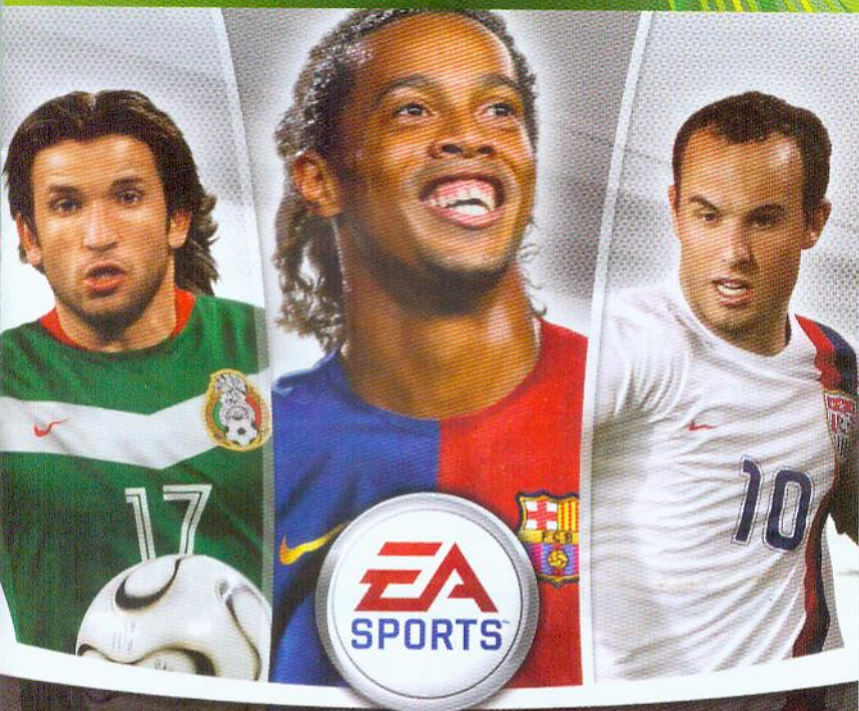




XBOX 360

XBOX
LIVE



FIFA 07

SOCCER





WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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COMPLETE CONTROLS

The following gameplay controls apply when Classic Analog is chosen as the control configuration (select MY FIFA 07, then SETTINGS, then XBOX 360 CONTROLLER SETTINGS to change your configuration).

CONTROLLER DIAGRAM



ATTACKING

DRIBBLING

Move player	L
Sprint	RT (pull and hold)
Stop & turn	L (release) + RT (pull)
Stop & turn (facing the goal)	L (release) + RB
Trigger player run	LT
First Touch	B (when receiving the ball)
Knock on	B (while sprinting)

SKILL MOVES

Change Lane	Release L , then rotate L 90 degrees left or right
Stop and Go	RT (pull and hold), then release L , then move L in another direction
Feint	In the middle of a 45 degree turn, move B to flick the ball in the opposite 45 degree direction

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 the tackle.

- To change the level of Pass Assistance (for the ground pass only) select MY FIFA 07, then SETTINGS, then XBOX 360 CONTROLLER SETTINGS.

PASSING	
Short pass/Header	A (hold to pass to the further of two players)
Lob pass/Cross/Header	X
Through pass	Y
High through pass	LT (pull) + Y
Automatic one-two pass (ground)	LT (pull) + A + A
Manual one-two pass (ground)	LT (pull) + A
One-two pass (second pass is high pass)	LT (pull) + A + X
Low cross	X (double tap)
Early cross	LT (pull) + X (when outside the crossing zone)
Early cross (low)	LT (pull) + X (double tap when outside the crossing zone)

SHOOTING

Shooting in *FIFA Soccer 07* is more sophisticated than ever before. The key is to keep your composure and not take a shot too early—find space to control the ball first so you don't overpower your shot and blast it into the stands.

Shot/Volley/Header	B
Finesse shot	RB (pull) + B
Chip shot	LT (pull) + B

DEFENDING

Switch player	LT
1st defender press/Block tackle	A
2nd defender press	B (hold)
Slide tackle/Clearance	X / B
Offside trap	RB

TACTICS

Press to make tactical adjustments to your team's attack, then pull and hold + to change your defense.

ATTACKING

CA

Counter Attack

LA
Left Wing Attack



NA
Narrow Attack

RA
Right Wing Attack

DEFENDING

WB

Wing Block

DL
Deep Defensive
Line



HL
High Defensive
Line

ND
Narrow Defense

Attacking tactics are highlighted by red indicators, and defensive tactics by blue.

- To change the controller configuration used for tactics, select TEAM MANAGEMENT, then select TACTICS from the Pause menu or when starting in Kick-Off mode.

GOALKEEPER

Move/Aim kick or throw	
Throw/Pass	
Drop kick	/
Drop the ball	
GK charge	(hold)

SET PIECES

TAKING A FREE KICK

In order to hit the target you need to follow these steps:

1. Move to aim your shot.
2. Take one of the following kicks: shoot (), finesse shot (+), driven cross (+), short pass () or high pass/cross ().

DEFENSIVE FREE KICKS OR GOAL KICKS

Aim	
Long pass	
Short pass	

THROW-INS

Move throw-in player	
Short throw-in	
Long throw-in	

CORNERS

Cross	X
Driven cross	LT + X
Low cross	X (double tap)
Pass	A

PENALTY KICKS

Aim shot	L (hold until the kick is taken)
Shoot	B
Driven shot	RT + B
Finesse shot	RB + B
Chip shot	LT + B

DEFENSIVE WALL

Wall jump	X
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DEFENDING A PENALTY KICK

Goal keeper dive	L
Goal keeper side to side	R

SETTING UP THE GAME

KICK-OFF

Get straight onto the pitch and take on any team or country in the game. Choose your team, select a uniform, then pull **LT/RT** to cycle through the following options:

Line-Up	Switch your players within the current formation (press LB/RB to cycle through the player information).
Formations	Choose either the default formation or a formation from the list (press Y to edit the formation).
Tactics	Change your controller configuration for team tactics.
Kick Takers	Select your preferred kick takers for corners, free kicks, and penalties (press LB/RB to cycle through the player information).
Man Marking	Select a player for the man-marking job and press A , then select the player you want to keep tabs on (press LB/RB to cycle through the player information).
Attacking Movement	Choose a player and press A to change the two directions he moves when attacking. Move L to select the angle of movement and press A again to confirm your choice. Select the same direction again to cancel the run.
Defensive Roles	Change the defensive responsibilities of a player—cycle through LOW, MEDIUM, and HIGH to choose how important defense is to that player.

PLAYING THE GAME

CONTROL HIGHLIGHTS



Controlled player in possession of the ball.



Controlled player when not in possession of the ball.



Off-screen controlled player indicator.



Short-term fatigue

Long-term fatigue

During a match, the Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue.

NEW FATIGUE

There are two measures of fatigue—one shows how tired a player is over the course of a match (long-term fatigue); the other represents how long the player can perform strenuous activity (short-term fatigue). Players recover from short-term fatigue very quickly, while long-term fatigue is only recovered slightly at halftime.

The short-term fatigue bar decreases the more a player sprints (pull and hold **RT**), eventually slowing him down, but replenishes when he returns to normal pace. As the long-term fatigue bar drops, it affects the player's overall performance and reduces the length of time he can sprint at top speed.

NOTE: Long-term fatigue is recovered between matches.

NEW TEAM MANAGEMENT

FORMATION EDITOR

When viewing the formation from the Team Management menu, press **Y** to open the Formation Editor. Use it to select any player in the formation, then press **A** or move **↑** to change his position on the pitch.

PLAYER STYLES

See that you have the right players for every position by checking their Player Style icons (for more details see Tips & Hints on the My FIFA 07 menu):



Shot Stopper



Defensive Midfielder



Midfield Maestro



Sweeper



Ball Winner



Clinical Striker



Stopper



Box to Box



Target Man



Wing Back



Attacking Winger



Counter Attacker



Dribbler

NEW HALFTIME DECISIONS

A coaching feedback feature keeps track of every event and compiles all the stats to aid your halftime decision making. Up to now you've substituted players because they've run out of gas—in *FIFA Soccer 07* you measure their performance on the pitch before deciding whether to haul them off or give them time to prove their worth.

➤ Pull **LT**/**RT** in the Match Details screen to cycle between Match Facts, Match Events, and Tactical Line-Ups.

MATCH FACTS

View all the in-depth stats on the game so far—from goals to possession—comparing the performance of both sides. For stats such as Shots, each event is circled one by one as you watch—the time of the event and the player involved are displayed above the pitch.

MATCH ANALYSIS


View the Goals, Shots, and Shots on Target stats to judge where your defense needs tightening, particularly if all the attempts are on one side of the pitch. If one player is getting most of the chances, consider using man marking to keep him quiet (for more information, see p. 4).

TIP: Determining how frequently the opposition is in possession of the ball tells you where they're controlling play. A change to team selection and tactics may be in order. Check the location of your tackles to see whether your players are defending where it matters most.

PLAYER ANALYSIS

From the Pause menu, select Player Analysis to see how each player performed in the first half. Compare every player on the team at the Player Summary screen, looking at their overall rating and detailed performance in attack and defense.

Press **A** on the highlighted player for Player Details. Scroll down to see the following individual stats:

Shots	 Displays each shot with goals highlighted (useful as an indicator for the best places to penetrate the defense).
Short/Long Passes	Shows short passes with assists as a circle, and incomplete passes in red (useful for determining how well your players are controlling the game).
Dribbles	Draws the path of each dribble.
Tackles/Fouls	Displays every tackle or foul (useful for judging the success of defending and positional plays).
Gains/Losses	Shows where a player gained or lost possession (displays both offensive and defensive ability).
Movement	Highlights overall movement (helps determine whether a player is in position or straying out of formation).
Saves	Analyzes the performance of your goalkeeper.

NEW MAN OF THE MATCH

The player with the highest match rating during a game is awarded the Man of the Match. Take a look at his achievements—from goals to dribble completions—and see where on the pitch he did the most damage.

NEW GAMER COMPARISON

Compare match stats between every player in the game—from shots on target to fouls committed and more. Whether you're playing a co-operative game against the CPU or two against two, all the facts on exactly who did what and where are displayed in detail.

OTHER GAME MODES

NOTE: Most of the game modes in *FIFA Soccer 07* are self-explanatory and are not covered in this manual. Exceptions are listed below.

MANAGER MODE

NOTE: All the options available before playing a match in Manager Mode are explained in Kick-Off mode (see p. 4).

NEW PLAYER GROWTH

Nurture your players to become star performers through the new player growth system. Players need time on the pitch to build up experience and improve performance—growth is stunted by injuries and sitting on the bench. Consistently good match ratings for players over a season mean they fulfil their potential. Encourage their form with good coaching.

- View the Player Growth Summary (select **TEAM MANAGEMENT**, then choose **PLAYER GROWTH**) for an overview. Highlight a player and press **A** for detail on that player. Select a category and press **A** again to see the Attributes and Traits that combine to form that category.

CATEGORIES

Player characteristics—or categories—are based on a large number of traits and attributes, so you'll never see two players moving in exactly the same way.

There are six player growth categories. A player earns Experience Points for each category in every game they play. These points are combined into a total, which is then available to spend on increasing the attributes and traits for that player.

ATTRIBUTES

Each category is calculated from a number of attributes. For example, the Attacking category includes the Crossing, Finishing, and Volleys attributes. Each attribute affects how well the player performs within that category. Attributes can be increased in the Buy Attributes & Traits screen.

- Press **○ ➡** to spend Experience Points on an attribute.
- Pull **LT/RT** to cycle through the different Attributes or show the list of Traits.

TRAITS

Traits help define who a player really is. Each trait has an associated cost, allowing you to purchase that trait with your Experience Points.

- Press **○ ➡** to purchase a Trait (the item in the Owned column is then ticked). Press **○ ◀** to remove the Trait and recover the cost.

NOTE: Some Traits have a negative impact on performance (e.g. Low Concentration), which means they have a negative cost as well. Purchasing a negative Trait actually increases your Experience Points total.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

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CONNECTING

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

WELCOME TO FIFA SOCCER 07 ON XBOX LIVE

- | | |
|-----------------------------|---|
| Ranked Quick Match | Choose a quick Ranked or Unranked match and take up the challenge online. |
| Xbox Live Game Modes | Select whether you include multiplayer cooperative play, set up a Custom Match, visit the online lobby, and more. |
| Stats | Get all the stats you need to measure your worth online. |
| My FIFA 07 | Choose your Online Settings, download the latest team information, and more. |
| View EA Locker | Upload and download your saved squad files with your friends. |
| ESPNSOCCERNET | Use ESPNsoccer.net to view the latest stats, news, and information on your favorite team and competitions across the world. |

NOTE: Xbox Live achievements can only be earned as a single player. No achievements can be gained using multiple profiles.

SAVING AND LOADING

FIFA Soccer 07 uses Autosave to save your progress.

- To load previously saved files, select **LOAD** from the Main menu screen. Select a file and press **A** to load it.

HINTS AND TIPS

- **Anticipating the Ball**—When the action on the pitch heats up, it becomes vitally important to anticipate the flight or path of the ball. To block or intercept a pass, keep an eye on the spin and swerve of the ball. When going in for a challenge, watch for rebounds that might let a man through. In a crowded box be aware that the ball could become open for a predatory striker to take a chance.
- **First Touch**—The further you move **⬆**, the more distance on your flick. To control this distance, release **⬆** before the ball arrives. To change direction, use **⬆** to trap one way while turning in another by moving **⬅**.
- **Ball Control**—Move **⬆** to control the ball. Use small movements for close ball control and quick footwork to avoid a tackle. For greater changes in direction, use larger movements to change the angle of your run. When the moment is right for an incisive attack, pull **⬆** to accelerate and leave the defense stranded.
- **Heading**—The better your timing with a header, the more chance you have to score a goal. Press **B** at the right time for the most powerful and direct header. If you are too early the ball might hit the ground. If you are too late the ball may go skywards.
- **Offside Trap**—The defense holds a line to catch strikers offside automatically. Press **RB** to bring the defenders further upfield—they move to the line you're holding with your selected player. Make sure you time your trap carefully—move the line too late and the opposition will have a free run on goal.
- **Secondary Defender**—For the defender nearest the ball, tackling isn't always the best form of defense. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a secondary defender (**B**) to make the challenge.

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