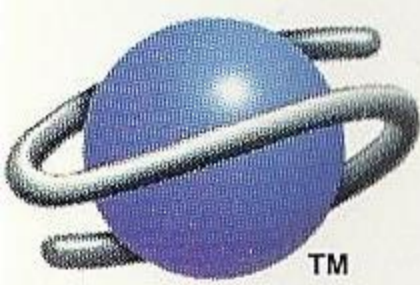


SEGA®



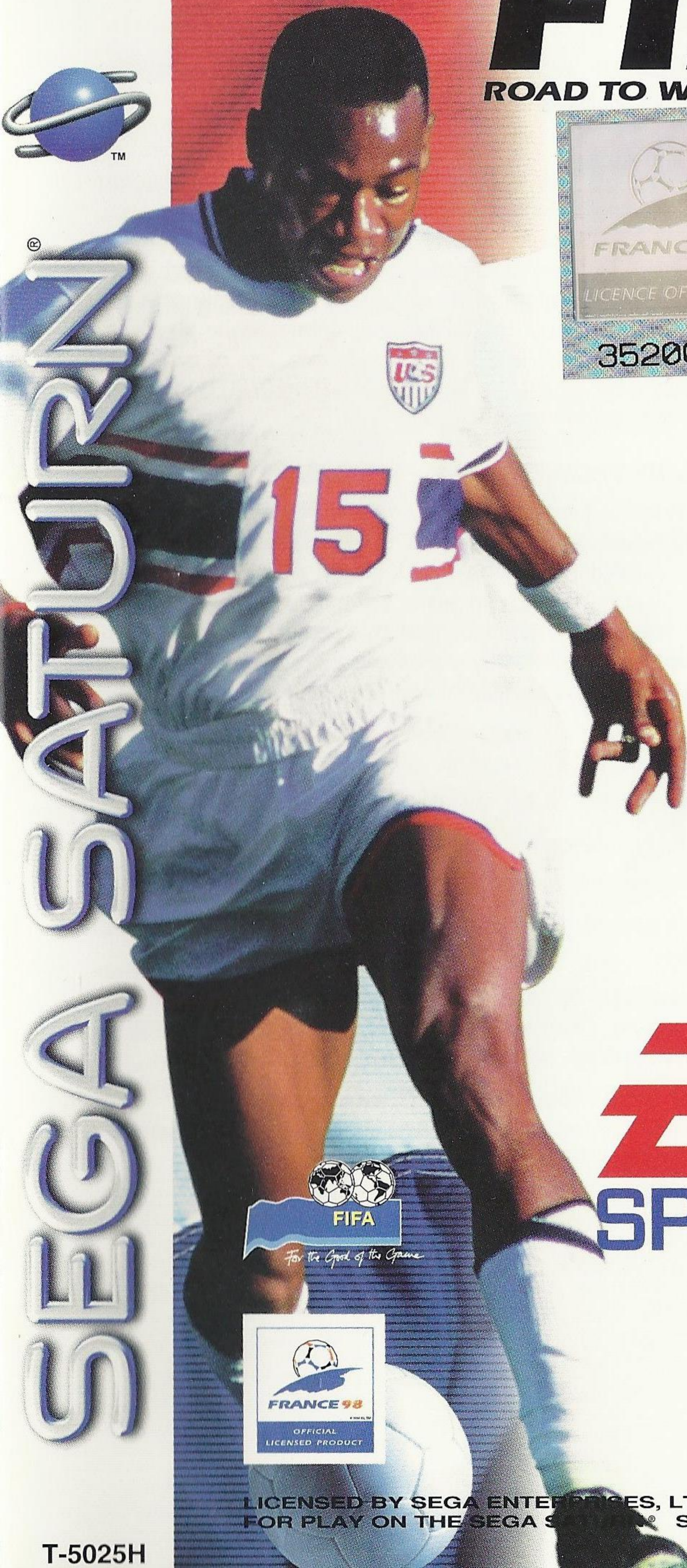
FIFA

ROAD TO WORLD CUP

98



SEGA SATURN



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN® SYSTEM.



T-5025H



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA®. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN® SYSTEM.


HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn® system.
- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to 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
BASIC IN-GAME CONTROLS/CONTROLES DE JUEGO BÁSICOS	2
INTRODUCTION	3
MAIN MENU	3
ON THE ROAD TO THE WORLD CUP	5
SET UP THE QUALIFYING ROUND	5
OVERVIEW OF THE QUALIFICATION PROCESS	9
WORLD CUP QUALIFICATION ZONES AND MATCHUPS	10
ZONE 1: CONFEDERACIÓN SUDAMERICANA DE FUTBÓL (CONMEBOL)	10
ZONE 2: OCEANIA FOOTBALL CONFEDERATION (OFC)	11
ZONE 3: ASIAN FOOTBALL CONFEDERATION (AFC)	12
ZONE 4: UNION OF EUROPEAN FOOTBALL ASSOCIATION (UEFA)	13
ZONE 5: CONFEDERATION OF NORTH, CENTRAL AMERICAN AND CARIBBEAN ASSOCIATION FOOTBALL (CONCACAF)	14
ZONE 6: CONFEDERATION AFRICAINE DE FOOTBALL (CAF)	16
PLAYING THE GAME	17
CONTROLES DE JUEGO DETALLADOS EN ESPAÑOL	23
PAUSING THE GAME	27
TRAINING	28
PENALTY SHOOTOUT	29
CUSTOMIZE SQUAD	29
OPTIONS	32
TEAM MANAGEMENT	34
SAVING AND LOADING GAMES	34

 **FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at

www.easports.com

STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn® system.
2. Make sure a Control Pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *FIFA: Road to World Cup 98* disc inside.
4. Press **START** to bypass the opening video, then press **START** a second time to advance to the Main menu.
(See *Main Menu* on p. 3.)



BASIC IN-GAME CONTROLS/ CONTROLES DE JUEGO BÁSICOS

This section offers a quick reference of in-game controls. For a detailed breakdown of the various moves you can perform on the pitch, see *Playing the Game* on p. 17.

- For menu navigation commands, see *Main Menu* on p. 3.

NOTE: When a player is in possession of the ball, D-Pad to move the player relative to the camera view.

ATTACK		ATAQUE
Run	D-Pad	<i>Correr</i>
Pass	B	<i>Pasar</i>
Shoot	C	<i>Disparar</i>
Lob	A	<i>Globo</i>
Sprint	X	<i>Acelerar</i>
DEFENSE		DEFENSA
Run	D-Pad	<i>Correr</i>
Switch player	B	<i>Cambio de jugador</i>
Tackle	C	<i>Entrada</i>
Slide tackle	A	<i>Entrada a ras de hiebra</i>
Sprint	X	<i>Acelerar</i>

NOTA: Para instrucciones detalladas de juego en español, consulte *Controles De Juego Detallados En Español* en página 23.

INTRODUCTION

Conquer fierce defenders and defeat entire nations on your quest to qualify for World Cup 98. The long road to France starts in initial qualifiers, with 172 teams from six international zones, each vying for a position in the finals. EA SPORTS presents the largest sporting event of the century—it's up to you to qualify!

- **NEW** Road to World Cup 98 mode allows you to take a team to the World Cup championship in France.
- League Play, with 189 clubs from 11 leagues.
- Super fast gameplay and responsive controls.
- Enhanced artificial intelligence provides both advanced attacking and defensive skills.
- 16 outdoor stadiums from six World Cup Qualifying Zones and one indoor stadium for exhibition matches.
- Authentic team chants and crowd sounds.
- Detailed facial features and hair styles.
- Introductions by Desmond Lynam and play-by-play delivered by the legendary John Motson and Andy Gray.

MAIN MENU

The Main menu is where it all begins. Customize teams and players and set team management and default options. Then run various drills to improve your overall ability, play a single friendly match between any two teams, go head-to-head in a Penalty Shootout, take up to eight clubs through an entire league schedule, or start down the road to the World Cup. The choice is yours.



To highlight a menu item, D-Pad \updownarrow , then press **START** or **C** to advance to the next screen.

D-Pad \leftrightarrow to highlight a button icon.

To load a saved tournament, press **A**, then press **C** to select.

MENU SCREENS ARE DIVIDED INTO SECTIONS.
TO CYCLE SECTIONS, PRESS **A**.

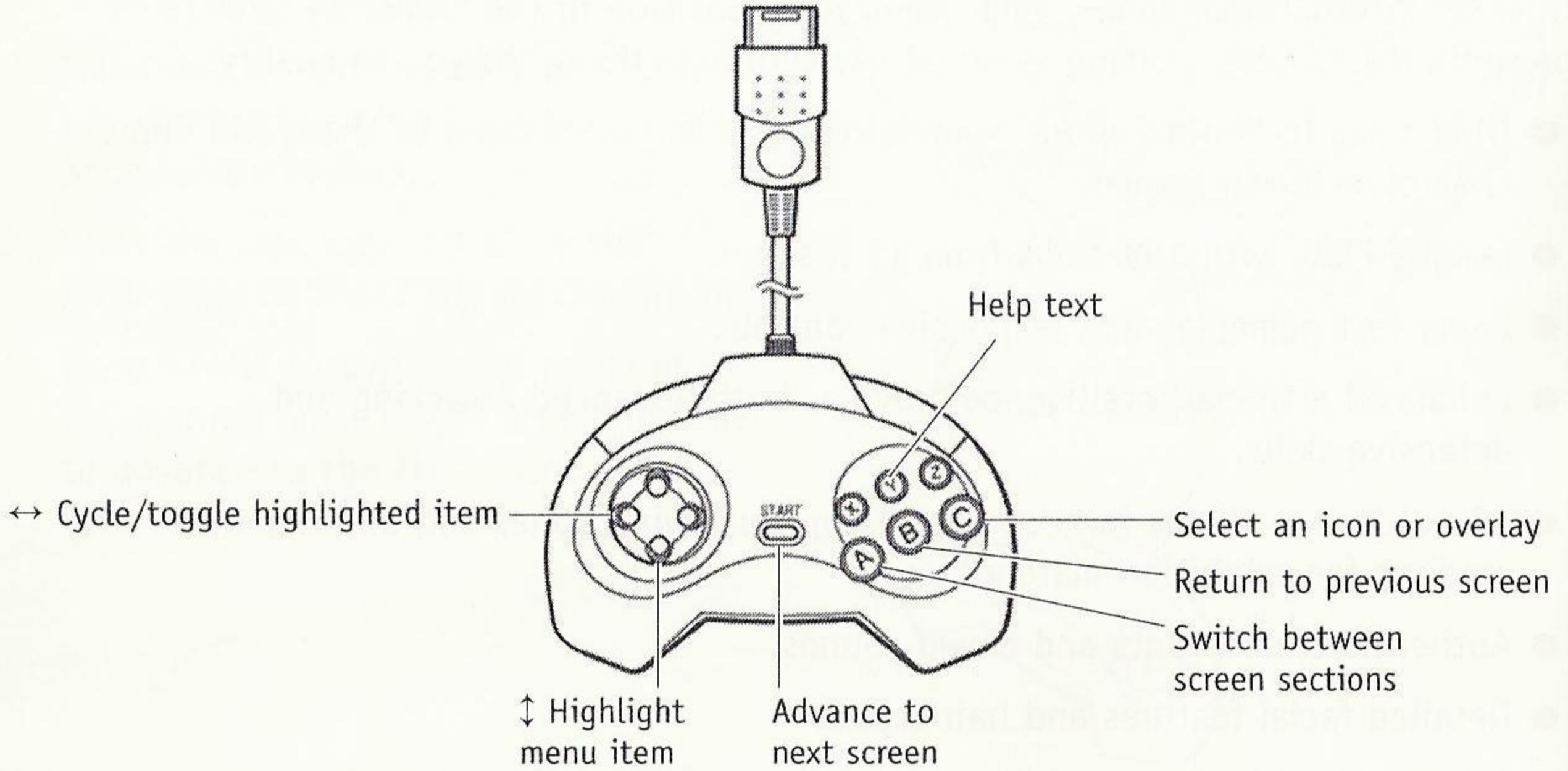


FIFA

ROAD TO WORLD CUP
98

MENU CONTROLS

Controls are the same for most *FIFA: Road to World Cup 98* menu screens. (Differences are noted in the appropriate sections.)



MAIN MENU ITEMS

FRIENDLY

Play a match between two teams of your choice without affecting tournament or league standings.

ROAD TO WORLD CUP 98

Take up to eight national teams from the first qualification match to the World Cup championship. (See *On the Road to the World Cup* on p. 5.)

LEAGUE

Take up to eight clubs through an entire league schedule. On your way to the championship, you play every team in that league twice.

- ➔ Before playing a match, you can view league standings and simulate matches.

TRAINING

Practice your gameplay skills. Select a team and run through a number of offensive or defensive drills. (See *Training* on p. 28.)

PENALTY SHOOTOUT




The ultimate one-on-one contest. (See *Penalty Shootout* on p. 29.)


CUSTOMIZE SQUAD

Edit team and player attributes or perform club and national team transfers. (See *Customize Squad* on p. 29.)

CREDITS

View the folks who created *FIFA: Road to World Cup 98*.

- TEAM MANAGEMENT  Set team rosters, tactics, formation, and positioning. (See *Team Management* on p. 34.)
- OPTIONS  Set Default Options. (See *Options* on p. 32.)
- LOAD GAME  Load one of up to eight user saved games stored in your Saturn's internal memory or the external memory cartridge. (See *Saving and Loading Games* on p. 34.)


 **NOTE:** You can select TEAM MANAGEMENT, OPTIONS, and LOAD GAME from most game setup screens.

ON THE ROAD TO THE WORLD CUP

The road to the World Cup starts here. *FIFA: Road to World Cup 98* consists of a Qualifying Round, First Round, and Final Round tournament. After you successfully complete the Qualifying Round, you advance to the First Round.

EA TIP

This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

 **NOTE:** After you successfully complete the Qualifying Round and save your progress, you may restart the game at any time, select any national team and bypass the Qualifying Round. Once you advance to the Final Round, you may bypass the First Round at any time.

SET UP THE QUALIFYING ROUND

After you select ROAD TO WORLD CUP 98 from the Main menu, enter the Qualifying Round and choose your team(s) for the opening tournament.





FIFA

ROAD TO WORLD CUP

98



TEAM SELECT SCREEN

172 international teams from six geographical zones compete for the chance to bring home the World Cup. Select up to eight teams to take through each critical qualifying round.



PRESS **START** TO CONTINUE.

GEOGRAPHICAL ZONES

For information specific to each zone, see *World Cup Qualification Zones and Matchups* on p. 10.

CONMEBOL: Confederación Sudamericana De Fútbol

OFC: Oceania Football Confederation

AFC: Asian Football Confederation

UEFA: Union Of European Football Association

CONCACAF: Confederation Of North, Central American And Caribbean Association Football

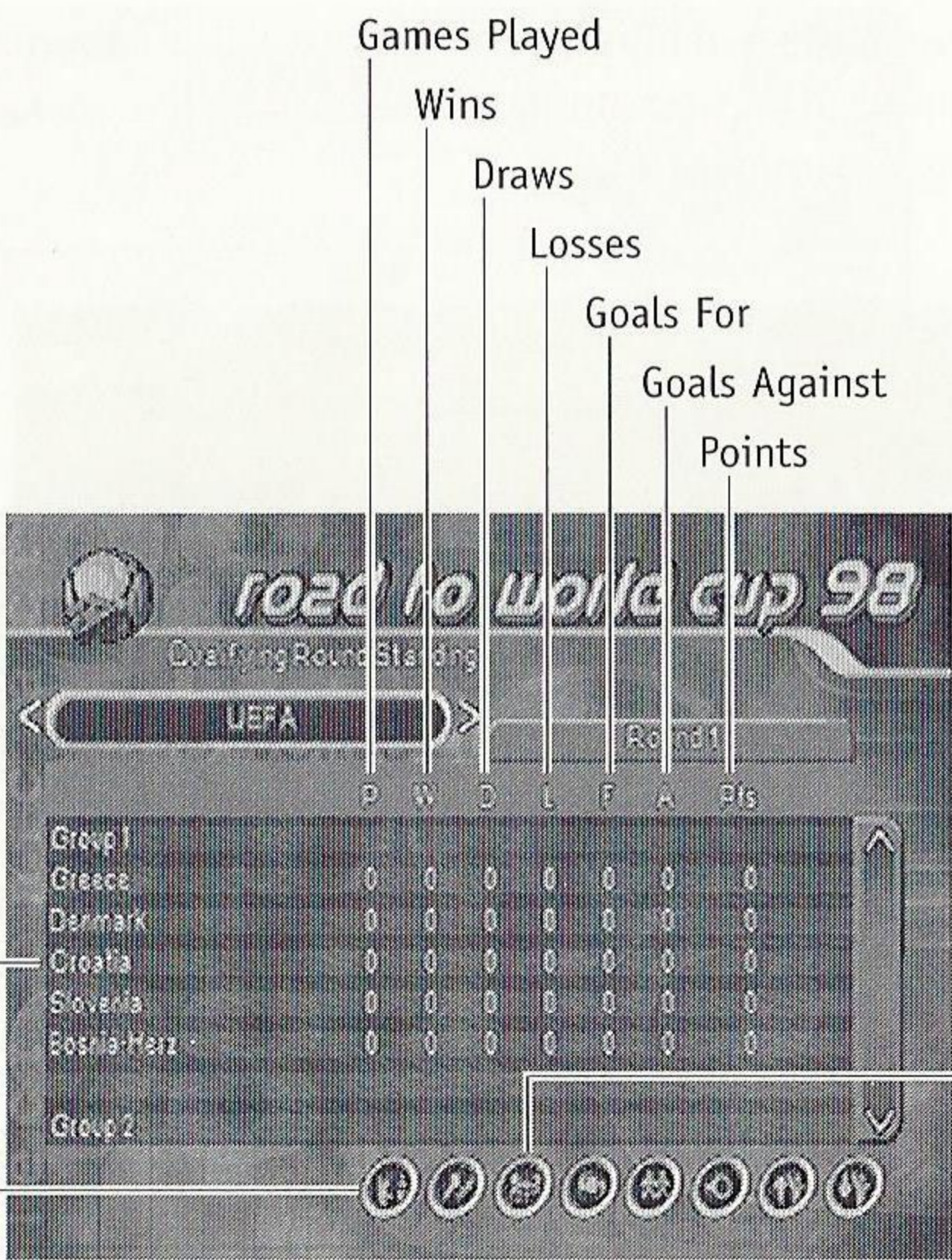
CAF: Confederation Africaine De Football





STANDINGS SCREEN

Following each match, the Standings screen updates you on the latest results and allows you to view current performance charts. This is also your first opportunity to save your tournament in progress.



Games Played
Wins
Draws
Losses
Goals For
Goals Against
Points

Press **A** to activate the roster.

Press **A** a second time to activate Button icons.

Move players from the reserve list to the national team (Qualifying Round only).

PRESS **START** TO CONTINUE.

	P	W	D	L	F	A	Pts
Group 1							
Greece	0	0	0	0	0	0	0
Denmark	0	0	0	0	0	0	0
Croatia	0	0	0	0	0	0	0
Slovenia	0	0	0	0	0	0	0
Bosnia-Herz	0	0	0	0	0	0	0
Group 2							

STANDINGS POINTS

Following a Round Robin match, teams receive points—the total appears in the far right column of the Standings roster. The team with the most points qualifies for the subsequent round. (For a complete description of the qualification procedure for each zone, see *World Cup Qualification Zones and Matchups* on p. 10.)

Points are awarded as follows:

WIN	3
DRAW	1
LOSS	0





FIXTURES SCREEN

View up-to-date schedules and the details of your next match.

- To leave the fate of your match in the hands of the computer, select the Simulate button (Qualifying Round only). The upcoming match is simulated and the subsequent match becomes available.

TIP

Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.



Scroll Zone schedules

Schedule

Upcoming Match

Simulate Game

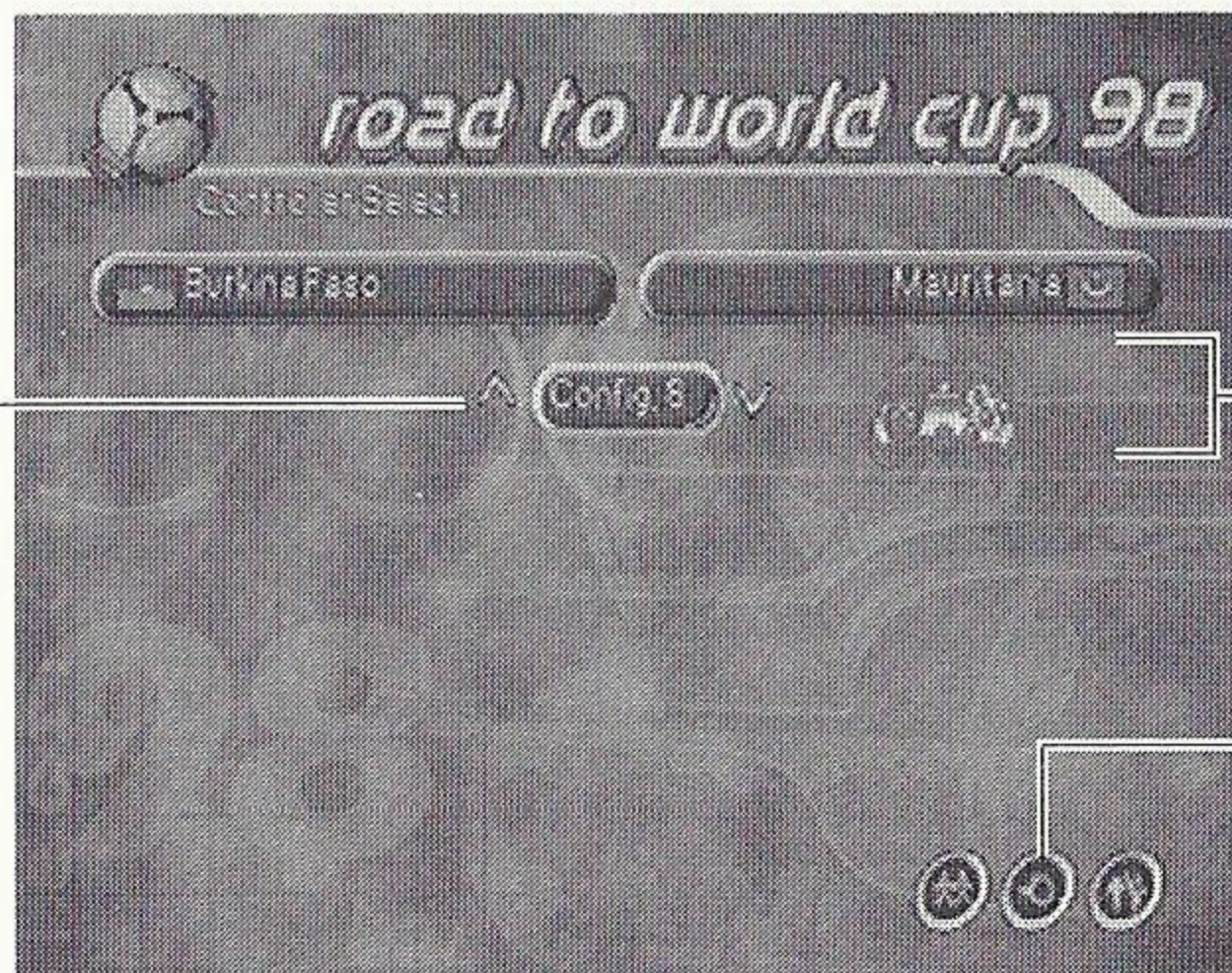


CONTROLLER SELECT SCREEN

Select the team you wish to control and your controller configuration.

TIP

NEW to
FIFA: Road to World Cup 98,
 save up to eight customized controller configurations.
 (See *Controller Options* on p. 33.)



D-Pad ↑ to cycle Controller Configurations

D-Pad ↔ to move the controller beneath the team you want to control.

To set Controller Configurations, select the Options icon, then the Controller Options button.





STADIUM SELECT SCREEN

Select one of sixteen national stadiums and set the half length and weather (pitch) conditions.

EA TIP

The ball rolls farther and bounces higher on a dry pitch.



OVERVIEW OF THE QUALIFICATION PROCESS

Following are the basic guidelines and procedures for the 1998 World Cup Final in the Stade de France.

GUIDELINES

- ➔ The World Cup Final consists of three rounds: Qualifying, First Round, and Final Round.
- ➔ 172 teams in six Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round. (See *World Cup Qualification Zones and Matchups* on p. 10 for descriptions of each Zone and its qualifying procedures.)

BYES

- ➔ In the 1998 World Cup, Brazil and France are scheduled to receive byes in the Qualifying Round and begin play in the First Round. (Brazil was the champion in 94, and France is the host in 98.) However, if you select one of these teams for the Qualifying Round, a random team from their respective Zone receives a bye.
- ➔ Some teams receive byes within their Zone's Qualifying Round. If you control one of these teams, your team automatically advances to the appropriate sub-round within that Zone.

TIEBREAKING FORMATS

Round Robin Tournament

If teams have the same point total:

- Goal difference ("goals for" minus "goals against"). If the difference is equal, the team that scored the most goals wins.
- If teams are still tied, the number of goals scored in direct encounters determines the winner.
- If teams are still tied, officials draw lots.

Home-and-Home Series

If teams share the same number of aggregate goals:

- Goals scored while designated the "away" team determines the winner.
- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

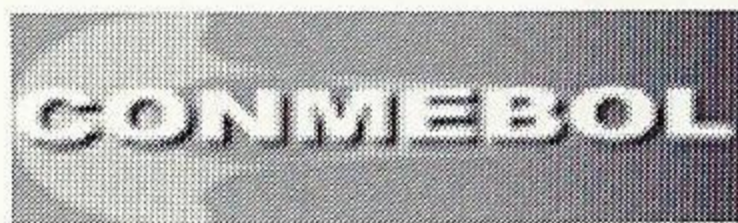
Single Game Elimination

If teams are tied at the end of regulation time:

- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

WORLD CUP QUALIFICATION ZONES AND MATCHUPS

Following is a complete description of the qualification procedures for each of the six geographical Zones: CONMEBOL, OFC, AFC, UEFA, CONCACAF, and CAF.



ZONE 1: CONFEDERACIÓN SUDAMERICANA DE FUTBÓL (CONMEBOL)

10 Nations enter; 4 teams advance + Brazil

ZONE 1: CONMEBOL TEAMS

Brazil (Bye)	Colombia
Ecuador	Argentina
Paraguay	Uruguay
Bolivia	Chile
Peru	Venezuela

BYES

- ➔ Brazil receives a bye and automatically qualifies for the World Cup. If you control Brazil, another (random) team from this Zone receives a bye.

CONMEBOL QUALIFYING ROUND

- ➔ One group of nine teams plays a double Round Robin schedule.
- ➔ The top four teams plus Brazil qualify for the World Cup.



ZONE 2: OCEANIA FOOTBALL CONFEDERATION (OFC)

10 Nations enter; 1 team or no teams advance

ZONE 2: OFC TEAMS

MELANESIAN GROUP	POLYNESIAN GROUP	ROUND 1 & 2 BYE TEAMS
Papua New Guinea	Western Samoa	Tahiti
Solomon Islands	Cook Islands	Australia
Vanuatu	Tonga	New Zealand
		Fiji

BYES

- ➔ If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play their games at the start of Round 3.

OFC ROUND 1

- ➔ The Melanesian and Polynesian Groups both play Round Robin schedules.
- ➔ The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

- ➔ The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

- ➔ Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

- ➔ The Group 1 winner plays the Group 2 winner in a Home-and-Home series.

OFC ROUND 5

- ➔ Winner plays a Home-and-Home series vs. the fourth place team in the AFC (Zone 3). The winner qualifies for the World Cup.


**ZONE 3: ASIAN FOOTBALL
 CONFEDERATION (AFC)**

36 Nations enter; 3 or 4 teams advance

ZONE 3: AFC TEAMS

GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5
Saudi Arabia	Iran	United Arab Emirates	Japan	Uzbekistan
Malaysia	Syria	Bahrain	Oman	Indonesia
Bangladesh	Maldives	Jordan	Nepal	Yemen
Chinese Taipei	Kyrgyzstan		Macao	Cambodia
GROUP 6	GROUP 7	GROUP 8	GROUP 9	GROUP 10
South Korea	Kuwait	China	Iraq	Qatar
Thailand	Lebanon	Turkmenistan	Kazakhstan	Sri Lanka
Hong Kong	Singapore	Vietnam	Pakistan	India
		Tajikistan		Philippines

AFC ROUND 1

- ➔ There are ten groups of three or four teams. Each group plays a double Round Robin.
- ➔ Group winners advance to Round 2.

AFC ROUND 2

- ➔ Ten group winners are divided into two groups of five teams.
- ➔ Both groups play a single Round Robin schedule.
- ➔ The winner and the runner-up in each group (four teams total) advance to Round 3. Three of these teams automatically qualify.

AFC ROUND 3

- ➔ The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.
- ➔ Two Round 2 runners-up compete in a third place playoff. The winner qualifies for the World Cup.

AFC ROUND 4

- ➔ The team that loses the third place playoff plays the winner of OFC (Zone 2) in a Home-and-Home series. The winner qualifies for the World Cup.



ZONE 4: UNION OF EUROPEAN FOOTBALL ASSOCIATION (UEFA)

50 Nations enter; 14 teams + France advance

ZONE 4: UEFA TEAMS

GROUP 1	GROUP 2	GROUP 3
Greece	England	Norway
Denmark	Italy	Switzerland
Croatia	Georgia	Hungary
Slovenia	Poland	Azerbaijan
Bosnia-Herzegovina	Moldova	Finland
GROUP 4	GROUP 5	GROUP 6
Sweden	Russia	Yugoslavia
Scotland	Israel	Slovakia
Austria	Bulgaria	Czech Republic
Belarus	Luxembourg	Spain
Estonia	Cyprus	Faroe Islands
Latvia		Malta
GROUP 7	GROUP 8	GROUP 9
Wales	Republic of Ireland	Ukraine
Belgium	Romania	Armenia
Netherlands	Lithuania	Germany
Turkey	FYR Macedonia	Portugal
San Marino	Iceland	Northern Ireland
	Liechtenstein	Albania

BYES

- ➔ France receives a bye and automatically qualifies for the World Cup. If you control France, another (random) team from this Zone receives a bye.

UEFA ROUND 1

- ➔ Nine groups of five or six teams each play a double Round Robin schedule. The nine group winners and the best runner-up qualify for the World Cup.
- ➔ To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:
 - Points gained in matches against teams coming first, third and fourth;
 - goal difference in these games;
 - higher number of goals scored in these games;
 - higher number of goals scored against these opponents in the away games.

UEFA ROUND 2

- ➔ The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Home series. The four winners determined by these pairings qualify for the World Cup.



ZONE 5: CONFEDERATION OF NORTH, CENTRAL AMERICAN AND CARIBBEAN ASSOCIATION FOOTBALL (CONCACAF)

30 Nations enter; 3 teams advance

ZONE 5: CONCACAF TEAMS

CARIBBEAN GROUP

Aruba	Grenada	Antigua	Haiti
Bahamas	Jamaica	Bermuda	Netherlands Antilles
Barbados	Puerto Rico	Cayman Islands	St. Kitts/Nevis
Cuba	St. Lucia	Dominica	St. Vincent & Grenadines
Dominican Republic	Surinam	Guyana	Trinidad and Tobago

CENTRAL AMERICAN GROUP

Belize	Guatemala	Nicaragua	Panama
--------	-----------	-----------	--------

BYES

If you control a bye team from any round(s), you play that team's game at the start of the following round. (e.g., If you control the United States, the U.S. team becomes available at the start of the Semifinal Round.)

- ➔ *Round 1:* Bermuda, Barbados, Cayman Islands, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad and Tobago
- ➔ *Round 1/2:* Belize, Guatemala, Nicaragua, and Panama
- ➔ *Round 1/2/3:* Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.

CONCACAF ROUND 1

➔ The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 2.

Aruba vs. Dominican Republic

Bahamas vs. St. Kitts/Nevis

Guyana vs. Grenada

Dominica vs. Antigua

CONCACAF ROUND 2

➔ The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 3.

Surinam vs. Jamaica

Bermuda vs. Trinidad and Tobago

Cayman Islands vs. Cuba

Puerto Rico vs. St. Vincent & Grenadines

Bahamas-St. Kitts winner vs. St. Lucia

Dominica-Antigua winner vs. Barbados

Guyana-Grenada winner vs. Haiti

Aruba-Dominican Republic winner vs. Netherlands Antilles

CONCACAF ROUND 3

➔ The remaining Caribbean Group teams play a Home-and-Home series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semifinals.

➔ The following Central American Group teams play a Home-and-Home series. Winners advance to the Semifinals:

Nicaragua vs. Guatemala

Belize vs. Panama

CONCACAF SEMIFINAL ROUND

➔ Three groups of four teams—each plays a double Round Robin.

➔ The top two teams from each group advance to a final round.

GROUP 1	GROUP 2	GROUP 3
United States	Canada	Mexico
Costa Rica	El Salvador	Honduras
Guatemala-Nicaragua winner	Belize-Panama winner	Caribbean Round 3 qualifier
Caribbean Round 3 qualifier	Caribbean Round 3 qualifier	Caribbean Round 3 qualifier

CONCACAF FINAL ROUND

➔ Six teams play a double Round Robin schedule.

➔ Top three teams advance to World Cup.


**ZONE 6: CONFEDERATION AFRICAINE
 DE FOOTBALL (CAF)**

36 Nations enter; 5 teams advance

ZONE 6: CAF TEAMS

Nigeria	Zambia	Kenya	Sierra Leone
Egypt	South Africa	Burundi	Madagascar
Cameroon	DR Congo	Mauritania	Cote d'Ivoire
Morocco	Angola	Mozambique	Mauritius
Liberia	Zimbabwe	Malawi	Rwanda
Tunisia	Togo	Uganda	Algeria
Burkina Faso	Guinea	Guinea-Bissau	Senegal
Namibia	Gabon	Gambia	Sudan
Congo	Ghana	Swaziland	Tanzania

BYES

- ➔ If you control any Round 1 bye teams (Cameroon, Egypt, Morocco and Nigeria), you play their games at the start of Round 2.

CAF ROUND 1

- ➔ The following teams play a Home-and-Home series. Winners advance to Round 2:

Togo vs. Senegal

Madagascar vs. Zimbabwe

Tanzania vs. Ghana

Mauritania vs. Burkina Faso

Sudan vs. Zambia

Namibia vs. Mozambique

Rwanda vs. Tunisia

Congo vs. Cote d'Ivoire

Swaziland vs. Gabon

Burundi vs. Sierra Leone

Guinea-Bissau vs. Guinea

Kenya vs. Algeria

Uganda vs. Angola

Malawi vs. South Africa

Mauritius vs. DR Congo

Gambia vs. Liberia

CAF ROUND 2

- ➔ The 16 winners from Round 1, plus Cameroon, Egypt, Morocco, and Nigeria are placed into five groups of four teams (draw occurs after Round 1).
- ➔ Each group plays a double Round Robin schedule. Five winners advance to the World Cup.

PLAYING THE GAME

The road to the World Cup is long and unforgiving. If you fail, your country must wait four more years for their chance to capture the Cup. Pull out all the stops to take your team all the way. Following is a detailed breakdown of every move you can perform on the pitch.

YOUR TEAM HAS THE BALL...

KICK OFF

The game starts with a kick off from the centre spot. A kick off also follows a goal and starts the second half.

- To **kick off**, press **B**.

EA TIP

The longer you hold the action button (**A**, **B**, or **C**), the more powerful your lob, pass, or shot.

PASS

Move the ball down the pitch with crisp, clean passes from player to player.

- To **pass** the ball to a teammate, D-Pad towards the receiver and press **B**.
- To perform a **pass that leads the receiver**, D-Pad towards the receiver and double-tap **B**.

Passback Mode

After a pass you can return the ball to the original carrier with the push of a button.

To perform a passback:

1. Press **Y** + D-Pad to pass the ball and enter passback mode. You retain control of the original ball carrier.
2. Press **B** to passback. The receiver returns the ball to the original carrier.
 - To perform a passback but control the receiver, double-tap **Y**.
 - To cancel passback mode, tap **Y**. You control the receiver.

LOB

When a pass on the ground is likely to be intercepted, lob the ball high over your opponent's head.

- To **lob** to a teammate, press **A**.
- To **flick the ball to yourself**, double-tap **A**.
- To perform a **lob that leads the receiver**, tap and hold **A**.

SPRINT

When your usual pace isn't cutting it, break into a sprint.

NOTE: Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

EVADE TACKLE/DIVE

Every team is hungry for the Cup. Expect heavy defense and plenty of attempted steals.

- To **jump** a slide tackle, press **Z**.
- To **dive** to draw a foul, double-tap **Z**.

SKILL MOVES

Perform dozens of skillful moves by combining **Right SHIFT** or **Left SHIFT** with a variety of action buttons (**A, B, C, X, Y, Z**).

EXAMPLE 1: Tap **Right SHIFT** for a quick move to the right.

EXAMPLE 2: Hold **Left SHIFT** or **Right SHIFT** + **X**. The player performs a 360° spin.

SHOOT

Shoot! Shoot! You can't score if you don't shoot.

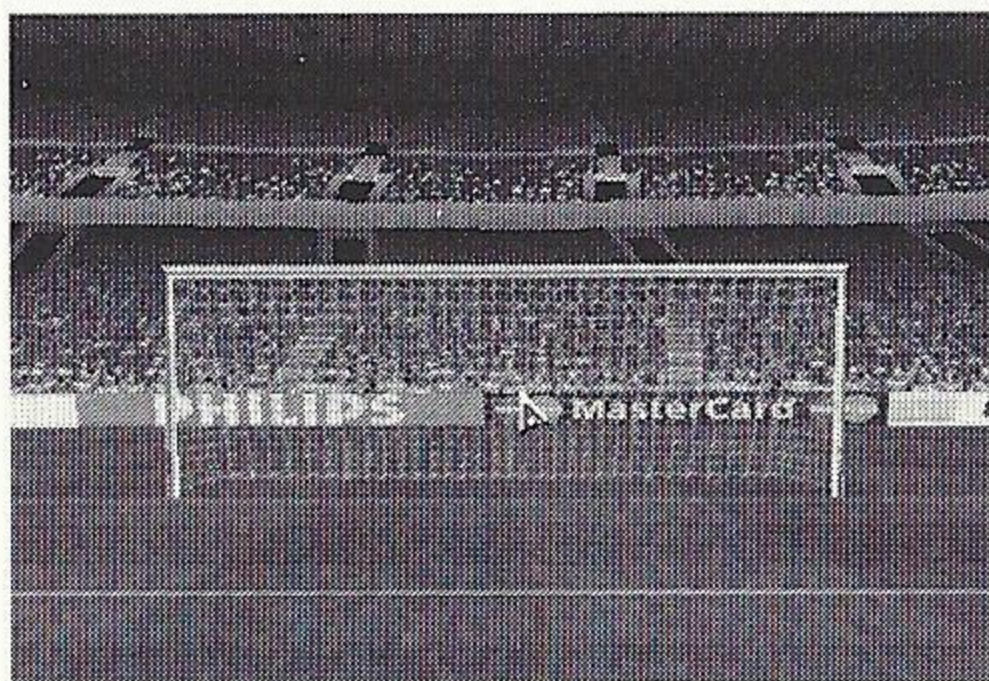
- To **shoot**, press **C**. Your player shoots the ball at the opponent's net.
- For a quick, **low shot** on the net, tap **C**.
- For a short, **lofting shot**, double-tap **C**.

Shot Targeting

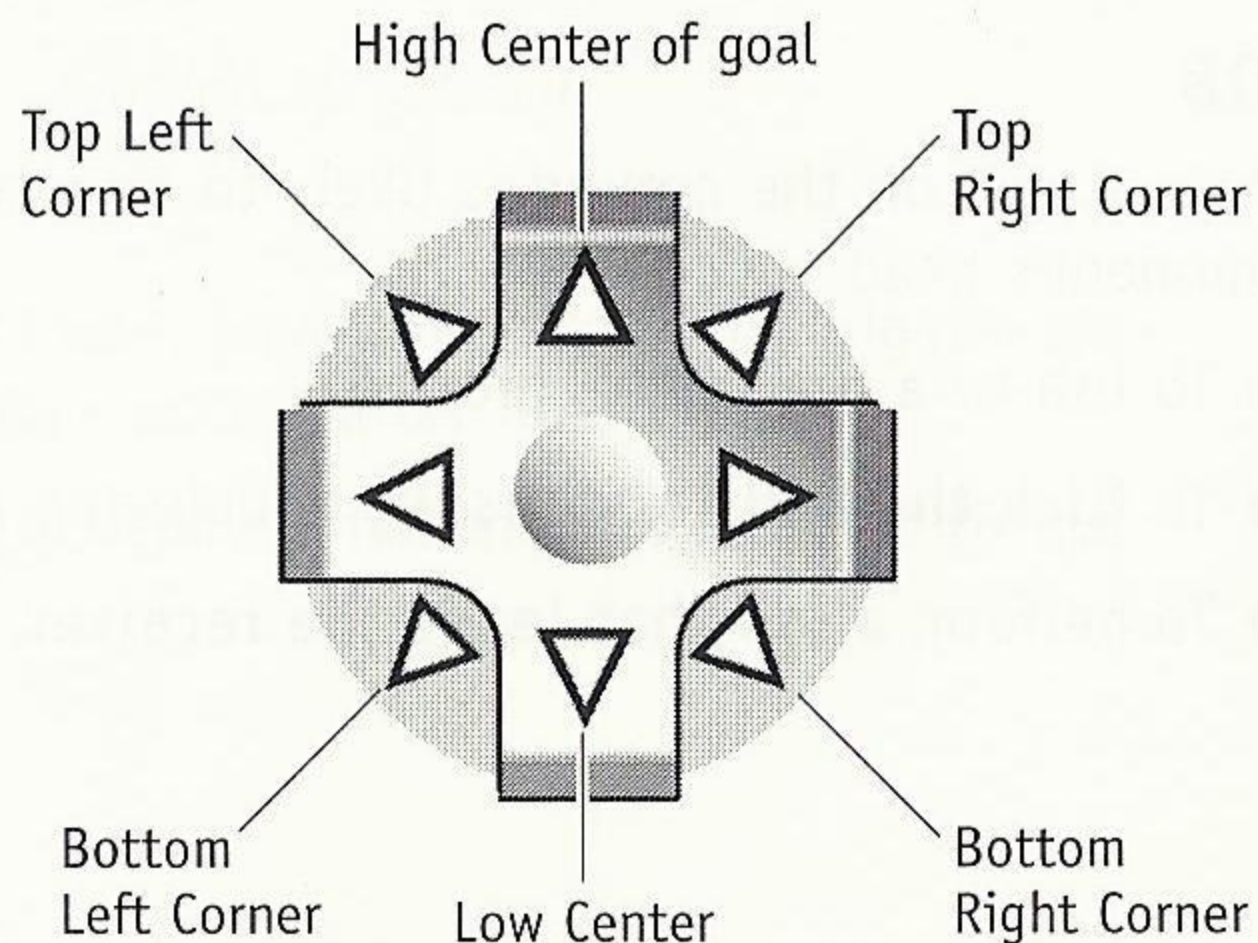
While you hold **C** (shoot), D-Pad to direct the ball relative to the camera view.

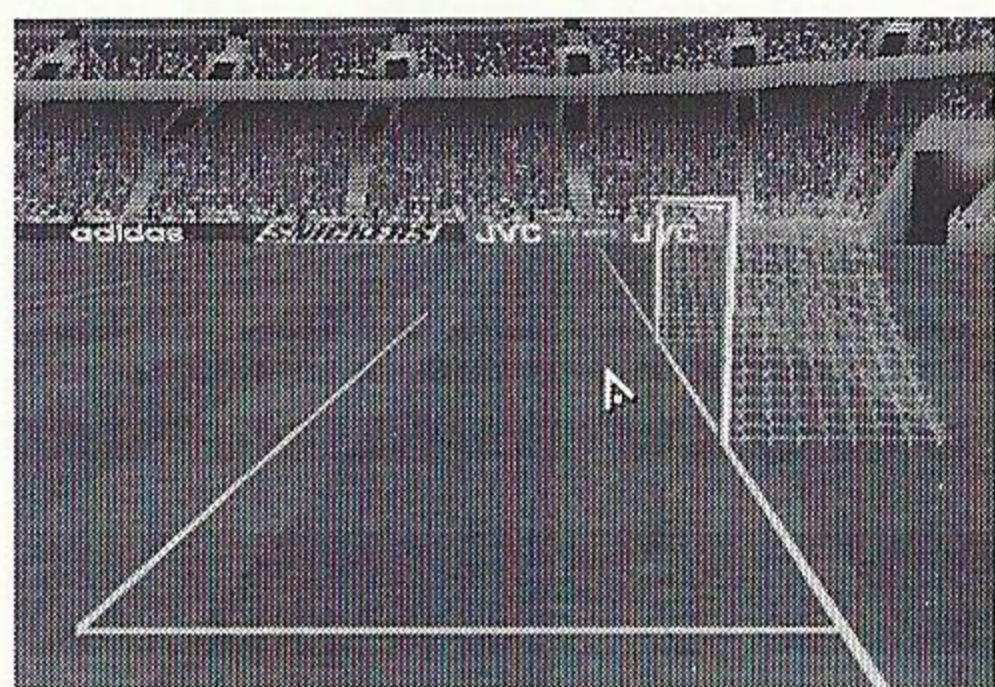
TIP

To perform sound effects after scoring or conceding a goal, press **A, B, C, or X**.

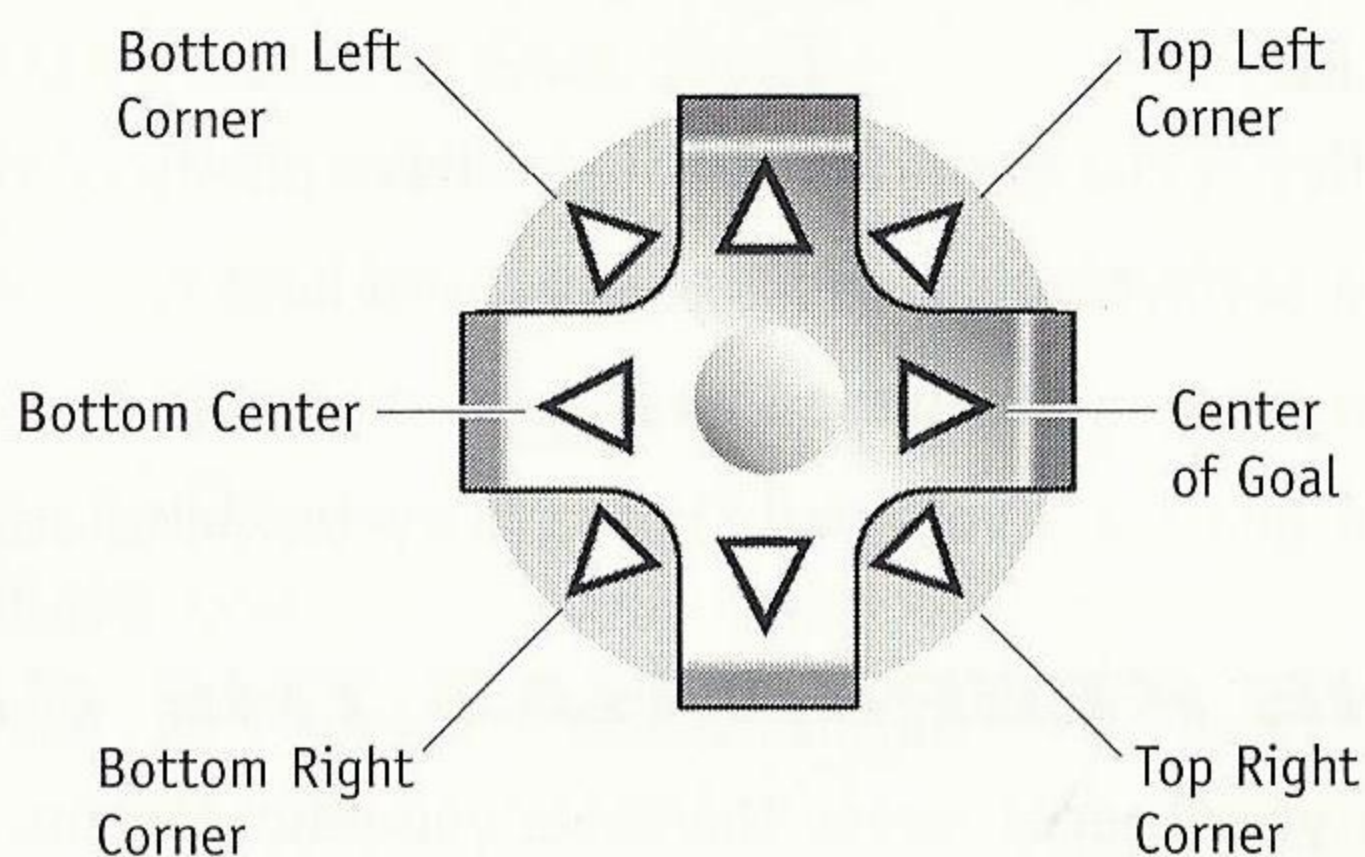


BALL CAMERA





SIDELINE CAMERA



THE OPPOSITION HAS THE BALL...

SWITCH PLAYER

- To **switch control** between marking players, press or tap **B**. You control the defender closest to the ball.


TACKLE

If you're marking the ball carrier, and he begins to pull away, tackle him to gain possession of the ball.

- To stop your opponent's progress and **steal** the ball, press **C**.
- To clip the ball away with a **slide tackle**, press **A**.

Aggressive Moves


When you must stop the ball at all costs, get aggressive.

 **NOTE:** A player who performs an aggressive move is likely to be booked.

- To perform a **vicious tackle** or **lunge**, press **Y**.
- To perform a **hip check** or **elbow**, double-tap **Y**.

SPRINT

To catch an elusive ball carrier or intercept a pass, turn up the speed.

 **NOTE:** Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

THE BALL IS IN MID-AIR...

HEADER

When the ball is in mid-air, and you are closely marked by the opposition, a header is the best move to gain possession of the ball.

- To perform a **high header** hold **A**.
- To perform a **headed pass** hold **B** + D-Pad.
- To perform a **headed shot** on goal hold **C**.

EA TIP

For aerial balls, activate the moves as early as possible to gain the advantage. Hold the button until your player makes contact with the ball.



VOLLEY

A volley is the perfect move if you have plenty of time.

- To perform a **high volley**, tap, then hold **A**.
- To perform a **volleyed pass**, tap, then hold **B**.
- To perform a **volleyed shot** or **bicycle kick**, tap, then hold **C**.

THE KEEPER HAS THE BALL ...

After your keeper makes the save, you gain control.

- For a short **throw** directly to a teammate, press **A** or **B**.
- To **drop kick** the ball up the middle, press **C**.
- To **drop the ball** to the keeper's feet, press **Z**. The keeper functions as a field player.

IN DEAD BALL SITUATIONS...

The ball is considered a Dead Ball when it is kicked (or thrown) from a fixed position.

FREE KICK, CORNER KICK, AND GOAL KICK

FREE KICK

A foul occurs. A free kick is awarded to the non-offending team.

CORNER KICK

The ball passes over the goal line, missing the goal, and a defender is the last to make contact with the ball. A corner kick is awarded to the attacking team.

GOAL KICK

The ball passes over the goal line, missing the goal, and an attacker is the last to make contact with the ball. A goal kick is awarded to the defending team.

TIP

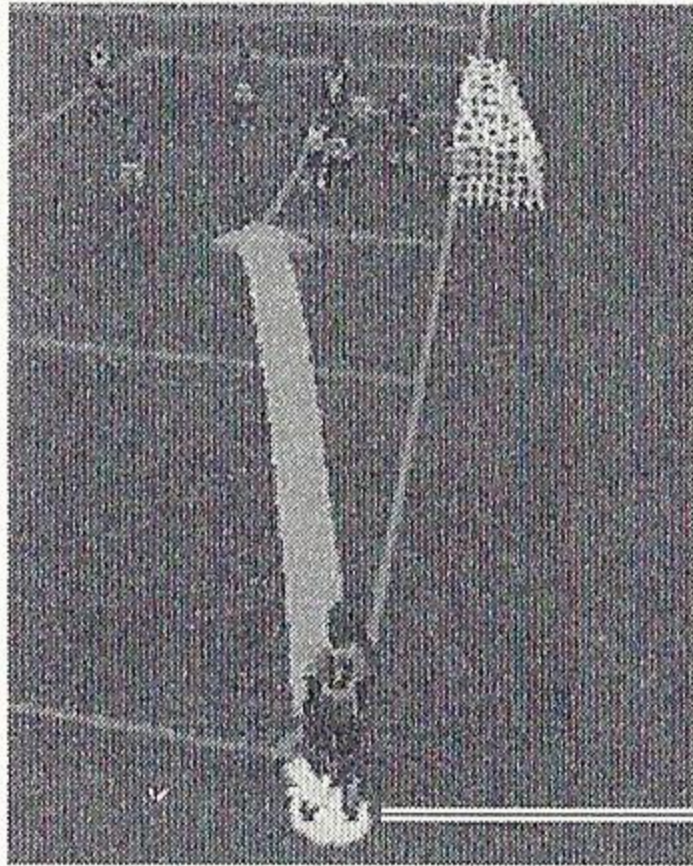
Use **Left SHIFT** and **Right SHIFT** to put a curl on your kicks.

DEAD BALL MODES (FREE KICK, CORNER KICK, AND GOAL KICK)

Select from one of three modes before you kick a Dead Ball into play.

➔ To cycle Normal/Receiver/Target mode, press **Z**. Normal mode is the default.

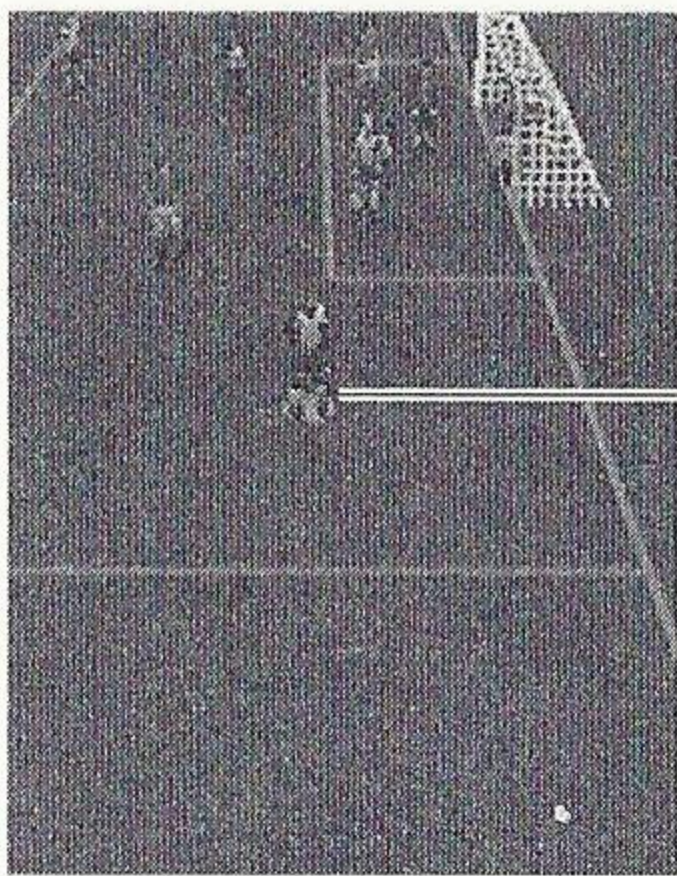
Normal Mode



- While in normal mode, hold **A**, **B**, or **C** to **build strength** for your kick.
- To **set the height** (↕) and **direction** (↔) of the kick, press the D-Pad.
- To **kick** the ball into play, press **A**, **B**, or **C**.

Control the kicker

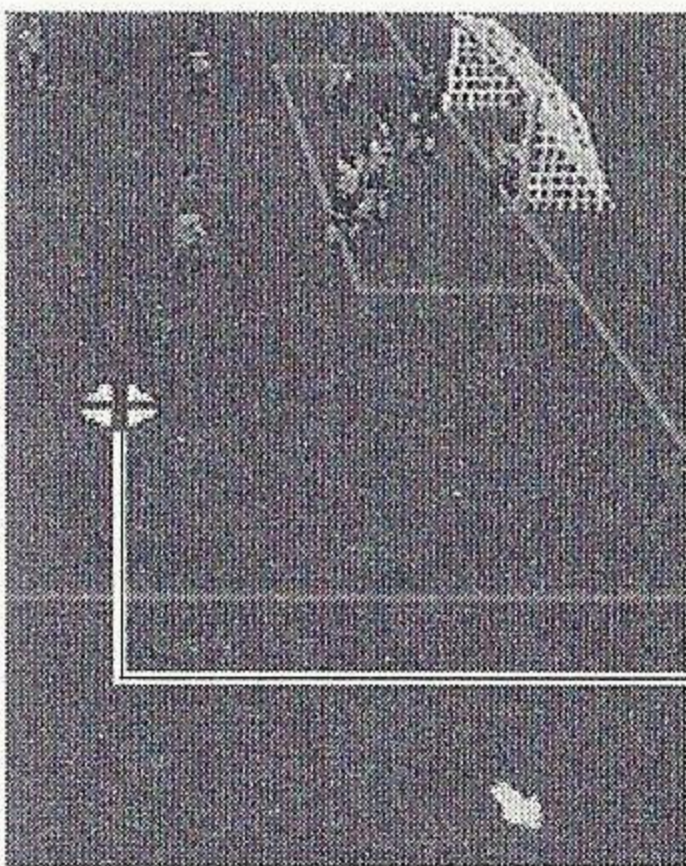
Receiver Mode



- To **switch receivers**, press **B**.
- To **kick the ball** to the receiver, press **A** or **C**.

Control the Receiver

Target Mode



- To **move the target**, D-Pad.
- To **lob** the ball to the target, press **A**.
- To **pass** the ball to the target, press **B**.
- To **cross or clear** the ball to the target, press **C**.

Kick the ball to a set target

THROW IN

THROW IN

The ball passes over either touch line. A throw in is awarded to the team that was not the last to make contact with the ball.

DEAD BALL MODES (THROW IN)

Select from one of three modes before you throw a Dead Ball into play.

- To cycle Receiver/Normal/Target mode, press **Z**. Receiver mode is the default.

Receiver Mode

Control the receiver.

- To **switch receivers**, press **B**.
- To perform a **high throw**, press **A**.
- To perform a **low throw**, press **C**.

Normal Mode

Control the player throwing the ball in.

- To **throw** the ball into play, press **A**, **B**, or **C**.

Target Mode

Throw the ball to a set target instead of a teammate.

- To **move the target**, D-Pad any direction.
- To perform a **high throw**, press **A**.
- To perform a **low throw**, press **B** or **C**.

PENALTY KICK

PENALTY KICK

A foul occurs within the penalty area against an attacker. A penalty kick is awarded to the attacking team.

SHOOTER

1. D-Pad to direct the shot.

2. Press **C** to kick.


- To switch shooters, press **B**.
- To switch kicking foot, press **A**.

KEEPER

- To move the keeper along the goal line, D-Pad \leftrightarrow .
- To attempt a save, press **A**, **B**, or **C**.

CONTROLES DE JUEGO DETALLADOS EN ESPAÑOL

SU EQUIPO TIENE EL BALÓN...

 **NOTA:** *Cuanto más tiempo mantenga pulsado el botón de acción, más potente será su volea, pase o lanzamiento a portería.*

GLOBO

A

Globo	Pulsar
Hacerse un autopase	Pulsar dos veces
Globo de ataque	Pulsar y mantener pulsado

ACELERAR

X

Aceleración explosiva	Pulsar o mantener pulsado
-----------------------	---------------------------

 **NOTA:** *Acelerar demasiado cansa a los jugadores.*

PASAR

B

Pasar	Pulsar
Pase de ataque	Pulsar dos veces

PASE ATRÁS

Y

Pase en devolución	Pulsar
Controlar al receptor	Pulsar dos veces
Cancelar	Volver a mantener pulsado

DISPARAR

C

Disparar	Pulsar
Lanzamiento bajo	Mantener pulsado
Bombita	Pulsar dos veces

ESQUIVAR

Z

Saltar ante una entrada a ras de hierba	Pulsar
Tirarse	Pulsar dos veces

MODO DE HABILIDAD

Combinando **Right SHIFT** o **Left SHIFT** con varios botones de acción (**A, B, C, X, Y, Z**), puede llevar a cabo docenas de movimientos habilidosos.

EJEMPLO 1: Mantenga pulsada la tecla **Right SHIFT** para realizar un movimiento rápido hacia la derecha.

EJEMPLO 2: Mantenga pulsada la tecla **Left SHIFT** y pulse **X**. El jugador realiza un giro de 360° a la izquierda (para girar a la derecha, mantenga pulsada la tecla **Right SHIFT** y pulse el botón **X**).

AYUDA

Para realizar sus propios efectos sonoros tras marcar un tanto o cuando se le concede un gol, pulse **A, B, C** o **Y**.

EL CONTRARIO TIENE EL BALÓN...

ENTRADA A RAS DE HIERBA

A

Entrada a ras de hierba

Pulsar

ACELERAR

X

Aceleración explosiva

Pulsar o mantener pulsado

CAMBIO DE JUGADOR

B

Cambiar el jugador al que se marca

Pulsar o mantener pulsado

AGRESIVO

Y

Entrada/plancha con mala intención

Pulsar

Desplazamiento con la cadera o el codo

Pulsar dos veces

ENTRADA

C

Entrada

Pulsar

EL BALÓN ESTÁ EN EL AIRE...

En los balones aéreos, empiece a moverse lo antes posible para obtener ventaja. No deje de pulsar el botón hasta que el balón entre en contacto con el jugador.

CABEZAZO

Cabezazo alto

 Mantener pulsado **A**

Pase de cabeza

 Mantener pulsado **B**

Cabezazo a portería

 Mantener pulsado **C**

VOLEA

Volea alta	Pulse y mantenga pulsado A
Pase de volea	Pulse y mantenga pulsado B
Lanzamiento de volea o chilena	Pulse y mantenga pulsado C

EL PORTERO TIENE EL BALÓN...

SACAR


Sacar hacia un compañero	Pulsar A o B
--------------------------	----------------------------

CHUTAR

Chutar a un compañero	Pulsar C
-----------------------	-----------------

SOLTAR EL BALÓN

Jugar el balón con el pie	Pulsar Z
---------------------------	-----------------

 **NOTA:** el portero equivale a un jugador de campo.

EN SITUACIONES A BALÓN PARADO...

Lanzamientos de faltas, corners y lanzamientos a puerta

➔ El modo por defecto es Normal. Para desplazarse por los modos Normal/Receptor/Destino, pulse **Z**.

- Utilice **Right SHIFT** y **Left SHIFT** para dar efecto a los lanzamientos.
- Cuando está en modo normal, mantenga pulsados **A**, **B** o **C** para que el chut adquiera más potencia.

NORMAL

Defina la altura (↕) y la dirección (↔) del chut	D-Pad
Golpear al balón	A , B o C

RECEPTOR

Cambiar el jugador que recibe el balón	B
Golpear al balón	A o C

DESTINO

Mover el destino	D-Pad
Globo	A
Pasar	B
Cruzar/despejar hasta el destino	C

SAQUES DE BANDA

➔ El modo por defecto es Receptor. Para desplazarse por los modos Receptor/Normal/Destino, pulse **Z**.

RECEPTOR

Saque alto	A
Cambiar el jugador que recibe el balón	B
Saque bajo	C
Saque atrás	X

NORMAL

Sacar de banda	A, B o C
----------------	-----------------

DESTINO

Mover el destino	D-Pad
Saque alto	A
Saque bajo	B o C

LANZAMIENTOS DE PENALTI

LANZADOR

Para cambiar al jugador que va a lanzar el penalti, pulse **B**. Apunte con el D-Pad y pulse **C** para lanzar.

PORTERO

Para mover el portero por la línea de gol, pulse el D-Pad; para intentar parar el penalti, pulse **A, B o C**.


PAUSING THE GAME

You may pause the game any time a match is in progress.

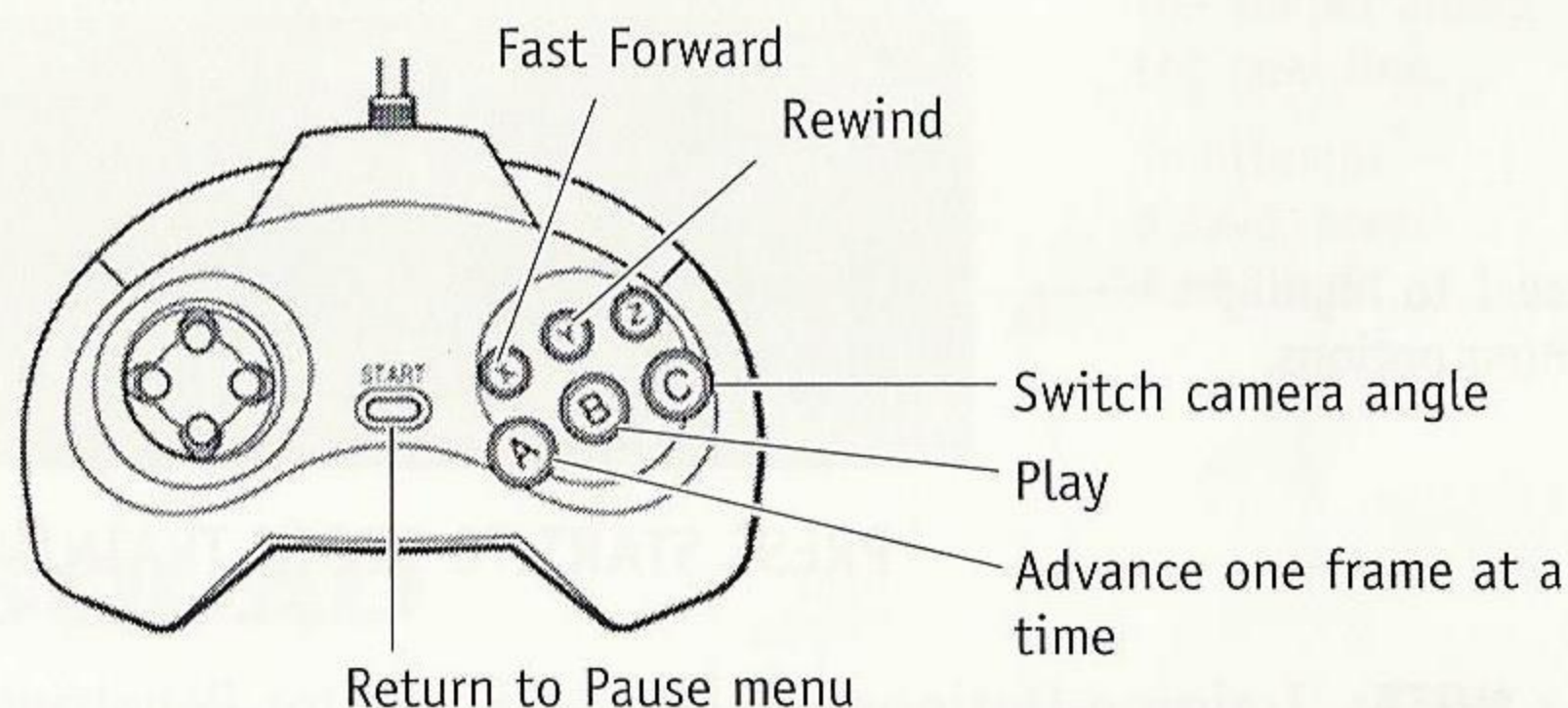
- To pause the game, press **START**. The Pause menu overlay appears.

RESUME MATCH Return to the match.

INSTANT REPLAY Replay a questionable call or relish a great play.

 **NOTE:** Instant Replay is not available after red card infractions.

Instant Replay Controls



CAMERA

Select one of eight camera angles for outdoor stadiums and one of four camera angles for indoor play.

CONTROLLER SELECT

Alter your original controller setup.

CONTROLLER OPTIONS

Alter controller configurations.

TEAM MANAGEMENT

See *Team Management* on p. 34.

OPTIONS

See *Options* on p. 32.

MATCH STATISTICS

Check the score, number of shots, shots on target, corners, and fouls, and the area of the pitch where all the action took place.

SCORE SUMMARY

Check the time of each goal and the man who scored it.

BOOKING SUMMARY

Check bookings for both teams.

RESTART MATCH

Restart the match from the initial Kick Off.

QUIT MATCH

End the match and return to the Standings screen.

QUIT WORLD CUP/ QUIT LEAGUE

Exit the game mode and return to the Main menu.

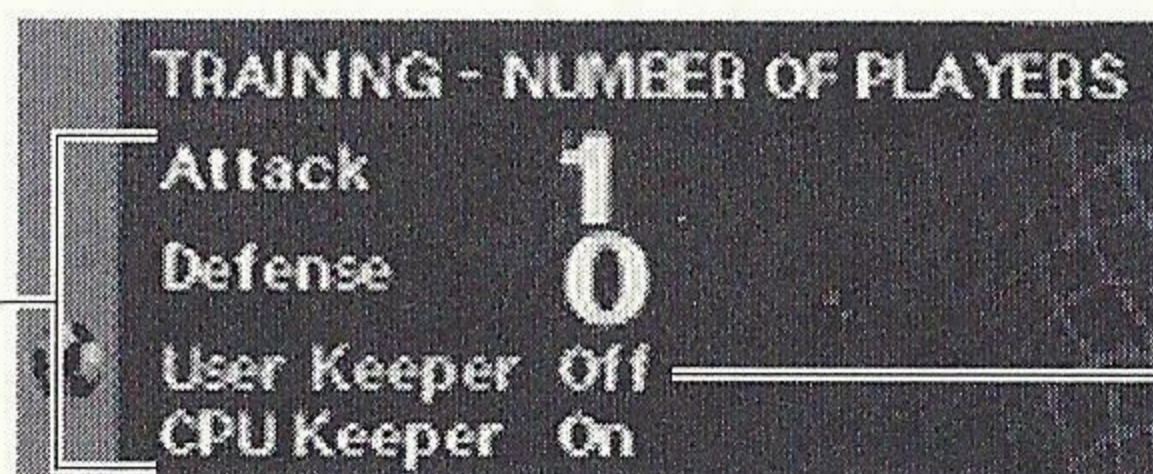
TRAINING

Select TRAINING from the Main menu to run drills and practice your game in a competitive atmosphere.

TO SET UP A DRILL

1. **Select a team:** D-Pad \updownarrow to toggle between leagues/zones and teams. D-Pad \leftrightarrow to cycle your selections, then press **START**.
2. **Select the focus (Attack or Defense) of your drill:** D-Pad \leftrightarrow to move your controller beneath Attack or Defense, then press **START**.
3. **Select a training scenario (i.e., drill):** D-Pad \updownarrow to scroll drills, then press **START**.
4. **Set your options:**

D-Pad \updownarrow to highlight training options.



D-Pad \leftrightarrow to cycle/toggle high-lighted options.

PRESS **START** TO BEGIN TRAINING.

NOTE: Training Options are not available for Penalties.

- To exit a drill, press **START**, then select QUIT TRAINING from the Pause menu.

DRILLS

PENALTIES

Attack: Score.

Defense: Defend the goal.

FREE KICKS

Attack: Score before the defense clears the ball.

Defense: Clear the ball over the half line or either touch line before the opponent scores.

Before the drill begins, an X appears on the pitch.

- To move the X and place the ball anywhere from the half line in (except the penalty box), D-Pad $\leftrightarrow\updownarrow$.
- To begin the drill, press **A**.

CORNERS

Attack: Score before the defense clears the ball.

Defense: Clear the ball over the half line or any touch line before the opponent scores.

Before the drill begins, an X appears in a corner of the pitch.

- To toggle between the Left/Right corner, D-Pad \updownarrow .
- To begin the drill, press **A**.

TRAINING MATCH

Attack/Defense: Gain control of the ball and shoot it into the opposing goal.

PENALTY SHOOTOUT

Determine a winner with a Penalty Shootout. Each team takes five penalty kicks. If teams remain tied after five kicks, teams shoot single-shot rounds until one team scores and the other doesn't.

- Select a team exactly as you would in any other game mode.



SHOOTER:
D-Pad to direct the shot, then press **C** to kick.

KEEPER:
D-Pad \leftrightarrow to move the keeper along the goal line.
To attempt a save, press **A**, **B**, or **C**.

CUSTOMIZE SQUAD

Utilize the game's customizing functions to edit team and player attributes, perform club transfers, or call up reserves to your national team.

- Press **START** to exit any Customize Squad screen. Be sure to save changes before advancing.

PLAYER ATTRIBUTE ABBREVIATIONS

Player attributes are rated from 0–99 (99 being best).

To view a player's attribute ratings:

1. Press **A** to activate the roster.
2. D-Pad \updownarrow to highlight a player's name.
3. D-Pad \leftrightarrow to cycle attributes.

Acl:	Acceleration	Agl:	Agility
Atb:	Attack bias	Awr:	Awareness
Bct:	Ball control	Cre:	Creativity
Fit:	Fitness	Hac:	Header accuracy
Pac:	Passing accuracy	Rct:	Reaction
Spw:	Shot power	Sac:	Shot accuracy
Spd:	Speed	Tac:	Tackles
Agg:	Aggression	Pbs:	Pass bias
Sbs:	Shot bias		

INTERNATIONAL SELECTION

Bring reserve players onto national squads or drop members to the reserves. National squads must number between 11 and 25 players.

NOTE: In Road to World Cup 98 mode, you can perform transfers only for the Qualifying Round.

To transfer a player between the reserves and team roster:

1. Press **A** to activate the roster.
2. D-Pad \updownarrow to highlight the player's name, then press **C** to select.
3. MAKE TRANSFER? Press **C** to confirm. The player's name transfers from one roster to the other.

CLUB TRANSFERS

Transfer players to and from any club team. Club squads must number between 11 and 20 players.

To transfer a player between club teams:

1. Press **A** to activate the roster.
2. D-Pad \updownarrow to highlight the player's name, then press **C** to select.
3. MAKE TRANSFER? Press **C** to confirm. The player's name transfers from one roster to the other.

Press **A** to access team rosters.

England		All Values are x 1000			£9900
Name	Pos	Age	Value		
Owen M	LF	82	0465	▲	
Barrett J	DM	69	6072		
Robinson J	DM	73	4746	▼	

Brazil					£1100
Name	Pos	Age	Value		
Adson M	CS	61	603	▲	
Alcibi	FB	52	633		
Almeida T	RF	61	738	▼	

Team bankroll may not fall under £0.

Player Value

NOTE: Each club team begins with a set bankroll. You can increase this bankroll only by transferring players to other teams.

PLAYER EDIT

You can edit the personal features and attributes of individual players. If you increase the value of any player attribute, you must equally decrease the value of others.

PRESS A TO CYCLE SCREEN SECTIONS.

D-Pad \updownarrow to highlight items within a section.

D-Pad \leftrightarrow to cycle attributes.

A player's attribute point total may not end in the negative (red) zone.

Cancel Changes
Save Changes
Reset Player
Reset all changes

To alter a player's name:

1. Highlight the current name and press **C**. A slot appears with a yellow cursor.
2. D-Pad \updownarrow to cycle letters and numbers.
3. D-Pad \leftrightarrow to move the cursor from one space to the next.
4. Press **C** to accept the altered name. After you save the edited player, the new name replaces the original name on all rosters.

TEAM EDIT

Adjust home and away kits (uniforms) for any team, alter the team's name, change a club team's flag, and view a club team's monetary value.

D-Pad \updownarrow to scroll through every item (except icons).

Alter a team name as you would a player name.

When arrows appear, D-Pad \leftrightarrow to cycle options.

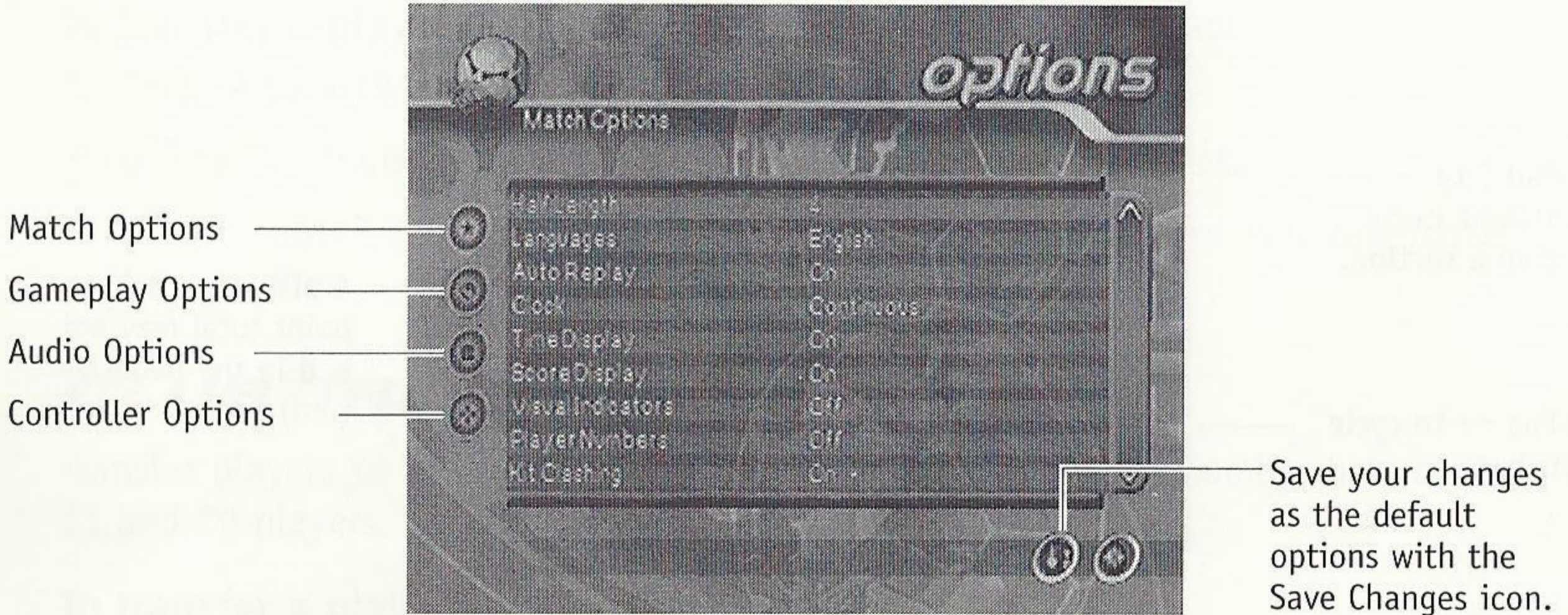
Reset Team

OPTIONS

Options Icon




You can select the Options icon from most setup screens. Use the options to customize your game. Below is a description of the options available in this game.



- To temporarily save changes, press **START**.

- To cancel changes, press **B**.

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

MATCH OPTIONS

HALF LENGTH	Set the half length to 2, 4 , 6, 8, 10, 20, or 45 minutes.
LANGUAGES	Display on-screen text in English , French, German, Italian, Spanish, Swedish, or Dutch.
AUTO REPLAY	Automatically replay all goals with this option ON .
CLOCK	Set the game clock to run CONTINUOUS or to stop during every OUT OF PLAY scenario.
TIME DISPLAY	Toggle the game clock display ON/OFF .
SCORE DISPLAY	Toggle the score display ON/OFF .
VISUAL INDICATORS	Toggle the passback indicators and crosshairs ON/OFF .
PLAYER NUMBERS	Toggle player numbers ON/OFF .
KIT CLASHING	Obtain a supplemental kit for one team if competing teams have similar colors. The home team has priority on retaining its original kit.
WEATHER	Set the weather for the match. This affects ball physics NOT screen graphics.
CAMERA	Set the camera angle for the match to Classic, Ball, Sideline, Goal, Shoulder, Tele-Cam , Action, or Stadium.

GAMEPLAY OPTIONS

OFFSIDE	Toggle ON to activate the Offside rule.
INJURIES	Toggle OFF to prevent player injuries from affecting gameplay.
REFEREE STRICTNESS	Determine how strictly the referee calls the match. Select RANDOM , and the referee's strictness varies. Select DEFINED and access the Strictness Slidebar (see below).
STRICTNESS SLIDEBAR	(Available when Referee Strictness is set to DEFINED) Set the slidebar to reflect how strictly the referee calls the entire match (100 being the most strict).
BOOKINGS	Toggle ON , and the referee hands out red and yellow cards for appropriate infractions.
SUBSTITUTIONS	Limit substitutions to 3 or 5 per match/per team or allow UNLIMITED substitutions throughout a game.
FATIGUE	Toggle ON , and players suffer from fatigue from too much running.
PLAYER ATTRIBUTES	EXAGGERATE skills such as running, passing, and shooting.
CATCH-UP LOGIC	Toggle ON to make it easier for the losing team to even the score.

AUDIO OPTIONS

Adjust the volume of game and menu sound effects, music, and in-game commentary.

CONTROLLER OPTIONS

Save a difficulty level and the amount of help you receive from the computer to one of eight controller configurations.

CONTROLLER CONFIGURATION	Cycle the eight configuration settings.
DIFFICULTY LEVEL	Set your computer opponent's overall skill level to Amateur , Professional , or World Class .
SHOT TARGETING	Control shot targeting with the D-Pad or let the computer (CPU) handle the direction of your shots.
SKILL MODE	Perform a variety of skillful moves, using assigned buttons. (See <i>Skill Moves</i> on p. 18.)
AI-ASSISTED HEADERS	Toggle ON and the computer performs headers for you.
AUTOMATIC CROSSES	Toggle ON to perform a cross pass for a player running down the wing with the lob button.
PASSBACK	Toggle ON to control the passing AND receiving player after a pass.
TEAM MANAGEMENT	Select AI ASSISTED to get team management assistance from the computer. (e.g., If you're down in players, the computer adjusts your formation to cover any holes.)

TEAM MANAGEMENT

Team Management Icon



You can select the Team Management icon from most setup screens and set up your team to perform to its maximum potential. (Additional options appear when you select TEAM MANAGEMENT from the Pause menu.)



NOTE: Be sure to save changes before advancing. Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when that tournament is saved.

STARTING LINEUP

Assign starters from your team lineup.

SUBSTITUTE

(Pause menu only) Substitute your reserves into the game.

FORMATION

Set your team formation.



NOTE: You must field 11 players, including the goalie.

STRATEGY

Alter the positioning of the team as a whole.

AGGRESSION

Set the aggression of each player on your team.

KICK TAKERS

Designate players to take corner kicks, penalty kicks, and spot kicks.

POSITIONING

Alter the positioning of individual players on the field.

ATTACKING BIAS

Set the attacking tendency of an individual player.

MAN MARKING

(Pause menu only) Assign specific marking responsibilities.

SAVING AND LOADING GAMES

Following the completion of a match, you can save your League or World Cup progress from the Standings screen and Fixtures screen. If you exit the game mode without saving, you lose all progress made during that gameplay session.



NOTE: Never turn off the Sega Saturn system when loading or saving files.

Save Game Icon



Select the Save Game icon to save a tournament or season in progress. Names for the saved games are assigned automatically.

Load Game Icon



Select the Load Game icon to load a tournament or season in progress.



NOTE: A saved game has its own database. Any team changes you make within a saved game do not affect the settings for another game.

CREDITS

CLIMAX TEAM

PRESIDENT - CLIMAX Karl Jeffery

PRODUCER Scott Sanders

LEAD PROGRAMMER ZZKJ

SENIOR PROGRAMMERS Damian Stones,
Damian Hammond, Tom Pinnock

ADDITIONAL PROGRAMMING

Richard Beavan

LEAD ARTIST Agust Fridriksson

ARTIST Mike Oakley

AUDIO CONVERSION Matt Simmonds

TESTER George Buggins

EA CANADA TEAM

EXECUTIVE PRODUCER

Bruce McMillan

DIRECTOR, PRODUCT DEVELOPMENT

Warren Wall

PRODUCER Marc Aubanel

ASSISTANT PRODUCER David McCarthy

DEVELOPMENT DIRECTOR Dylan Miklashek

PROGRAMMING ARCHITECT Penny Lee

FRANCHISE DEVELOPMENT DIRECTOR

Gaivan Chang

ART DIRECTOR David Adams

FRANCHISE ART LEAD Jackie Ritchie

CORE PRODUCTION Andy Abramovici,

Brent Disbrow, Robert Kaill,

Nick Malaperiman, Heidi Newell,

M. James Schulte, Kerry Whalen,

Nicholas Wlodyka

CORE TEAM LEAD PROGRAMMERS

Desmond Fernando, Brian Plank,

Andrew Routledge, Ted Sylka

CORE TEAM PROGRAMMERS

Jorge Consuegra, Michael Gordon,

Chris Khoo, John Lawrie, Kevin Pickell, Jason

Rupert

CORE TEAM ARTISTS Terry Chui,

Brian Keane, Margaret Livesey, Laura Parr

ADDITIONAL PROGRAMMING Robert Bailey,

Wyatt Cheng, Bartosz Kijanka

ADDITIONAL ART Lasko Konopa, Norie Miura

ANIMATION LEAD Joe MacDonald

ANIMATOR Cory Slavin

ADDITIONAL ANIMATION David Demorest

AUDIO SPECIALISTS Omar Al-Khafaji,
Neil Biggin, Chris Taylor (CT)

CG SUPERVISOR John Rix

CG ARTIST Craig Hui

VIDEO LEAD Tom Raycove

VIDEO ASSISTANT Dwayne Wudrich

ADDITIONAL CG ART Dimension's Edge

PRODUCTION ASSISTANTS Iris Benbassat,
Jennifer Campbell, Catherine Williamson

CO-OP PRODUCTION ASSISTANT

Renton Leversedge

MANAGER, MOTION CAPTURE Evan Hirsch

MOTION CAPTURE SHOOT SUPERVISOR

David Coleman

MOTION CAPTURE Daven Coburn,

Andrea Donnelly, Jj Gonzales,

Demian Gordon, Moses Kaplinsky,

Vince Ng, Peter Saumur, Susan Skerl Cote

MANAGER, 3D TOOLS Paul Lewis

3D TOOLS Bill Craft, Ian Gilliland,

Sean Halliday, Frank Henigman,

Sal Melluso, Scott Swan

MANAGER, LIBRARIES Rick Friesen

LIBRARIES Frank Barchard, Andrew

Brownsword, Shaun Don, James Fairweather,

Tony Lam, Dave Mercier, Curtis Patzer, Patrick

Ratto, Gerry Shaw

LOCALIZATION PRODUCER Louise Read

EUROPEAN LOCALIZATION MANAGER

Dominique Goy

LANGUAGE TESTING COORDINATOR

Matt Eyre

TRANSLATION COORDINATORS

Bianca Normann, Sandra Picaper,

Julio Valladares, Maria Ziino

VOICE TALENT John Motson, Andy Gray,

Desmond Lynam

QA COORDINATOR John Santamaria
QA LEAD Gordon Thornton
QA ASSISTANT LEADS Kyle Seller,
 Mike McCartney
QA TESTERS Randy Deluna,
 Patrick Donaghy, Cristian Isac,
 Rafael Erana, Ali Mehrassa,
 Octavio Izaurralde, Fausto Mazutto,
 Ryan Yewell, David Weller, Mark Peters,
 Carvy Spindler, Edward Chiu
MASTERING Cary Chao, Jeff Hutchinson,
 Peter Petkov
QA DATABASE Randy Parmar, Bob Purewal
QA TECH SUPERVISOR Bill Kim
HARDWARE COMPATABILITY LEAD
 Colin Cox
HARDWARE COMPATABILITY SUPPORT
 Paul Breland, Jason Feser, D'arcy Gog,
 Zech Prinz, Chris Wallace
TECHNICAL ADVISORS Sam Iacobellis,
 Mike Mosher
PRODUCT MARKETING Duncan Magee,
 Margaret Murray, Paula Singleton
PUBLIC RELATIONS Kathy Frazier
DOCUMENTATION Andrea Engstrom
DOCUMENTATION LAYOUT Corinne Mah
PACKAGE ART DIRECTION Nancy Waisanen
PACKAGE DESIGN Studio 3
PACKAGE PHOTOGRAPHY ALLSPORT USA/
 Brian Bahr, All rights reserved
EASM QUALITY ASSURANCE Rico Sablan
SPECIAL THANKS Caroline Ancessi,
 Duncan Backus, Joerg Brand, Hong Chin,
 Min Choi, Marina Crean, Michael de Plater,
 Kiyomi Hisatsugu, Bettina Klos, Kelly Kooner,
 Roy Lassiter, Niclas Nordlander, Wayne Paugh,
 SD Post, Susan Su, Sissel Tangen, Chung Tze
 Yang, Petrina Wallace, Brian Ward
MUSIC CONSULTANT Jonnie Forster at Tuff
 Break Sports & Entertainment

MUSIC CREDITS

BLUR

"Song 2"

Written by Damon Albarn, Steven Alexander
 James, Graham Coxon and David Rowntree
 © 1997 EMI Music Publishing Ltd.
 All Publishing rights for EMI Music Publishing
 Ltd. In the United States and Canada
 Controlled by EMI Blackwood Music Inc.
 All Rights Reserved. Used by Permission.

Performed by Blur
 Recording under License from EMI UK

THE CRYSTAL METHOD

"Keep Hope Alive (There is Hope Mix)"
 Written by Ken Jordan and Scott Kirkland
 © 1995 EMI Virgin Songs, Inc. and Drug
 Money Music
 All Rights controlled and administered by EMI
 Virgin Songs, Inc.
 All Rights Reserved. Used by Permission.
 Performed by The Crystal Method
 Recording under License from EMI Virgin
 Songs, Inc.

"More"

Written by Ken Jordan and Scott Kirkland
 © 1996 EMI Virgin Songs, Inc. and Drug
 Money Music
 All Publishing Rights controlled and adminis-
 tered by EMI Virgin Songs, Inc.
 All Rights Reserved. Used by Permission.
 Performed by The Crystal Method
 © The Crystal Method

"Now Is The Time (Cloud 9 Mix)"

Written by Ken Jordan and Scott Kirkland
 © 1996 EMI Virgin Songs, Inc. and Drug
 Money Music
 All Rights controlled and administered by EMI
 Virgin Songs, Inc.
 All Rights Reserved. Used by Permission.
 Performed by The Crystal Method
 Recording under License from EMI Virgin
 Songs, Inc.

"Busy Child"

Written by Ken Jordan and Scott Kirkland
 © 1997 EMI Virgin Songs, Inc. and Drug
 Money Music
 All Rights controlled and administered by EMI
 Virgin Songs, Inc.
 All Rights Reserved. Used by Permission.
 Performed by The Crystal Method
 Courtesy of Outpost Records
 By Arrangement with Universal Music Special
 Markets

ELECTRIC SKYCHURCH

"Hugga Bear"

Performed by Electric Skychurch
 Written by James Lumb
 Produced by James Lumb for Skychurch Family
 Productions
 © 1997 Skychurch Family Productions
 © 1997 Lumpy Spacetime Music (ASCAP)

Any unauthorized copying, reproduction, rental
 or broadcast of the information contained on
 this Program is a violation of applicable laws.



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (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 software product.

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

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, CA 94403-7578

IF YOU HAVE WARRANTY QUESTIONS, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 572-2352.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 286-5080

Include your fax number. All faxes will be answered by fax.

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

Include your email address. All emails will be answered by email.

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries.

Flag artwork provided under license by Dream Maker Software. © 1996 Dream Maker Software All rights reserved.

Official licensed product of the FIFA World Cup France 98. © The France 98 Emblem and Official Mascot are copyrights and trademarks of ISL. © 1977 FIFA TM. MANUFACTURED UNDER LICENSE BY ELECTRONIC ARTS.

Software and documentation © 1997 Electronic Arts. All rights reserved.

PATENT NUMBERS:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe No. 80244; Canada No. 1,183,276;

Hong Kong No. 88-4302; Singapore No. 88-155; UK No. 1,535,999

Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn is a trademark of SEGA. This game is licensed by Sega for home play on the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1997 SEGA, P.O. Box 8097, Redwood City, CA 94063. Made in Japan and printed in the U.S.A. All rights reserved.

© 1997 Electronic Arts. EA SPORTS, and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Official licensed product of the FIFA World Cup France 98. © The France 98 Emblem and Official Mascot are copyrights and trademarks of ISL. © 1977 FIFA™ MANUFACTURED UNDER LICENSE BY ELECTRONIC ARTS 783005