



UEFA
**CHAMPIONS
LEAGUE®**
2006-2007

OFFICIAL VIDEOGAME



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.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

BASIC CONTROLS

Storm the European soccer front with *UEFA Champions League 2006-2007*. Take the helm of your favorite European club in three different campaigns and see if you have what it takes to sweep one of soccer's most prestigious prizes—The Treble.

After you nail down the basic game controls, take your game to the next level by mastering the more advanced controls listed on p. 3. From there you'll be ready to make Champions League history!

OFFENSE

Move player	left analog stick
Shoot/Header	○ button
Short pass/Header	× button (hold to pass the ball to the furthest player)
Long pass/Cross/Header	□ button
Through ball	△ button

DEFENSE

Move player	left analog stick
Switch player	× button
Conservative tackle	○ button
Slide tackle	□ button

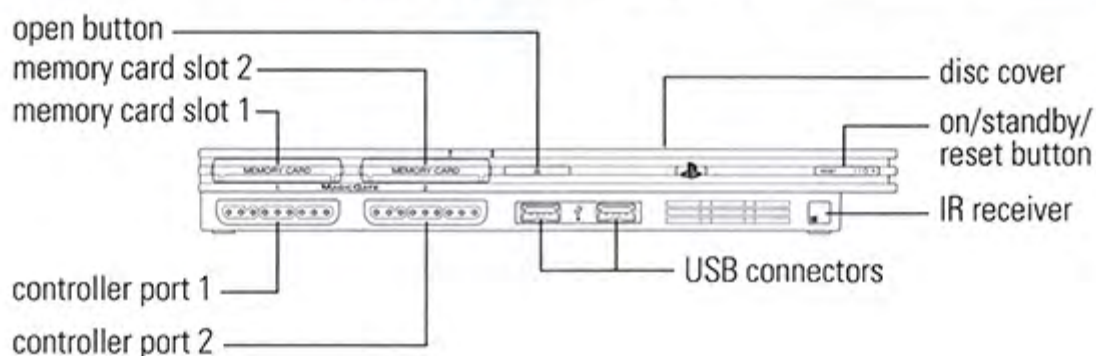
PROGRESSIVE SCAN MODE

To enable Progressive Scan mode, press and hold the × button and the △ button during start up.



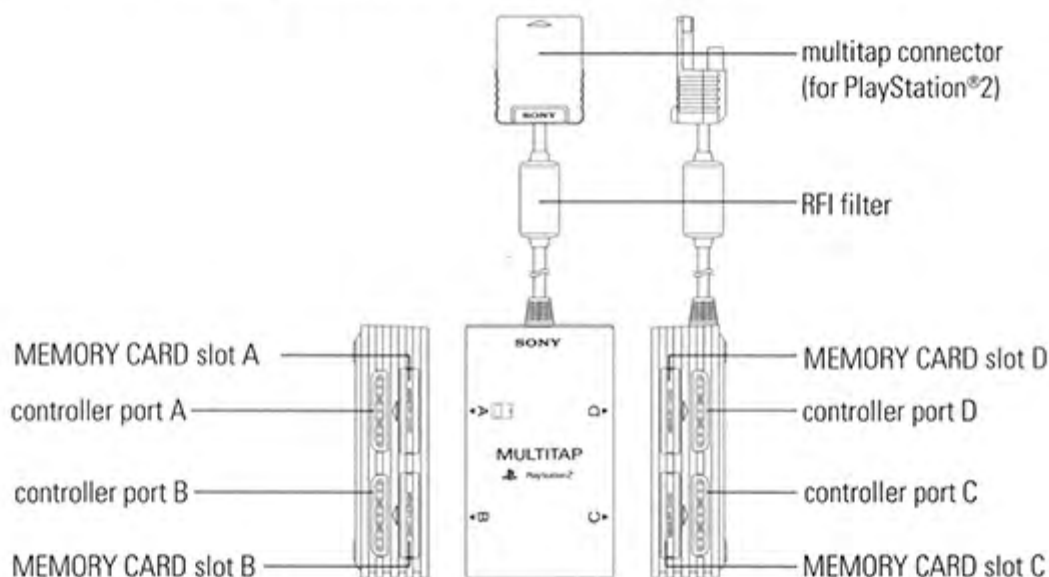
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GETTING STARTED



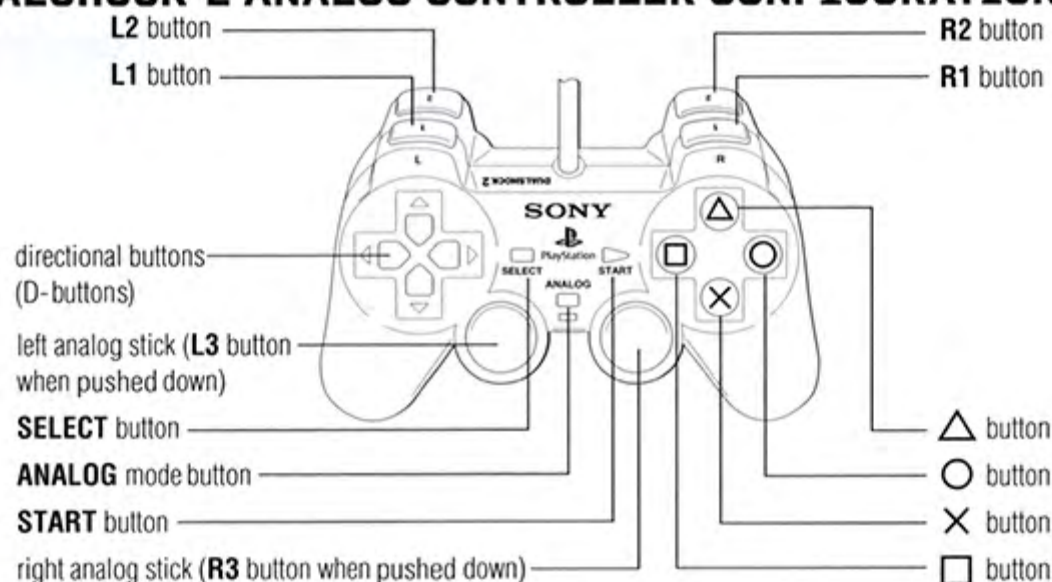
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *UEFA Champions League 2006-2007* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the 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.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ADDITIONAL CONTROLS

Take command of the pitch with these advanced controls then challenge your biggest rivals in League, domestic cup, UEFA Champions League games, and more.

OFFENSE/ATTACKING

DRIBBLING

Sprint	R1 button (hold)
Stop ball	R1 button + left analog stick (release)
Stop ball (facing the goal)	R2 button + left analog stick (release)
Pace control	R2 button
Trigger forward run	L1 button
First touch	right analog stick (while receiving the ball)
Cancel trap	R2 button (hold) + L2 button (hold)
Knock on	right analog stick (while sprinting to knock the ball ahead of your run)
Dummy	L2 button (tap before receiving the ball)
Fake shot/cross/lob	× button (while powering a shot, cross, or lob)

NOTE: The longer you press and hold the right analog stick during a first touch the further the ball travels.

PASSING

Lobbed through pass	L1 button + △ button
One-two pass (ground)	L1 button + × button + × button
One-two pass (lob)	L1 button + × button + □ button
Low cross	□ button (double tap)
Early cross	L1 button + □ button
Early low cross	L1 button + □ button (double tap)

SHOOTING

Finesse shot	L2 button + ○ button
Chip shot	L1 button + ○ button

TRICKS

Press the right analog stick to perform skill moves while standing in place or running.

The tricks listed below can be executed when a player is facing forward (and pressing the left analog stick **↑** at the same time).

STANDING	
Step-over left, kick right	←, →
Step-over right, kick left	→, ←
Fake kick	↑, ↑
Pull back	↓, ↓
Fake left	←, ←
Fake right	→, →
Pull back, go left	↓, ↙, ←
Pull back, go right	↓, ↘, →

RUNNING	
Step-over	↑, ↑
Lane-change right	↑, ↗, →
Lane-change left	↑, ↖, ←
Lane-change right, cut left	→, ←
Lane-change left, cut right	←, →
360/Roulette left	↓, ↙, ←, ↖, ↑
360/Roulette right	↓, ↘, →, ↗, ↑
Flick ball up	↑, release the left analog stick, then ↓, ↑

DEFENSE

DEFENDING	
Press attacker	⊙ button
Jockey for ball	R2 button (hold to track the player in possession then move in to take the ball)

GOALKEEPER	
Aim kick/throw	left analog stick
Throw	⊗ button
Drop kick	⊠ button/⊙ button
Drop ball	△ button
Keeper charge	△ button

NOTE: If you don't pass to a teammate within six seconds after gaining possession your keeper automatically kicks the ball up-field.

SET PIECES

NEW QUICK CONTROLS

Keep your head in the game with the all-new Quick Controls system that enables you to prolong the tempo of a game. Quick free kicks, throw-ins, goal kicks, and corners can be executed on the fly, keeping you on the pitch and in the middle of the action.

When prompted, press the **L1** button to take a quick free kick, throw-in, goal kick, or corner to maintain your attacking momentum and keep up the pressure on the opposition.

TAKING A FREE KICK	
Aim	left analog stick ←/→
Shot	⊙ button (hold for increased power)
Driven shot	L1 button + ⊙ button (hold for increased power)
Short pass	⊗ button
Lob pass	⊠ button (hold for increased power)

NOTE: To change the kicker, press and hold the **R1** button to access the player ability window, then press the left analog stick to scroll through available players. Use the diagram to judge the player's ability to curl one in the corner (FK), go for a quick pass (SPA), or lob one into the box (LPA). Release the **R1** button to select your player.

FREE KICK ADVANCED CONTROLS

BALL SPIN

While powering the kick and during the run-up, press the left analog stick to add sidespin, topspin, or backspin to the kick.

LAY-OFF MAN

Press and hold the **R2** button to have a teammate roll the ball to you, or press and hold the **R2** button + left analog stick to switch the lay-off man to the other side. Press and hold the **R2** button and press the shot or lob button (**○** button/**□** button) to use the lay-off man to take the set piece. You can also press and hold the **R2** button + **×** button to lay off the ball for the primary kicker to take a shot.

FAKE SHOT

Press and hold the **L2** button and press any button for the primary kicker to fake the shot.

TAKING A DEFENSIVE FREE KICK OR GOAL KICK

Aim	left analog stick
Long pass	□ button (hold for increased power)
Short pass	× button

TAKING A THROW-IN

Move receiving player	left analog stick
Change receiving player	L1 button
Leading throw	△ button
Direct throw	□ button

TAKING A CORNER

Lob cross	□ button (hold for increased power)
Driven cross	○ button (hold for increased power)
Ground cross	L1 button + ○ button (hold for increased power)
Short corner	R2 button to call a player and × button to pass

TAKING A PENALTY KICK

Aim shot	left analog stick (press and hold until the kick is taken)
Driven	○ button
Controlled (inside of cleat)	L2 button + ○ button
Chip	L1 button + ○ button

DEFENDING A PENALTY KICK

Dive/Move along goal line	left analog stick
Squat	right analog stick ↓
Wave arms	right analog stick ↑
Jumping jacks	right analog stick ←/→

DEFENSIVE WALL

Move player/wall	left analog stick
Charge	○ button to call a player from the wall and charge the kick
Jump the wall	△ button

PLAYING THE GAME

Challenge your biggest rivals in League, domestic cup, and UEFA Champions League games and feel the excitement of European soccer like never before.

NOTE: Most of the game modes and menu options in *UEFA Champions League 2006-2007* are self explanatory and are not covered in this manual. Exceptions are listed below.

YOUR PROFILE

Before taking the pitch be sure to create a personal Profile. Your Profile remembers all your game preferences, including your controller configuration, Favorite Team, audio preferences, and more. You can manage Your Profile by pressing the **○** button from the Main menu or via the MY UEFA CL menu.

HISTORY BOOK AND UNLOCKABLES

The History Book tracks the objectives throughout various game modes. Spend your points in the Store to unlock new items such as official UEFA Champions League balls, stadiums, and more. You can access the Store from the MY UEFA CL menu.

ON THE PITCH

Make history with *UEFA Champions League 2006-2007*, the complete and authentic European soccer experience.

PLAYER FITNESS AND SUBSTITUTION

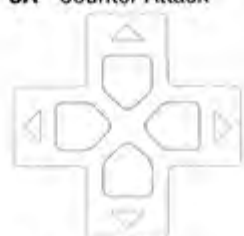
During a match a Fitness Bar of the player in possession of the ball (or nearest player to the ball when defending) appears at the foot of the screen. Lots of activity such as sprinting decreases the amount of energy in the Fitness Bar, but replenishes when a player returns to normal pace. You can sub in a less fatigued player at any point during a match at the Team Management screen (via the Pause menu).

TACTICS AND MENTALITY

Press the D-button to make tactical adjustments to your team's attack on the fly. You can also press the **L1** button + D-button when playing defense.

ATTACKING TACTICS

CA Counter Attack



MR 3rd Man Release

WP Wing Play

FB Flat Back

BO Box Overload

DEFENSIVE TACTICS

PR Pressing



OT Offside Trap

ZD Zone Defense

Press the **SELECT** button to show the current Team Mentality, then press the **SELECT** button to cycle through the options (NEUTRAL/ALL-OUT ATTACK/DEFENSIVE).

NOTE: Select TACTICS HELP from the My UEFA CL menu for more information.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card (8MB) (for PlayStation®2). All unsaved information will be lost otherwise.

NOTE: You can turn the Autosave feature OFF at the Game Options menu (via MY UEFA CL > Game Settings).

NOTE: Changes to your game preferences made outside individual game modes are applied to all game modes. Changes made within game modes are specific to that competition (except Game Settings).

NOTE: Profiles can be loaded whenever *UEFA Champions League 2006-2007* is turned ON. To load previously saved files *after* you've started the game, press the **○** button and select LOAD from the Main menu. Select a file then press the **X** button to load it.

PLAY NOW

Select two top-flight teams and your match preferences then get out of the tunnel and onto the pitch for a one-off match.

- Press the **□** button from the Team Select screen to access the Game Settings menu and adjust your preferences.
- Press the **R1** button to automatically face-off against your traditional rival.

JUMP IN

To kick off a Play Now match with your favorite team press the **▶** button from the Main menu.

UEFA CHAMPIONS LEAGUE SUPER STARS

Stars icons listed above the heads of some players help identify outstanding talent on the pitch.

OTHER GAME MODES

Reward yourself with every win. Complete more than 400 objectives in various game modes to unlock official UEFA Champions League balls, official stadiums, and more.

THE TREBLE

You've just one season to battle through your league and cup missions and take on a complete UEFA Champions League campaign to achieve the dream treble.

- Select MISSION HISTORY from the Season Central menu to keep track of your missions as set by your club to undertake during the season. Keep an eye on the objectives from the Treble Objectives entry in your History Book.

UEFA CHAMPIONS LEAGUE TOURNAMENT

Lead your team through the demanding rounds of the UEFA Champions League. Select the teams to compete in your customized or real-world tournament groupings, then kick off your campaign in the Group stages. Be sure to take note of the points that are awarded for completing various objectives listed in the UEFA CL TOURNAMENT entry in your History Book.

ULTIMATE CHALLENGE

Replay some of the most memorable moments of UEFA Champions League history as you progress through each Champions League stage. Re-enact famous victories or avenge bitter defeats to complete your challenging missions where victory brings you a step closer to the Final scenarios.

MEDALS AND POINTS

Medals are linked to your objectives and can be awarded based on your performance after the final whistle. Each one comes with a points reward bonus. Meet your Major objective and you win bronze. Hit your first bonus objective and grab silver. Net your second bonus objective to capture gold.

THE LOUNGE

Create a Lounge session and play offline with up to seven friends. Unlockable rewards and top-of-the-leaderboard bragging rights are up for grabs.

PRACTICE MODE

You could be humiliated in the group stages if you don't put in the work at the training ground. Pick a couple of teams to play out a training match or focus on your set-piece drills. Once your game is polished you're set to make a run for a championship.



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PLAY ONLINE

Challenge players from around the world via EA SPORTS™ Online.

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EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *UEFA Champions League 2006-2007* online. *UEFA Champions League 2006-2007* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *UEFA Champions League 2006-2007* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card (8MB) (for PlayStation®2), they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

PSP® [PLAYSTATION®PORTABLE] LINK

Transfer Treble mode files from your PlayStation®2 to your PlayStation®Portable and play *UEFA Champions League 2006-2007*—anytime, anywhere.

NOTE: A USB cable with mini-B connector is required to connect your PlayStation®2 to your PSP® system.

NOTE: Refer to the *UEFA Champions League 2006-2007* PSP® manual for instructions on setting up the PSP® system to transfer your game.

MY UEFA CHAMPIONS LEAGUE

Set up *UEFA Champions League 2006-2007* to your personal preference and access all the information needed to help you dominate Europe's best.

- | | |
|-------------------------|---|
| Team Management | Create customized teams and players, adjust team details, and player transfers. You can take your customized team into Play Now, The Lounge, or UEFA CL Tournament modes. |
| Store | Cash in some of the points earned in the History Book by unlocking a variety of rewards. |
| History Book | Check out the entire list of <i>UEFA Champions League 2006-2007</i> objectives and take each one on one task at a time. |
| Game Settings | Modify your game settings to fit your playing style.
NOTE: In The Treble and Ultimate Challenge modes, half lengths are set to 6 minutes and can't be changed. |
| Controls | Choose from four different controller setups to play the game just how you like it. |
| EA SPORTS™ Trax | Mix the music tracks in the provided playlist. |
| Profile Manager | Save and load Profiles and get a brief record on each file. |
| Tactics Help | Get a brief overview of attacking and defensive tactics and the controls needed to employ both. |
| Load | Load a previously saved game or profile.
NOTE: To load a saved The Treble mode game from your PSP® system, refer to the <i>UEFA Champions League 2006-2007</i> PSP® manual. |
| Tips & Hints | In-depth coaching to help you beat the best. |

COACHING TIPS

PASSING

Guide a pass in the direction you are facing for greater accuracy. When receiving a pass, move forward to intercept the ball earlier and avoid a tackle.

PACE CONTROL

When enabled, attacking players dribble with the ball closer to their feet and under greater control. This decreases the chance of a defender stealing the ball. Press the **R2** button to toggle the feature ON/OFF.

THE FINESSE SHOT

Consistent goal scorers don't lose their cool when they have a shot on goal. Even when under pressure they find the time and make the room to control the ball before taking a controlled strike. So instead of spooning it into the stands, try a finesse shot to place the ball into the back of the net.

SECONDARY DEFENDER

If missing a tackle could result in leaving an attacker on a clear run on goal, you may want to stay on your feet, block his route, and call in help. Press the **L1** button to call in a secondary defender to make the challenge instead.

QUICK CONTROLS



When taking a direct free kick at goal, check the distance indicator to judge whether a shot at goal is the best option with your selected player.

LIMITED 90-DAY WARRANTY

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US 1 (650) 628-1900

EA Warranty Mailing Address

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

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