

# 2002 FIFA WORLD CUP™

THE ONLY OFFICIAL LICENSED VIDEO GAME OF THE 2002 FIFA WORLD CUP™



2002  
FIFA WORLD CUP  
KOREA JAPAN



©1974 FIFA™



## **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.

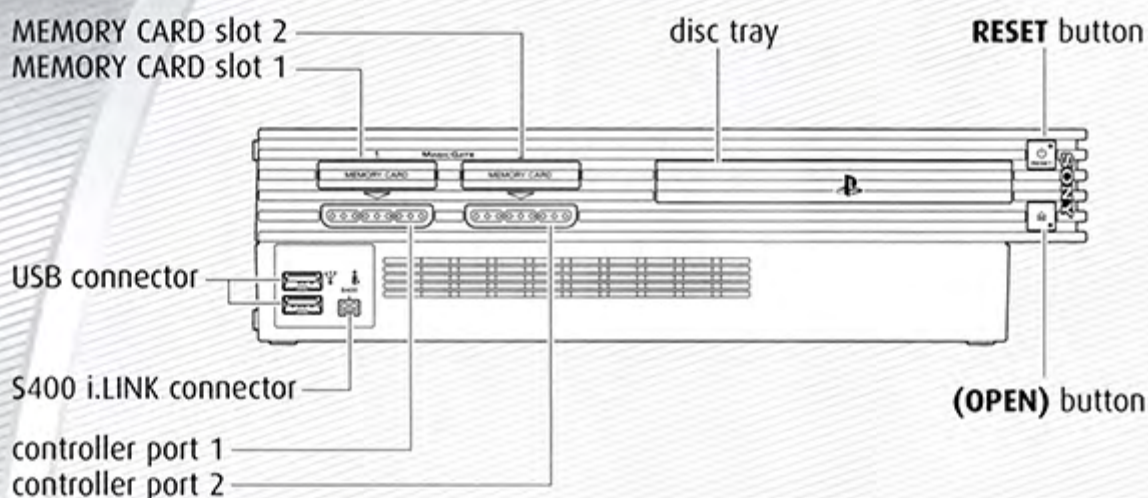
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# CONTENTS



<b>STARTING THE GAME</b> .....	<b>2</b>
<b>COMMAND REFERENCE</b> .....	<b>3</b>
<b>BASIC CONTROLS</b> .....	<b>4</b>
<b>INTRODUCTION</b> .....	<b>5</b>
<b>QUICK START — FRIENDLY</b> .....	<b>6</b>
<b>PLAYING THE GAME</b> .....	<b>7</b>
CONTROL HIGHLIGHTS .....	7
EA ASSISTANT .....	8
POWER METER .....	8
<b>ADVANCED GAMEPLAY</b> .....	<b>9</b>
PASSING AND LOBBING .....	9
SHOOTING .....	10
TACKLING .....	11
HEADING AND VOLLEYING .....	11
ONE-TOUCH MOVES .....	12
SPECIAL MOVES .....	12
SHIELDING .....	13
DEAD BALL SITUATIONS .....	13
PENALTY KICKS .....	14
GOALKEEPING .....	14
PAUSE MENU .....	15
<b>SETTING UP THE GAME</b> .....	<b>16</b>
MAIN MENU .....	16
2002 FIFA WORLD CUP™ MODE .....	16
<b>OPTIONS</b> .....	<b>18</b>
SETTINGS .....	18
TEAM MANAGEMENT .....	19
<b>SAVING AND LOADING</b> .....	<b>21</b>
<b>CAMERAS</b> .....	<b>22</b>
<b>MULTIPLAYER MATCHES</b> .....	<b>22</b>
<b>CREDITS</b> .....	<b>23</b>
<b>LIMITED 90-DAY WARRANTY</b> .....	<b>26</b>

# STARTING THE GAME



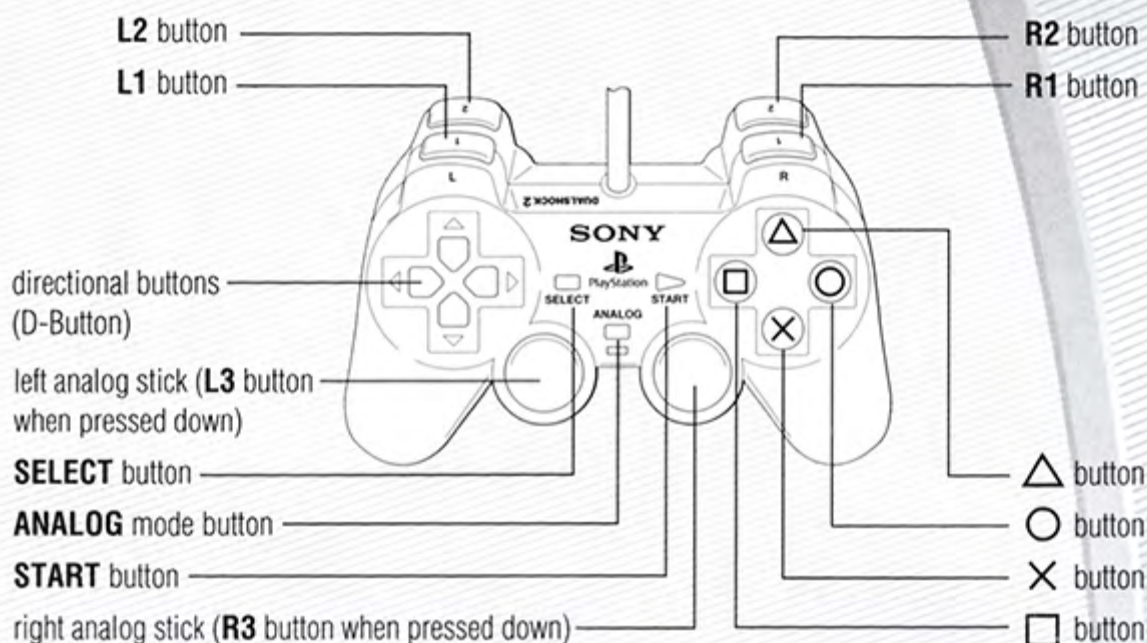
- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *2002 FIFA World Cup™* 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.

# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



2002  
FIFA WORLD CUP  
KOREA JAPAN



### **MENU CONTROLS**

<b>Highlight</b> menu items	D-button or left analog stick
<b>Select/Go</b> to next screen	× button
<b>Return</b> to previous screen	▲ button

# BASIC CONTROLS

Step on the pitch and use these controls to get familiar with the basic 2002 FIFA World Cup shots, lobs, passes, and more.

## GENERAL GAMEPLAY

Move Player left analog stick

---

Sprint ▲ button

---

Pause game **START** button

---

## ATTACKING

Shoot ● button

---

Pass ✕ button

---

Lob ■ button

---

❖ When shooting, passing or lobbing, keep the relevant button pressed to increase power (➤ *Power Meter* on p. 8) and use the left analog stick to aim.

## DEFENDING

Switch players (control the player closest to the ball) ✕ button

---

Tackle ● button

---

Aggressive tackle ■ button

---

❖ For a more detailed list of commands, ➤ *Advanced Gameplay* on p. 9.

# INTRODUCTION

This is what the two years of blood, sweat and tears have been all about—welcome to the *2002 FIFA World Cup* in Korea and Japan. Whether you've qualified in style or scraped through the playoffs, it no longer matters. It's time to take your place among the game's top 32 teams and show the world what you're made of.



## FEATURES:

- ❖ **2002 FIFA World Cup™ Mode**—Take your team to glory in the world's ultimate sports event—the FIFA World Cup—in front of packed houses at spectacular venues in Korea and Japan.
- ❖ **Star Players**—Look for more emphasis on the world's best players and see why they're the best.
- ❖ **Souvenir Features**—Exclusive video content provides an insider's look at the FIFA World Cup.
- ❖ **Improved Gameplay**—Including new airplay, ball juggling and trapping features and animations.
- ❖ **Refined Presentation**—Improved player likenesses, new lifelike animations, actual World Cup stadiums and more cinematic effects capturing the drama of the world's greatest competition.
- ❖ **Earn Rewards for Your Success**—Beat the FIFA World Cup with various teams to unlock bonus content.



---

**FOR MORE INFO** about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

---

# QUICK START — FRIENDLY

In Friendly mode, you can take on any country in the game with your favorite team. Warm up with an exhibition match and prepare for the tougher matches to come.

## **To Start a Friendly Match:**

- 1.** From the main menu, highlight FRIENDLY and press the **X** button. The Team Select screen appears.
- 2.** At the Team Select screen, press the D-Button  $\leftrightarrow$  to cycle through the available countries and select a Home team. Then press the D-Button  $\downarrow$  and repeat this process for the Away team. Press the **X** button to proceed.
  - ❖ As you cycle through the teams, each country's flag and EA SPORTS ranking is displayed.
- 3.** From the Side Select screen, press the D-Button  $\leftrightarrow$  to place the controller icon under the team you want to play for. Your in-game possession indicator color appears next to the icon.
- 4.** When you've selected a side (or, for 2- or more player games, when all players have selected a side), press the **X** button. The game loads and the match begins. ( $\triangleright$  *Playing the Game* on p. 7.)
  - ❖ For more detailed information on the various game modes,  $\triangleright$  *Setting up the Game* on p. 16.

## **POST MATCH SCREENS**

At the end of a match, the Man of the Match award and Match Facts appear, followed by the Post Game Menu (this can also be accessed by pressing the **START** button during the post match sequence). Here, you can review the Match Facts, Score and Booking Summaries or Restart the match. If you do not wish to play the match again, select CONTINUE.

- ❖ If a Friendly match ends in a draw after 90 minutes, you can choose to end it there and then, continue with GOLDEN GOAL extra-time or go straight to a PENALTY SHOOTOUT.



# PLAYING THE GAME

## CONTROL HIGHLIGHTS

*Controlled player*



*Controlled star player  
(see Star Players below)*



*Player ready to make a run*



*Off-screen pass indicator*



*Off-screen controlled player indicator*



## STAR PLAYERS

Star players are players who excel in one particular aspect of the game (passing, shooting or speed). They are distinguishable by a star icon above their heads (➤ *Control Highlights* above). Their star abilities are highlighted not only by their increased ability on the field (e.g., star shooters are much more likely to score) but also by a blur on their pass/shot/sprint.

## FATIGUE

As a match progresses, players show signs of fatigue. After sprinting for more than a few seconds a player is forced to take a rest, preventing further sprints until he has recovered.

Excessive sprinting begins to affect a player's overall Fatigue level, which can be viewed in the Substitution screen. As fatigue accumulates, the maximum amount of time a player can spend sprinting decreases, until it is no longer possible.



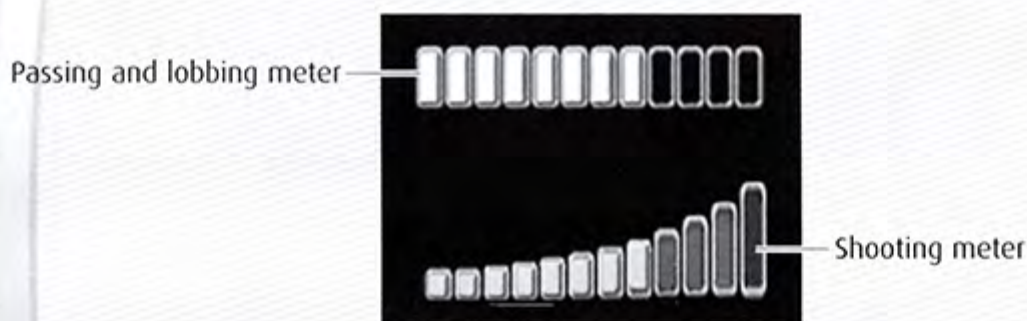
## EA ASSISTANT

Your EA Assistant acts as your right-hand man during a match, pointing out players who are tired or injured and suggesting substitutions. To make the substitution suggested by your EA Assistant, check the relevant box, highlight MAKE THE SUBS and press the **X** button. If you wish to use a different substitute, select TEAM MANAGEMENT or choose RESUME GAME to return to the match without replacing the player.

- ❖ While playing a Friendly match, if you're struggling or coasting in the current difficulty level, your EA Assistant will also suggest a more suitable level for you to play at.

## POWER METER

When passing, shooting, lobbing or taking dead balls and penalties, the Power Meter appears in the bottom left-hand corner of the screen. This fills up as the relevant button is held down, increasing the power of the kick.



**EA TIP:** When shooting, you should release the button *before* the meter fills completely. If the meter reaches the red zone, you've overpowered the shot (making it less accurate).

## ANALOG CONTROL

2002 FIFA World Cup uses the DUALSHOCK®2 analog controller's analog capabilities.

- Press and hold the button *lightly* for a higher kick (lobs will have more height and backspin while shots will fly towards the top of the net).
- Press and hold the button *firmly* to drive the ball low and hard.

# ADVANCED GAMEPLAY



## PASSING AND LOBBING

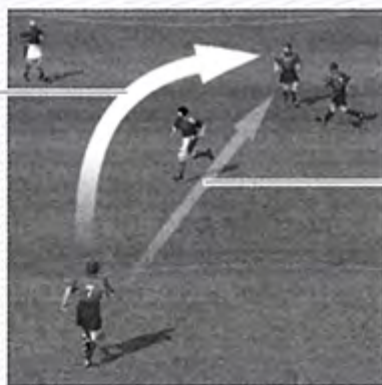
The passing system in *2002 FIFA World Cup* gives you complete control of your passes.

- Press the **X** button to pass the ball along the ground or press the **Y** button to play an aerial ball.
- To control the power of the pass, use the Power Meter. For a quick pass to a nearby teammate, simply tap the relevant button, but for a pass requiring more power (e.g., a 'route-one' ball to your strikers) keep the button pressed longer.
- To aim your pass or lob, move the left analog stick while the button is pressed—the ball travels in the direction the left analog stick is facing when the Pass/Lob button is released. The left analog stick's analog capabilities mean you can make pinpoint passes to your teammates.
- ❖ Pressing the Lob button harder results in a driven aerial ball while less pressure results in a high lob with backspin.

## BALLSPIN

To curl your pass, shot or lob, press and hold the **L2** button or **R2** button while the Power Meter is on the screen.

Direction of pass with ballspin (note that the destination is the same as a normal pass



Normal pass direction



**EA TIP:** Ballspin in open play is especially useful when you want a cross to curl away from a goalkeeper's attempted catch or when trying to place a shot around a keeper and inside the far post.

## THROUGH RUNS AND THROUGH BALLS



Through runs are forward runs by attacking players in an attempt to lose their defender long enough to shoot at goal or set up a goal-scoring opportunity. 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.

- ❖ Players making through runs are highlighted by a broken line on the field showing the path of their intended run. The line should give the player in possession a good idea of where to pass the ball in order to play it into a runner's path. Send players on runs by facing the ball carrier in their direction until the run indicator appears under their feet, and pressing the **L1** button.
- ❖ Players still make a limited number of through runs without a button being pressed.

### ONE-TWOS

You can make the player in possession perform a 'one-two' (a swift exchange of passing) with a teammate by lightly moving the right analog stick in the teammate's direction. Your player releases the ball to the teammate, who attempts to return it immediately to the passer (wherever he has moved to on the field).



---

**EA TIP:** One-twos are ideal for outnumbering and bypassing a defending player.

---

## SHOOTING

### AIMING YOUR SHOT

Pressing the **●** button sends a shot in the general direction of the opposition goal, wherever you are on the field. As with passing, the power of a shot in *2002 FIFA World Cup* is determined by how long you press the relevant button.

- Use the left analog stick to aim your shot and adjust the amount of pressure applied to the **●** button to decide its height. A firm and fast tap produces a low shot while a softer contact results in a shot with a higher trajectory.



---

**NOTE:** You can also score by lobbing or passing the ball into the net or by heading and volleying (➤ *Heading & Volleying* on p. 11).

---

## TACKLING

Press the ● button to challenge the player in possession of the ball using a conservative tackle or press the ■ button to perform a more aggressive tackle (use the left analog stick to dictate the direction of your slide).



**EA TIP:** 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.

## HEADING AND VOLLEYING

*2002 FIFA World Cup* features a brand new airplay system, which is more intuitive to use and more realistic to view. To take advantage of this system, you must press one of the following buttons before the ball arrives at 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.

### CONTROL

### ACTION

● button	Your player heads or volleys in the direction of the opposition goal.
■ button	Your player plays a headed or volleyed lob in the direction the left analog stick is facing.
✕ button	Your player plays a headed or volleyed pass in the direction the left analog stick is facing.

- ❖ If no button is pressed as the ball approaches the controlled player, it is automatically trapped.
- ❖ The strength of the ball played depends upon how far the Power Meter has filled and how hard you press the relevant button, as with normal passes, shots and lobs.



**EA TIP:** Fully powering up for a header or volley before receiving the ball is not always the best strategy. If an opponent is nearby, a partial power up will often prepare your player more fully for any ensuing jostle for the ball.

## ONE-TOUCH MOVES

As with airborne balls (> *Heading & Volleying* on p. 11), to perform one-touch moves, you must press the relevant buttons (● button = Shot / ■ button = Lob / ✕ button = Pass) before receiving the ball. Direct one-touch moves using the left analog stick and power-up as you would for normal moves.

## SPECIAL MOVES

### FAKE SHOT/PASS

You can fake a shot or pass by holding down both the **L2** button and the **R2** button while the Power Meter is filling up. This is a useful way of wrong-footing opponents and drawing early tackles.

### STEP-OVER

<b>MOVE</b>	<b>CONTROL</b>
Step-over	Tap <b>R1</b> button
Double Step-over	Double-tap <b>R1</b> button
Reverse Step-over	Hold sprint button and tap <b>R1</b> button
Step-over and drag	Hold sprint button and double-tap <b>R1</b> button

### JUGGLING

Another new feature to *2002 FIFA World Cup*, juggling can be performed by following these steps:

1. Initiate the juggle by letting go of the left analog stick and pressing the **R1** button to scoop the ball into the air.
2. To keep the ball up with different parts of your player's body use the following controls:

<b>CONTROL</b>	<b>TAP</b>	<b>DOUBLE TAP</b>
<b>L1</b> button	Left foot	Left foot reverse
<b>L2</b> button	Left thigh	Left shoulder
<b>R1</b> button	Right foot	Right foot reverse
<b>R2</b> button	Right thigh	Right shoulder

3. Finish in style by pressing the ■ button to lob, ✕ button to pass or ● button to shoot.
- ❖ More spectacular juggling moves can be achieved by pressing combinations of the above buttons.
  - ❖ Use the juggling bar that appears at the bottom of the screen to time your button presses. Press the next button in the combination before the white meter runs out to continue the juggle. If the meter turns green, you've succeeded and the juggle continues. If it turns red, you've failed and the ball drops to the ground.

- ❖ Once the ball is in the air, you can use the left analog stick to move your player and change his direction.
- ❖ You can also launch a juggle from a trap by pressing the **R2** button as an airborne ball approaches your player. The ball can then be kept in the air via the controls above.

## USING JUGGLING IN A MATCH

Once you have mastered the art, there are many tactical advantages to using juggling in a game.

- ❖ **Control passes on the move:** use the appropriate part of your player's body (e.g., chest, thigh) to direct an awkward, aerial pass into his own path.
- ❖ **Dummies:** evade potential sliding tackles by using your chest or thigh to keep the ball airborne before moving off.
- ❖ **Finishing:** juggle and then shoot to put away big finishes.
- ❖ **Evade defenders:** get out of tight corners by chipping the ball into the air and flicking it over your opponent.

## SHIELDING

Your player momentarily shields the ball when you let go of the left analog stick.



**EA TIP:** When you are in possession of the ball, use this move to protect it from an incoming tackler or just to hold the ball up.

## DEAD BALL SITUATIONS

Dead ball situations include free kicks, corner kicks, goal kicks and throw-ins.

### TAKING A FREE KICK, CORNER KICK, OR GOAL KICK

<b>ACTION</b>	<b>CONTROL</b>
Aim	left analog stick
Shoot	● button (hold down for increased power)
Pass	✕ button (hold down for increased power)
Lob	■ button (hold down for increased power)
Add ballspin left/right	Hold <b>L2/R2</b> (the arrow indicates curve direction)

### TAKING A THROW-IN

<b>ACTION</b>	<b>CONTROL</b>
Aim	left analog stick
Throw	✕ button, ● button, or ■ button

## DEFENDING A DEAD BALL

### **ACTION**

### **CONTROL**

Move player

left analog stick

Switch player

✕ button

Move wall (when defending a direct free kick near your goal)

left analog stick

Make wall jump (when defending a direct free kick near your goal)

▲ button

❖ Once the ball is returned to open play, you can defend using normal controls.

## PENALTY KICKS

### KICK TAKER

#### **ACTION**

#### **CONTROL**

Aim shot

left analog stick

Switch kicking side

■ button

Switch player

✕ button (not available in Penalty Shootouts)

Shoot

● button (hold down for increased power)

### GOALKEEPER

#### **ACTION**

#### **CONTROL**

Lean/Choose diving direction

left analog stick

Attempt save

■ button, ✕ button or ● button

## GOALKEEPING

#### **ACTION**

#### **CONTROL**

Keeper charge

Hold L1 button

Drop the ball

L1 button

Throw

■ button

Kick

✕ button/● button

❖ If the ball crosses the byline after touching an attacking player, your goalkeeper must take a goal kick.





## PAUSE MENU

➤ Press the **START** button while the ball is in play to access the Pause Menu.

### RESUME MATCH

Continue game.

### INSTANT REPLAY

View a replay of the last few seconds of play.

### CAMERAS

Change the camera angle and view (➤ *Cameras* on p. 22).

### TEAM MANAGEMENT

Make Substitutions during a match or make adjustments to Formations, Strategies and Kick Takers (see *Team Management* on p. 19).

### SIDE SELECT

Review/change your choice of team.

### SETTINGS

Change in-game Settings (➤ *Settings* on p. 18).

### MATCH FACTS

Display a summary of the match so far, including shots on target and possession.

### SCORE SUMMARY

Display a summary of the game's goals and who scored them.

### BOOKING SUMMARY

Display a summary of the cards shown during the match.

### RESTART MATCH

Re-start the current match (not available in *2002 FIFA World Cup* mode).

### QUIT MATCH

End the current match and return to the menu screens (if you Quit a match in *2002 FIFA World Cup* mode, you automatically forfeit the game by a 0-2 score).

# SETTING UP THE GAME



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

## MAIN MENU

Press any button at the title screen to access the main menu.

Head straight for the pitch to begin a Friendly match (> *Quick Start - Friendly* on p. 6)

Adjust a variety of game Settings, tinker with your team or Load games and Settings (> *Options* on p. 18)



Take part in the 2002 FIFA World Cup with the qualifier of your choice (> *below*)

Check out one of several exclusive video montages, including a FIFA World Cup documentary and a behind-the-scenes look at how the music in the game was created, look Inside EA SPORTS and view the 2002 FIFA World Cup credits.

## 2002 FIFA WORLD CUP MODE

Take part in the 2002 FIFA World Cup in Japan and Korea with your chosen finalist. Select a team from the 32 qualifiers (or one of several non-qualifiers) and set out in your quest to reach the pinnacle of world sports. .

The competition begins with eight groups (A-H) of four teams that play each other once each. To qualify for the knockout phase, you must finish in the top two positions in your group. From then on, it's a straight knockout to decide the world champion.

### To begin your World Cup finals journey:

1. From the main menu, select **2002 FIFA WORLD CUP**.
  2. Press the D-Button  $\leftrightarrow$  to highlight a team. The team flag, EA SPORTS ranking, specific World Cup information and team sheet appears. Press the **X** button to select the highlighted team. The World Cup Hub screen (see p. 17) appears.
  3. To play your first match, highlight **PLAY NEXT MATCH** and press the **X** button.
- ❖ In order to play a multiplayer game (see *Multiplayer Matches* on p. 22), access the Pause Menu by pressing the **START** button. Choose Side Select from the Pause Menu. The Side Select screen appears. Choose the appropriate team by pressing the D-button  $\leftrightarrow$ .

## WORLD CUP HUB SCREEN

From here you can view the next fixture, continue the competition, view its status, manage your team, adjust various game settings or save your progress. Press the D-Button  $\updownarrow$  to highlight your selection.



### PLAY NEXT MATCH

Start your next match in the competition.

### STANDINGS

View the current state of the competition (press the D-Button  $\leftrightarrow$  to cycle through the groups when in the group stage or press the D-Button any direction to view fixtures and results during the Knockout phase).

### TEAM MANAGEMENT

See *Team Management* on p. 19.

### SETTINGS

See *Settings* on p. 18.

❖ You cannot adjust Fatigue, Stadium and Day/Night options when reviewing Settings in *2002 FIFA WORLD CUP* mode.

### SAVE GAME

Save your progress to the memory card (8MB) (for PlayStation®2). See *Saving and Loading* on p. 21 for more information.

## TICKER

View the ticker at the center of the World Cup Hub screen to access information on the competition's current standings, latest scores and leading scorers.

# OPTIONS

## SETTINGS

➤ Press the D-Button ↔ to select MATCH SETTINGS, STADIUM SETTINGS, GAMEPLAY SETTINGS, VISUAL SETTINGS, AUDIO SETTINGS, CONTROL SETTINGS and AI SETTINGS; press the D-Button ↓ to move between individual options; and press the D-Button ↔ to make adjustments to the selected setting.

### MATCH SETTINGS

Choose a Half Length, turn player Fatigue **ON** or **OFF** and select your preferred Language.

### STADIUM SETTINGS

Select the Stadium you wish to play in and decide what time of Day/Night it is going to take place (Friendly mode only).

### GAMEPLAY SETTINGS

Decide on a Difficulty Level, whether you wish to use the EA SPORTS Assistant and the Game Speed you wish the match to be played at. Also, select whether Referee Strictness is to be **DEFINED** or **RANDOM** (if necessary, move the slider to define it) and turn Bookings, the Offside rule, player Injuries and Vibration **ON** and **OFF**.

### VISUAL SETTINGS

Select a Camera angle, and decide whether or not the Time/Score Display, pitch Radar and Player Names are displayed.

❖ Each Difficulty Level has an associated default Camera angle (Beginner = Action Cam / Amateur = Tele Cam / Professional = Tele Cam / World Class = Tower Cam).

### AUDIO SETTINGS

Move sliders to adjust Menu SFX Volume and Menu Music Volume and switch the SFX Mix.

### CONTROL SETTINGS

Press the D-Button ↓, then press the D-Button ↔ to select the controller you wish to configure. Once this has been done, select an action and then select a new button to assign it to (or select **NONE** to disable the function completely) and turn Vibration **ON** or **OFF**.

### AI SETTINGS

Choose between **ASSISTED** or **NORMAL** Crossing, adjust Power-Up Speed and turn Run Indicators, CPU Runs and Star Abilities effects **ON** and **OFF**.

❖ Settings can be saved to the 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**.



### **To load Settings from a memory card:**

- If saved Settings are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.
- To load previously saved Settings after you've started the game, select OPTIONS from the main menu and then select LOAD SETTINGS and confirm the prompt.

## **TEAM MANAGEMENT**

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

First, D-Button  $\leftrightarrow$  to select the team to which you wish to make changes (selection defaults to your team if you are in *2002 FIFA World Cup* mode) and then select one of the following options: STARTING LINEUP, FORMATIONS, STRATEGIES or KICK TAKERS.

- ❖ Team Management changes can be saved to a memory card in MEMORY CARD slot 1 upon exiting the Team Management screen. To do so, when asked if you want to confirm that you wish to save Settings, select YES.
- ❖ To return all Team Management settings for the selected team to their default values, select RESET.
- ❖ Changes made from the Options screen are applied in both game modes.
- ❖ Any team changes made in *2002 FIFA World Cup* mode are specific to that competition and are saved automatically when progress in the mode 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.** Select STARTING LINEUP (SUBSTITUTIONS in-game) in the Team Management screen.
- 2.** Press the D-Button  $\updownarrow$  to highlight the name of the first player that you wish to swap and press the  $\times$  button.
- 3.** Highlight the name of the second player you wish to swap (the first name remains highlighted) and press the  $\times$  button. The two players are swapped.

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

<b>FIT</b>	Fitness
<b>SPD</b>	Speed
<b>SHT</b>	Shot
<b>PSS</b>	Passing
<b>STR</b>	Strength
<b>HDR</b>	Headers
<b>BC</b>	Ball Control
<b>TKL</b>	Tackling
<b>SKL</b>	Goalkeeper Skill
<b>POS</b>	Goalkeeper Positioning
<b>AGG</b>	Goalkeeper Aggression

- ❖ If you are substituting players during a match, you are limited to choosing players from your Starting Lineup and Substitutes. From the Starting Lineup 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).

## **FORMATIONS**

Press the D-Button ↔ to tinker with your current Formation and to adjust the emphasis of your team between Defense and Attack.

## **STRATEGIES**

Press the D-Button ↔ to adjust your Attacking and Defensive Styles.

## **KICK TAKERS**

***To select the Kick Takers for Corners, Free Kicks and Penalties:***

1. Highlight the player you wish to select and press the ✕ button.
  2. Choose the type of kick that you wish the selected player to take and press the ✕ button to insert him into that slot.
- ❖ For Penalty Kicks, you must assign five different players.

# SAVING AND LOADING



---

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

---

## SAVING A GAME

**To save your progress in 2002 FIFA World Cup mode:**

1. At the World Cup Hub screen, press the D-Button  $\updownarrow$  to highlight SAVE GAME and press the **X** button.
2. Highlight YES and press the **X** button to confirm. Your progress is saved.
  - ❖ If you are overwriting a previously saved game, confirm this at the prompt.
  - ❖ If you exit *2002 FIFA World Cup* mode without saving, you lose all progress made during that session.
  - ❖ 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.



---

**NOTE:** You may save up to five games on your memory card.

---

## DELETING A GAME

When you attempt to save a game to a memory card already containing five saved games, you are given the option of deleting an existing saved game. To do so:

1. At the pop-up screen, select DELETE SAVE GAME FILE.
2. At the Delete Game screen, press the D-Button  $\updownarrow$  to choose the game data you wish to delete.
3. Press the **X** button and confirm at the prompt. The saved game is deleted.

## LOADING A GAME

**To load a saved 2002 FIFA World Cup mode game:**

1. Select OPTIONS in the main menu.
2. Select LOAD GAME. The Load Game screen appears..
3. Press the D-Button  $\updownarrow$  to choose the game data you wish to load and press the **X** button. Confirm at the prompt. The game loads.

# 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 the D-Button ↔ to select from **TELE**, TOWER, END TO END, SIDELINE, PANORAMIC, ACTION, DYNAMIC END and SWING camera angles.
- ❖ Each Difficulty Level has an associated default Camera angle (Beginner = Action Cam / Amateur = Tele Cam / Professional = Tele Cam / World Class = Tower Cam).
- To customize a camera view, select a camera and use the sliders to adjust its Height and Zoom.
- Press the ▲ button to return to the Pause menu with the selected camera view.
- Select RESET to return the currently selected camera to its default settings.

# MULTIPLAYER MATCHES

Up to 8 Players may play *2002 FIFA World Cup*, using a Multitap (for PlayStation®2).

- ❖ For Multiplayer games, each participating player requires a DUALSHOCK®2 analog controller.
- ❖ To play with 1-5 Players, a multitap is required.
- ❖ To play with 6-8 Players, a second multitap is required and must be inserted into controller port 2.

If you are using a memory card it must be inserted into the first available MEMORY CARD slot.

When starting a match, the controller icons are displayed on the Side Select screen. Each player must press the D-Button ↔ to move to the team that they wish to play. Controller icons that are left in the middle will not be used in the game.

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



# CREDITS

**Executive Producer:** Marc Aubanel  
**Director of Product Development:** Gaivan Chang  
**Franchise Producer:** Bill Harrison  
**Franchise Development Director:** Gary Mckay  
**Line Producer:** Nick Wlodyka  
**Software Architect:** Brian Plank  
**Art Director:** Caroline Ancessi  
**Audio Director:** Chris Taylor (CT)  
**Development Directors:** Stacey Farrell, Rob McMurtry  
**Associate Producers:** Matao Greig, Kaz Makita, Heidi Newell, Scott Nielsen, Zoe Quinn  
**Animation Supervisor:** Joe MacDonald  
**Lead Programmers:** Darren Gyles, Yossarian King, Tom Niwinski, Jason Rupert  
**Programmers:** Marcel Barker, John Carley (External Technical Lead), Ben Cho, Dave Hards, Geoff Harrower, Nathan Howell, Geoff Johns, Xinwei Kong, Jinsong Li, Justin Liew, Sean Lindskog, Arnie Misfeldt, Yuji Nakashima, Amonn Phillip, James Pretorius, Pawel Siarkiewicz, Stan Tung  
**Artists:** Sean Barner, John Cruz, Boris Dimitrijevic, Paul Goad, Denny Lau, Hiro Nakagomi, Ernie Patzel, Jason Wozencroft, Suzana Zecevic  
**Animators:** Craig Koehn, Cory Slavin, Alan Chuck (Animation Assistant)  
**Sound Artists:** Michael Gordon (Speech Lead), Jesse Lyon (Sound FX Lead)  
**Assistant Producer:** Todd Streu  
**Additional Programming:** Pedro Blanco, Scott Graham  
**Additional Art:** Zondac Gibson, Vander Caballero  
**Programming Co-ops:** Frederic Hamel, Stephen Heijester, Johnwill Keating, Bart Muzzin, Haris Widjaya, Steven Wrinch  
**Script Writer:** Sam Pilger  
**Production Coordinators:** Iris Benbassat, Buz Reid

**Product Marketing:** Matt Bilbey, Jonathan Bunney, James Houlton, Kimberly Mcintyre, Eric Petersen, Anne-Marie Stein, Mark Wills

**VP, Legal and Business Affairs, Europe:** Patrick O'Brien

**Business Affairs Director, Europe:** Paul Cairns

**Business Affairs Associate:** Jennifer Campbell

**Business Affairs and Legal Coordinator:** Jane Arnold

**Music Licensing:** Beverly Koeckeritz

**Paralegal:** Lisa Tensfeldt

**QA Project Manager:** Darcy Pajak

**Software QA Team Leads:** Amanda Armer-Petrie, Cindy Currie, Trevor Kerslake, Devin Seto

**Software QA Senior Testers:** Colin Currie, Randy Deluna, Aaron Grant, David Hughes, Altaz Jamal, Richard Lambert, Shawn Ranger, Phil Sinnott, Brian Spence

**Software QA Testers:** Roger Allen, Chuck Boyle, Warren Buss, Andrew Cheuk, Ken Chu, Christopher Chung, Chris Dellinger, Colin Dickie, David Duke, Michael Edmondson, Antonina Eremenko, Tony Esposito, David Fitzzaland, Brandon Gill, Justin Giovetti, Mike Hayes, Tim Healy, James Herd, Darrell Hines, Aaron Janzen, Sheri Kasper, Jai Kristjan, Robert Leishman, Jeff Macpherson, Ryan Mills, Todd Morin, Armando Narvaez, Craig Nobbs, Paul Rodgers, Jenn Salama, Rudy Schlauch, James Mar Tan, Erwin Tang, Jonathan Thill, Kevin Towler, Jennifer Wong

**Sr. QA Test Developer:** Bob Purewal

## SOFTWARE CREATIONS

**Producer:** Lee Edmondson

**Project Manager:** Steve Eccles

**Lead Programmers:** Mike Halsall, Stuart Lovegrove, Andy Parton

**Lead Artists:** Lyndon Brooke

**Programmers:** Andrew Cooke, Paul Marshall, Rob Slater, Graham Whelan

**Artists:** Louise Bell

**QA Team Lead:** Danny Bourne



## **IG**

**Team Leader:** Daniel Bailie

**Technical Lead:** Pete Gartside

**Lead Artist:** Matt Jones

**Programmers:** Dan Ackroyd, Matt Craig, Gavin Haynes, Ian Masters, Warren Merrifield

**Artists:** Jenny Freeman, Kees Gajentaan (Heads Lead), Dugan Jackson (Kits Lead), Michael Leslie, Gary Lee Mason, David Swan, Bruno Welch, Kevin Wilson

**Additional Art:** Jerry Boucher, Richard Evans, James Mason, Jennifer Neil

**Project Support:** Steve Hawkes, James Nicholas (Sle Designer), James Wright

**Management:** Steve Cuss, Neil Jones-Cubley, Lee Morse, Kevin Shrapnell, Philip Veale

**Thanks To:** Bruce Heather, Dmitri Kesselev, Stephen Lindley, Neil Marsden, Daniel Neil, Lesley Roberts, James Steer

**Manager Studio Operation, EAC:** Jon Bruce

**Localization QA Project Manager:** Carole Enahoro

**Localization QA Lead:** Mark Van Ryswyk, Samer Raad

**Localization QA Coordinator:** Patrick Coleman

**Localization Senior Testers:** Davinder Brar, Hiroaki Chiba, Mikael Kinnunen, Patricia Morin

Localization QA Tester: John Chung, David Wiens, Yuki Takahashi, Seigo Tanaka, Yuki Taniguchi

**International Testers:** Christophe Labrune, Sergio Vargas, Tim Webb

**Language Testers:** Mateus Ds Andrade, Iván Barreras, George Gavalas, Keiichi Ishii, Andrew Kim, Giulio Marchionni, Bernd Niemietz, Ryoji Sato, Romain Soulié, Sami Valkama

**Manager, Video & Post Production:** Mark Lange

**Video Editors:** Sam Hoffer, Bruce Mackinnon

**Media Specialist:** Peter Miller

**Mastering:** Peter Petkov, Raphael Erana, Michael Gascoigne, Brett Henderson, Bill Person, Josh Smillie

**Hardware Compatibility Lead:** Steve Watson

**Hardware Compatibility Support:** Brian Oberquell, Mark Henderson, John Adano

**Manager, Tools and Libraries:** Rick Friesen

**Audio Tools:** Rob Bailey

**Lead, Libraries and Tools:** Frank Barchard

**Installer:** Norman Davie

**Development Director:** Brian Deppiesse

**Tools:** Ray Gardener

**EA3, Softimage Support:** Sean Halliday, Albert Ho

**SED, MacSX:** Barton Jaques

**3D Rendering Library:** Mike Ockenden

**3DMax Artist's Support:** Maurice Ko

**Audio Libraries:** Dave Mercier

**AEMS Orca2, Mac Audio Tools:** Curtis Patzer

**Movie Players:** Patrick Ratto

**Libraries:** Scott Tindill

**Web Technologies:** Ken Wong

**Studio Manager, Motion Capture:** David Pierce

**Production Manager, Motion Capture:** Renee Poirier

**Senior Specialists, Motion Capture:** Stefan Van Niekerk, Dan Michelson

**Specialists, Motion Capture:** Richard Yu, Gordon Waddington, Sandro Licastro

**Operators, Motion Capture:** Jason Camp, Joel Krich, Rob Parent

**English Voice Talent:** Andy Gray, John Motson

**French Voice Talent:** Thierry Gilardi, Olivier Rouyer

**German Voice Talent:** Jörg Dahlmann, Wolf-Dieter Poschmann

**Spanish Voice Talent:** Manolo Lama, Paco González

**Italian Voice Talent:** Giacomo Bulgarelli, Massimo Caputi



**Brazilian Voice Talent:** Milton Leite,  
Antonio Moreno

**Japanese Voice Talent:** Nobutoshi Kaneda,  
Katsuma Suzuki

**Korean Voice Talent:** Yong Jun Chun,  
Shinwoo Kang

**Greek Voice Talent:** Manolis Mavromatis,  
Miltiados Panagiotopoulos

**Localization Project Manager:**  
Sandra Picaper

**Territory Localization Managers:**  
Michaela Bartelt, Micaela Belluzzo,  
Carlos Cassemiro, Giorgos Gavalas - CD  
Media, Rebecca Gordon, Christine Jean,  
Inger Marshall, Mia Opancar, Clare Parkes,  
Rebecca Persson, Luis Pinés, Halia Troianoy  
- CD Media

**Translators:** Mateus Andrade,  
Bettina Bachon CTO S.P.A., Nathalie Duret,  
Magnus Jildestad, Justine Kim,  
Giorgos Nasmis, Marco Nuhsbaum, Orco Sa,  
Chan Park, José Luis Rovira, Antonio Yago,  
Enrique Sánchez-Real, Amichai Shpigler,  
Stephane Siguier, Stephane Tachon,  
Quoted Traduções, Olivier Vera, Dirk Vojtilo

**Public Relations:** Germany—  
Raoul Birkhold, Frank Hermann,  
Bernd Reinartz; North America—  
Kimberly Mcintyre; France—  
Stephanie Michel, Anne Vaganay;  
Nordic—Maria Olsson, Märthen Olsson;  
UK—Lidia Stojanovic, Jo Upton, Amy Wright;  
Benelux—Marije Voskuil

**Data Providers:** Touch-Line Data Systems  
Ltd, Glasgow, Scotland

**Database Coordinators:**  
Graham N. MacNair, Neil C. Mackenzie,  
Lynne M. Stewart, Tim Alderdice,  
Michael Sanders, Sam Firth

**Package Design:** Howard Roberts,  
Liz Simpson

**Documentation:** John Featherstone

**EARC Package Design:** MDM Creative (UK)

**EARC Art Direction:** EA Creative Services

**EARC Packaging Project Manager:**  
Cole Bronn

**Package Photography:** Allsport/ Getty  
Images

**EARS Customer Quality Control Manager:**  
Joel Knutson

**EARS Customer Quality  
Control Supervisor:**  
Benjamin Crick

**EARS Customer Quality  
Control:** Darryl Jenkins,  
Anthony Barbagallo,  
Tony Alexander,  
Dave Knudson, Ben Smith,  
Andrew Young

**Europe Customer Quality Control  
Manager:** Phil Jones, Linda Walker

**Europe Customer Quality Control  
Supervisor:** David Fielding

**EAK/Italy Customer Quality Control:**  
Andrew Chung, Ben Jackson, Paul Richards

**Special Thanks:** Dylan Miklashek, Evan  
Kennedy, Brian Keane

**Videos:** The Process Productions

**Director:** William Morrison

**Producers:** Rod Bellamy, Craig Stapleton

**Intro Video Editor:** Matthew Griffiths,  
Brendan Woollard

**Assistant Editors:** Martin Ostrum,  
Ryan Savella

**Music Studio:** The Warehouse Studio

**Recording Engineer:** Roger Monk

All original music composed, orchestrated  
and produced by Bob Buckley. Performed  
by the Vancouver Symphony Orchestra. ©  
2002 Electronic Arts. © 2002 Electronic Arts

2002 FIFA World Cup™ official anthem.  
Music composed, arranged and produced  
by Vangelis. Electronic keyboards by  
Vangelis. Performed by London  
Metropolitan Orchestra. Chorus conducted  
by Blake Neely. Recording courtesy of Sony  
Classical

# 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

**Email and Web Page:** [techsupport.ea.com](mailto:techsupport.ea.com)

**Warranty Fax:** (650) 628-5999

**Warranty 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.

## 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.

## EA TECH SUPPORT CONTACT INFO

**Email and Web Page:** [techsupport.ea.com](mailto:techsupport.ea.com)

**FTP Site:** <ftp.ea.com>

**Fax:** (650) 628-5999

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 OYL, 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.

Software & 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 licensed product. © 2002 FIFA World Cup Korea/Japan™ Official Emblem, the Official Mascots and the FIFA World Cup™ Trophy are copyrights and trademarks of FIFA. 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. All sponsored products and company names, brand names and logos are property of their respective owners.

EA SPORTS™ is an Electronic Arts™ brand.

All other trademarks are the property of their respective owners.



2002  
FIFA WORLD CUP  
KOREA JAPAN

**PROOF OF PURCHASE**  
2002 FIFA WORLD CUP



0 14633 14483 3



# 2002 FIFA WORLD CUP KOREA JAPAN



Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065 © 2002 Electronic Arts Inc. 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 EA SPORTS™ is an Electronic Arts™ brand. Official licensed product. © 2002 FIFA World Cup Korea/Japan™ Official Emblem, the Official Mascots and the FIFA World Cup™ Trophy are copyrights and trademarks of FIFA. 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. All sponsored products and company names, brand names and logos are 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. U.S. AND FOREIGN PATENTS PENDING. 1448305