
MATCH FACTS	Compare statistics of your team's performance to the opposing team's.
SCORE SUMMARY	Look up who scored and when.
BOOKING SUMMARY	How many cards (if any) your players have been given in a 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 must play down a man.

RESTART MATCH	Restart the game with the same teams and settings.
QUIT MATCH	Quit the match and return to the Main menu.

CLUB CHAMPIONSHIP SEASON

Who is the best team in Europe? Well now is your chance settle the dispute once and for all. Pick one of the top 18 clubs in Europe and fight it out in a full season against the best European clubs around. Are you good enough become the EA Club Champion?

CLUB CHAMPIONSHIP STRUCTURE

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

To begin a Club Championship Season:

1. From the Main menu, select START A NEW CLUB CHAMPIONSHIP SEASON and press the **X** button. The How Many User Teams pop-up box appears.
2. Select the number of User Teams who will participate in the upcoming season. You can select up to eight user teams. Press the **X** button to continue.
3. Select a team (or teams) to control for the season (> *Starting a Club Championship Friendly* on p. 15 for more information) and press the **X** button again. The Club Championship Analysis screen appears.

CLUB CHAMPIONSHIP ANALYSIS

From the Club Analysis screen, you can view club-specific information.

➡ Press the **X** button to begin the season.

CLUB CHAMPIONSHIP SEASON SCREEN

Home Team and rank

Highlight PLAY NEXT MATCH and press the **X** button to play the next game on the schedule

Highlight MORE OPTIONS and press the **X** button to make a variety of pre-game adjustments



Away Team and rank



MORE OPTIONS

All hub screens in *FIFA Soccer 2003* provide a list of further options that provide in-depth information on the current game mode.

VIEW TABLES	View the current standings/rankings for your league.
FIXTURES	Check out the season schedule for your team and league. Your season results for each game are also displayed here. You can also choose to simulate the next game on the schedule by pressing the ■ button.
PERFORMANCE CHARTS	View your top goal-scorers and most carded players.
TEAM MANAGEMENT	Take full control of your team roster (➤ <i>Team Management</i> on p. 24 for more information).
SETTINGS	Adjust the game settings (➤ <i>Settings</i> on p. 24 for more information).
HALL OF KITS	View the jerseys worn by each team in the league.
SAVE GAME	Save your progress in the current game mode to a memory card (8MB)(for PlayStation®2). For more information, ➤ <i>Saving & Loading</i> on p. 27.
CLUB CHAMPIONSHIP ANALYSIS	View club-specific information or stats on individual players on the squad.

OTHER GAME MODES

Whether you want to work on your skills in a Friendly match, or test your skills in a league or tournament, *FIFA Soccer 2003* lets you play the way you want to play.

PLAY A FRIENDLY MATCH

Playing a Friendly Match is almost identical to playing a Club Championship Friendly. However, there are more teams to choose from including International teams and more exotic clubs from leagues from around the world.

To set up a Friendly match:

- After you select PLAY A FRIENDLY MATCH from the Main menu, follow all the steps listed in *Setting Up The Game* on p. 14.
- ❖ Before you access the Select Home Team screen, you must first select a league.

To select a League:

- From the Select League screen, press the D-button or the left analog stick ⇐ and highlight the league of your choice. Press the ✕ button to continue.

NOTE: If a Friendly match ends in a draw after 90 minutes, you can choose to end it there, continue with Golden Goal extra-time, or go straight to a penalty shootout.

SEASON

Start a new season and rule the pitch for up to five years. Pick a club team from one of 14 leagues worldwide and play through a full Season, attempting to win the league championship and cup honors.

NOTE: To learn how to navigate through the season menu, > *Club Championship Season* on p. 20.

TOURNAMENTS

Skip the punishing season and head straight to a Tournament. Play your way through a selection of some of the world's toughest cup competitions in the European Champions' Cup or the EFA Trophy. You can also select from one of five additional tournaments, each with their own competition structure and invited clubs.



NOTE: One tournament is initially locked, and can only be played once other goals in the game have been met.

To set up a Tournament:

1. From the Select a Tournament screen, press the D-button or left analog stick $\leftrightarrow$ to select an available Tournament, Press the $\times$ button to continue and the How Many User Teams pop-up box appears.
2. When applicable, select the number of User Teams who will participate in the upcoming tournament. You can select up to eight user teams for the European Champions' Cup, EFA Trophy, or Custom Tournament; the other five tournaments support 1 user team only. Press the $\times$ button to continue.
3. Highlight a league to participate for the tournament and press the $\times$ button again. The Select User Team screen appears.
4. Select a team (or teams) to control for the season ($\triangleright$ *Starting a Club Championship Friendly* on p. 15 for more information) and press the $\times$ button again. A Groupings or Knockout screen may appear (depending on whether the tournament starts with a group phase or a playoff).
5. If a Groupings or Knockout screen appears, press the $\times$ button to proceed through these screens and begin the tournament.
6. When the tables are set, press the $\times$ button to continue on to the first game on the schedule.

SETTINGS

Adjust your Match, Gameplay, Visual, Audio, and AI settings. You can change everything from the half length to the music volume.

- ➡ Press the D-button or the left analog stick  to move between options and  to make adjustments to the selected option.

SETTINGS

BASIC SETTINGS	Select the Difficulty Level, Half Length, Camera and Game Speed, or turn Injuries or the pitch Radar ON/OFF.
NOTE: Half Length cannot be adjusted during a match.	
ADVANCED SETTINGS	Adjust Power-Up Speed using the slider and turn the EA Assistant, Run Indicators, Bookings, the Time/Score Display and Player Status Bar ON/OFF.
MORE SETTINGS	Turn the Widescreen and Vibration features ON/OFF.
CONTROL SETTINGS	Modify your control settings.
AUDIO SETTINGS	Move sliders to adjust Menu SFX Volume and Menu Music Volume and switch the SFX Mix between COMMENTARY, ON THE PITCH and CUSTOM. If CUSTOM is selected, you can change Commentary Volume and Game SFX Volume manually. You can also select your audio mode including MONO, STEREO, DOLBY PRO LOGIC, and DTS.

NOTE: Settings can be saved to a memory card upon exiting the Settings screen. To do so, when asked if you want to confirm that you wish to save Settings, select YES and follow the on-screen instructions.

TEAM MANAGEMENT

Take control of every aspect of your team's performance on the field and find that magic formula to propel you to the top of your league. The Team Management section lets you make changes to your lineup, formations, strategies, and kick takers, plus conduct transfers to change the makeup of your team entirely.

- ➡ Press the  button to tab through the various pages.
- ❖ Changes made from the Main menu are applied in all game modes.
- ❖ Any team changes made in Season, Tournaments or Club Championship 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 11

Access the Starting Lineup screen to change your roster as you see fit. During the game, access the Substitutions screen to bring in a fresh pair of legs.



To change the starting lineup or substitute players:

1. From the Starting 11 screen, press the D-button or the left analog stick to highlight the name of the first player that you wish to swap. Press the **X** button to select this player. An arrow will then appear beside the player's name.
2. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press the **X** button again. The two players are swapped in the lineup.

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

SKILL KEY

FIT = Fitness

SHT = Shot

STR = Strength

POS = Keeper Positioning

HDR = Headers

TKL = Tackling

SPD = Speed

PSS = Passing

SKL = Keeper Skill

AGG = Keeper Aggression

BC = Ball Control

NOTE: If you are substituting players during a match, you are limited to choosing players from your starting lineup and subs. From the Starting 11 screen, you can select your initial lineup from a much wider selection of players (including reserves).

NOTE: During a match, only three substitutions can be made.

NOTE: To reset Team Management status to default, press the **■** button from the Starting 11 screen accessed via the Main menu. A confirmation overlay appears. Select YES to reset all lineup changes, formation swaps and transfers (for all teams) to their original values.

STRATEGIES

Formation: Press the D-button or the left analog stick **↔** to change your current Formation. Try a formation geared toward defense when playing a tough offensive team, or go for a strong attack against a team with a weak defense.

Playing Style: Every team you play is different, so your approach to how you play them should be different as well. Press the D-button or the left analog stick **↔** to adjust your Playing Style.

KICK TAKERS

Put your best legs in a position to do some serious damage. Set your kick takers for corners, free kicks, and penalties.

To select your kick takers:

1. Press the D-button or the left analog stick to highlight the player you wish to insert as your kick taker and press the **X** button.
2. Highlight the type of kick you wish for him to take and press the **X** button again. The new kick taker is assigned to a specific dead ball kick.

NOTE: For penalty kicks, you must assign five different players.

TRANSFERS

Search around the league for the key player to fill that big question mark in your roster and get your team in good position for the playoffs.

To buy a player:

1. Press the D-button or the left analog stick to select a league and team who is selling a player. Next, find the player that you wish to buy. The player's value and statistics appear on the right-hand side of the screen.
2. Press the **X** button to bring the selected player to your club.

NOTE: Any team changes made during a Season are specific to that competition and are saved automatically when the respective game is saved.

To sell a player:

1. Press the **■** button to toggle between the Buying and Selling screens.
2. Press the D-button or the left analog stick to select the player you wish to sell. The player's value and statistics appear on the right-hand side of the screen.
3. Press the D-button or the left analog stick to select the team to which you wish to sell your player.
4. Press the **X** button to sell the selected player.

NOTE: Each team must have a minimum of 16 and a maximum of 40 players.

LOAD SETTINGS AND TEAM MANAGEMENT

To load Settings or Team Management from a memory card:

- ➡ If saved settings or Team Management are detected on the memory card, they are automatically loaded upon boot up.

To load previously saved Settings after you've started the game:

- ➡ Select OPTIONS in the Main menu and then select LOAD SETTINGS.

To load previously saved Team Management after you've started the game:

- ➡ Select OPTIONS in the Main menu and then select LOAD TEAM MANAGEMENT.

REWARDS

Polish off your opponents in the various game modes and unlock additional game content along the way.

Some things to try:

- ❖ Win the Club Championship
- ❖ Win all of the tournaments



SAVING AND LOADING

You can save your *FIFA Soccer 2003* 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 a memory card when loading or saving files.

To save a FIFA Soccer 2003 game:

1. At the Season or Tournament hub screen select More Options.
2. Press the D-button $\hat{\imath}$ to highlight SAVE GAME and press the $\times$ button. You will then be prompted to confirm whether you want to save your game. Select YES to save.

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

To load a saved FIFA Soccer 2003 game:

1. At the Main menu, select LOAD GAME.
2. Highlight the save slot from which you want to load, and then select that save slot by pressing the $\times$ button. The selected saved game is loaded.

NOTE: FIFA Soccer 2003 supports up to 5 simultaneous saved games. Once 5 have been saved, you will have to delete an earlier saved game before saving another.

To delete a saved FIFA Soccer 2003 game:

1. From the Season or Tournament Hub screen, select MORE OPTIONS, then SAVE GAME.
2. If there are already 5 saved games, you will be prompted to delete an existing saved game. Select DELETE SAVED GAME.
3. From the Delete Game screen, select the game you want to delete, then press the $\times$ button. Select YES on the following prompt to confirm. Continue in this manner until you have deleted any saved games that are no longer wanted.
4. Press the $\blacktriangle$ button to return to the Season or Tournament Hub screen. You will now be able to save your game as normal (assuming that at least one earlier saved game was deleted).

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. 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 (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. 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

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

EA WARRANTY CONTACT INFO

Email and Web Page: <http://techsupport.ea.com>

Phone: (650) 628-1900

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

PROOF OF PURCHASE
FIFA SOCCER 2003



NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-288-HINT (4468). \$0.95 per minute. In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.



TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Contact Info

Email and Web Page: <http://techsupport.ea.com>

FTP Site: <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM-8:00 PM. If you are under 18 years of age parental consent required.

Package Cover Photography: Tom Hauck/Icon Sports Media Inc.

This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see the Agfa Monotype Corporation complete Font Software End User License Agreement please go to their website www.agfamonotype.com.

adidas, the three stripe trade mark, and the adidas logo are registered trade marks of the adidas-Salomon group, used with permission. Fevernova, and the Trigon logo are trade marks of the adidas-Salomon group used with permission.

Software and documentation © 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

Official FIFA licensed product. The FIFA logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers "(FIFPro)", national teams, clubs, and/or leagues. © 2002 MLS. MLS, the MLS logo, Major League Soccer and MLS team identifications are proprietary rights of Major League Soccer LLC. All rights reserved. © 2002 Liga Nacional de Fútbol Profesional. All LFP associated teams badges, emblems, logos, names and colours are property of their respective teams and they are reproduced under Liga Nacional de Fútbol Profesional permission by Electronic Arts. © Real Federación Española de Fútbol - 2002 Licensed by B.R.B. Internacional S.A. All sponsored products, company names, brand names and logos are the property of their respective owners.

DTS interactive technology licensed by Digital Theater Systems, Inc.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

All other trademarks are the property of their respective owners.

EA SPORTS™ is an Electronic Arts™ brand.

TOTAL PLAYER CONTROL

FEATURES

• REVOLUTIONARY EA SPORTS™ FREESTYLE CONTROL

Sweet crossovers, triple threat moves, post moves, and strip steals. String your moves together using the right analog stick. Pull off what you want, when you want it—all with unprecedented two-handed control.

• QUICK PLAYS FOR QUICK SCORES AND STOPS

Call plays on the fly to control the game—run the pick-n-roll or isolation on offense, zone or double team on “D”, and much more.

• DOMINATE WITH ONE-BUTTON CONTROL

Turn the momentum with the all-new Charge button and clean the glass with one-button rebounding.

• NEW EA SPORTS™ TRAX

Featuring hot music releases from Fabolous, Flipmode Squad featuring Busta Rhymes, Just Blaze, Snoop Dogg, and more.



BE THE ULTIMATE PLAYMAKER



OWN THE BOARDS

TAKE THE COURT IN STYLE

AUTHENTIC CLASSIC UNIFORMS



nbalive2003.ea.com

nba.com



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2002 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. The NBA member team rosters in this product are accurate as of August 31, 2002. All photos and video used in this product are from the 2001–02 NBA Season. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. “PlayStation” and the “PS” Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1457905

