



PlayStation

PAL

FIFA

ROAD TO WORLD CUP



Manufacturers of Official Licensed Product

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PlayStation™

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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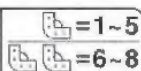
**1 or 2
Players**



**Memory Card
4 blocks**



**Multi Tap Compatible
1~8 Players**



**= 1~5
= 6~8**

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.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



CONTENTS

Starting the Game3

Control Summary4

Main Menu11

Road to World Cup 9813

Set Up the Qualifying Round14

Overview of the Qualification Process17

Tiebreaking Formats17

**World Cup Qualification Zones
And Matchups18**

ZONE 1: Confederación Sudamericana
De Fútbol (CONMEBOL)18

ZONE 2: Oceania Football
Confederation (OFC)19

ZONE 3: Asian Football
Confederation (AFC)20

ZONE 4: Union Of European Football
Association (UEFA)21

ZONE 5: Confederation Of North,
Central American And Caribbean
Association Football (CONCACAF)22

ZONE 6: Confederation Africaine De
Football (CAF)25

Options26

Match Options27

Gameplay Options27

Controller Options27

Team Management28

Customise Squad29

Pausing the game32

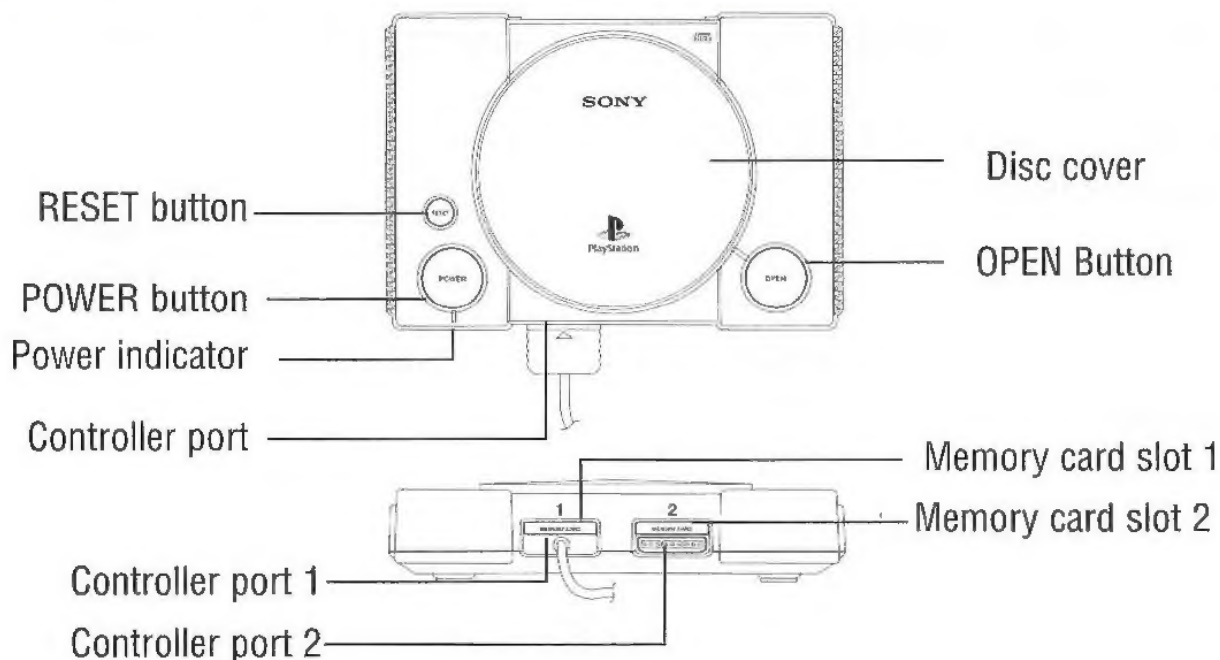
Saving and Loading Games33

Credits34

FOR MORE INFO about this and other titles, check out EA
SPORTS™ on the web at www.easports.com.



STARTING THE GAME



It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there is enough free blocks on your Memory card before commencing play.

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *FIFA: Road to World Cup 98™* disc and close the Disc cover.
3. Insert game controllers and turn on the PlayStation game console.

Note: *FIFA: Road to World Cup 98* supports up to eight human controller players. When using the Multi Tap(s), at least one controller must be connected to port 1-A.

Press the START button to bypass the opening sequence, then press the START button a second time to advance to the Main menu. (See Main Menu)

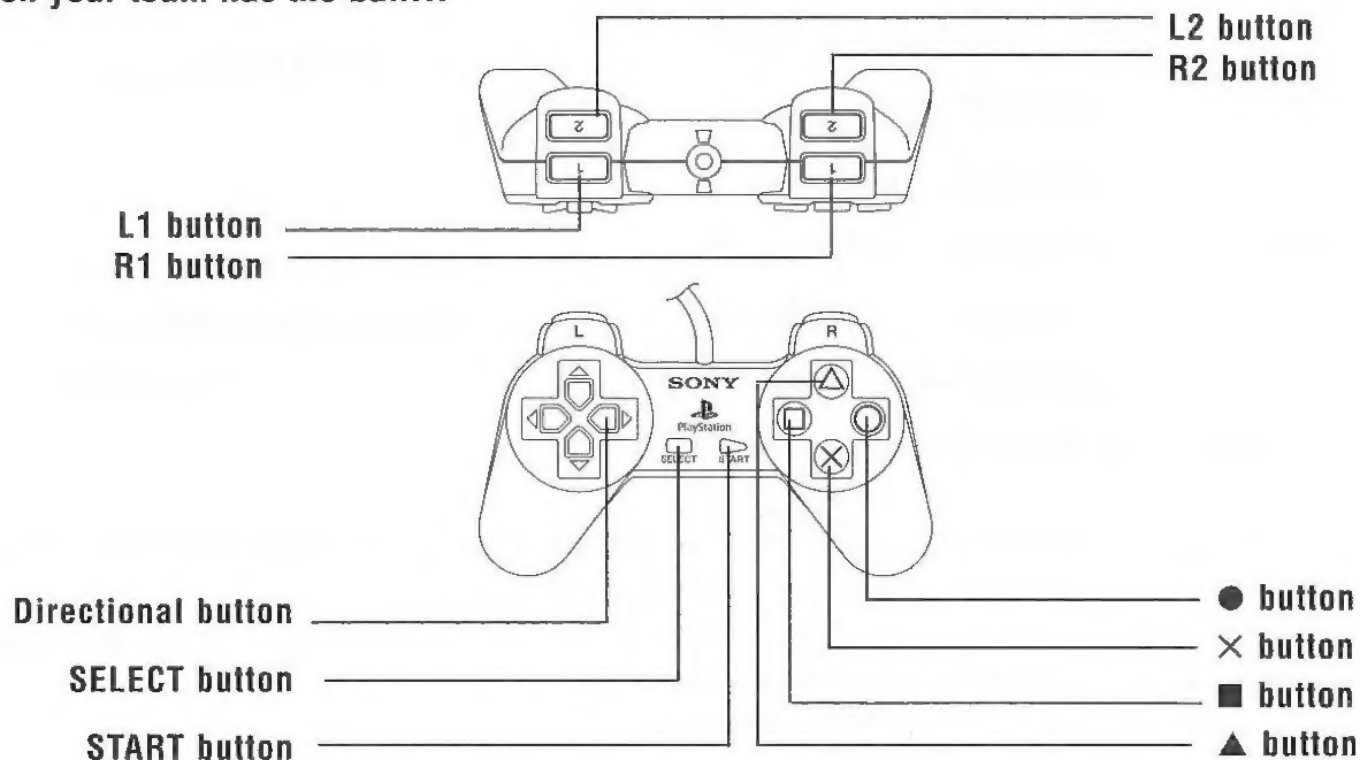


CONTROL SUMMARY

On the road to the World Cup, you have to pull out all the stops. Following is a detailed breakdown of every move you can perform on the pitch.

For menu navigation controls, see *Main Menu*.

When your team has the ball...



Sprint	▲ button
Press/tap	> Burst of speed (Too much sprinting tires players)

Pass	× button
Press	> Pass
Double tap	> Through pass

Lob	■ button
Press	> Lob (to a team-mate)
Tap	> Short lob
Tap & hold	> Flick the ball to yourself
Double tap	> Through lob

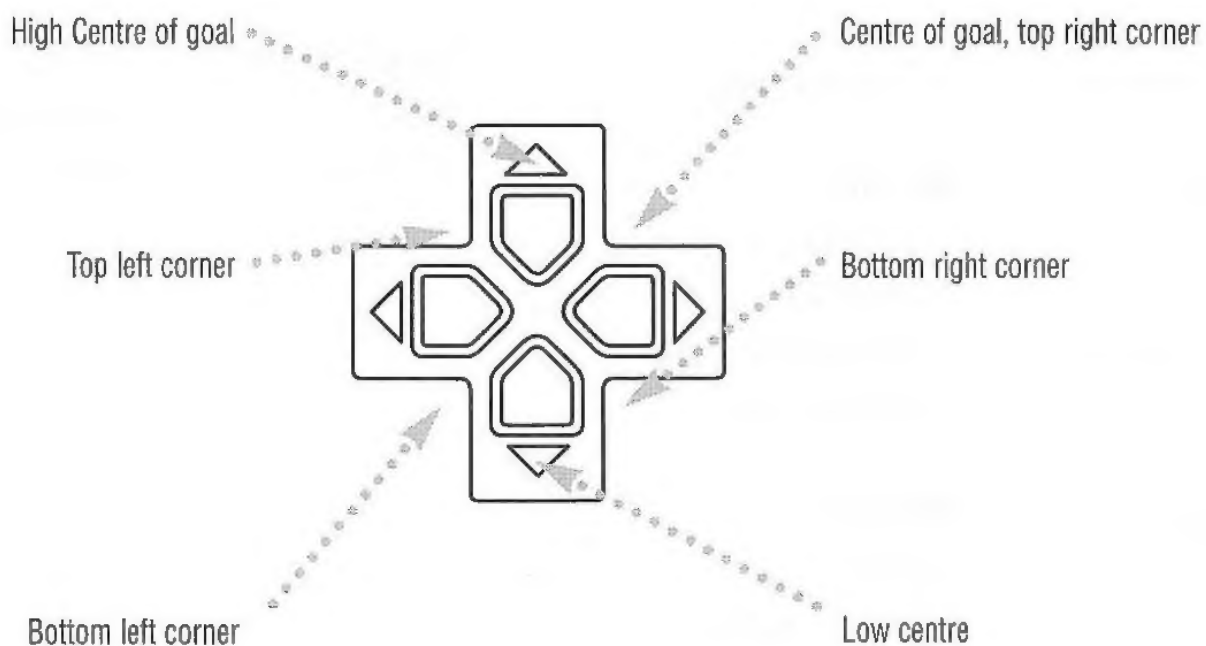
Shoot	● button
Press	> Shoot
Tap	> Quick low shot
Double tap	> Chip shot

Passback	L1 button
Press	> Passback pass
Double tap	> Control receiver (control player without the ball)
Tap again	> Cancel passback mode

Evade Tackle	R1 button
Press	> Jump a slide tackle
Double tap	> Dive

Shot Targeting

Shot targeting is relative to the in-game camera you select. The following diagrams provide a guide to targeting using the Directional button.



Skill Mode R2 / L2

Perform dozens of skilful moves by combining the L2 or R2 buttons with a variety of action buttons (■, ▲, ●, ×).

Example 1: Tap the R2 button for a quick move to the right.

Example 2: Hold the L2 button and press the ▲ button. The player performs a 360° spin to the left. (To spin to the right, hold the R2 button and press the ▲ button.)

When the opposition has the ball...

Slide Tackle

Press

■ button

> Slide tackle

Tackle

Press

● button

> Tackle

Switch Player

Press or tap

× button

> Switch marking player

Sprint

Press or tap

▲ button

> Burst of speed

Aggressive

Press

Double tap

L1 button

> Vicious tackle/lunge

> Hip check or elbow

When the keeper has the ball ...

Throw

Press

Double tap

× or ■ buttons

> Throw to a team-mate

> Through pass

Drop the Ball

Press

R1 button

> Drop to keeper's feet (keeper functions as outfield player)

Drop Kick

Press

● button

> Drop kick to team-mate

When the ball is in mid-air...

For aerial balls, activate the moves as early as possible to gain advantage.

Header

■ button

× button

● button

(Hold)

> Header lob

> Headed pass

> Headed shot on goal

Volley

■ button

× button

● button

(Tap and hold)

> High volley

> Volleyed pass

> Volleyed shot

Aggressive

Press

Double tap

L1 button

> Slide tackle/lunge

> Hip check, elbow or push

In Dead Ball Situations...

Free Kicks, Corner Kicks and Goal Kicks

- Defaults to Normal mode. To cycle Normal/Receiver/Target mode, press the **R1** button.
- Use the **L2** button and the **R2** button to put curl on your kicks.
- Hold the **■** button, the **×** button, or the **●** button to build strength for your kick.

Normal mode

Directional button	> Set the height (UP/DOWN) and direction (LEFT/RIGHT)
■ , × or ● buttons	> Kick

Receiver mode

× button	> Switch receiving players
■ / ● buttons	> Kick

Target mode

Directional button	> Move target
■ button	> Lob
× button	> Pass
● button	> Cross/clear to target

Throw In

- Defaults to Receiver mode. To cycle Receiver/Normal/Target mode, press the **R1** button.

Receiver mode

× button	> Switch receiving players
■ button	> High throw
● button	> Low throw
L1 button	> Passback throw

Normal mode

Directional button	Select height and direction
■, × or ● buttons	> Throw in

Target mode

Directional button	> Move target
■ button	> High throw
×/● buttons	> Low throw

Penalty Kick

Shot Taker: To switch shot takers, press × button. Direct the shot with the Directional button, then press ● button to kick.

Keeper: To move the keeper along the goal line, press the Directional button; to attempt a save, press the ■ button, the × button or the ● button.

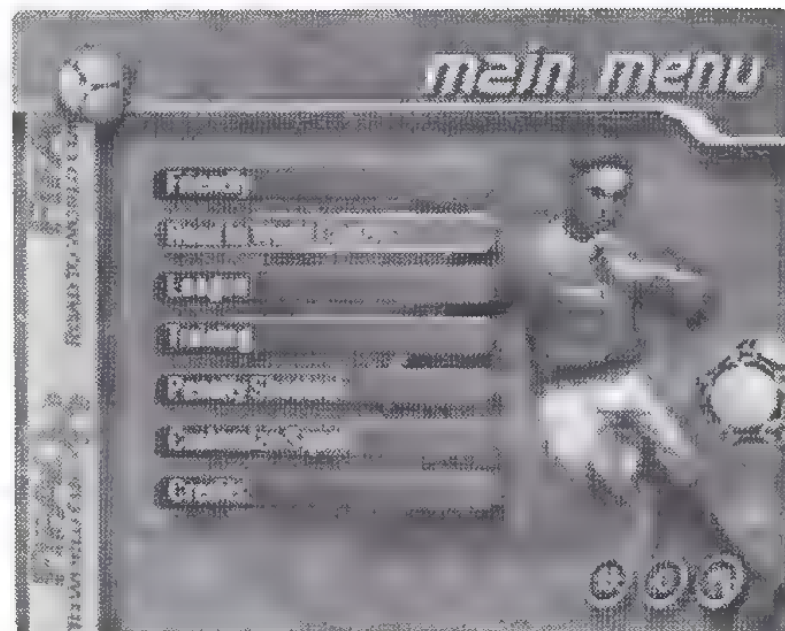
Note: You can perform your own sound effects after scoring or conceding a goal: press the × button, the ● button, the ▲ button and the ■ button.

MAIN MENU

The Main menu is where it all begins.

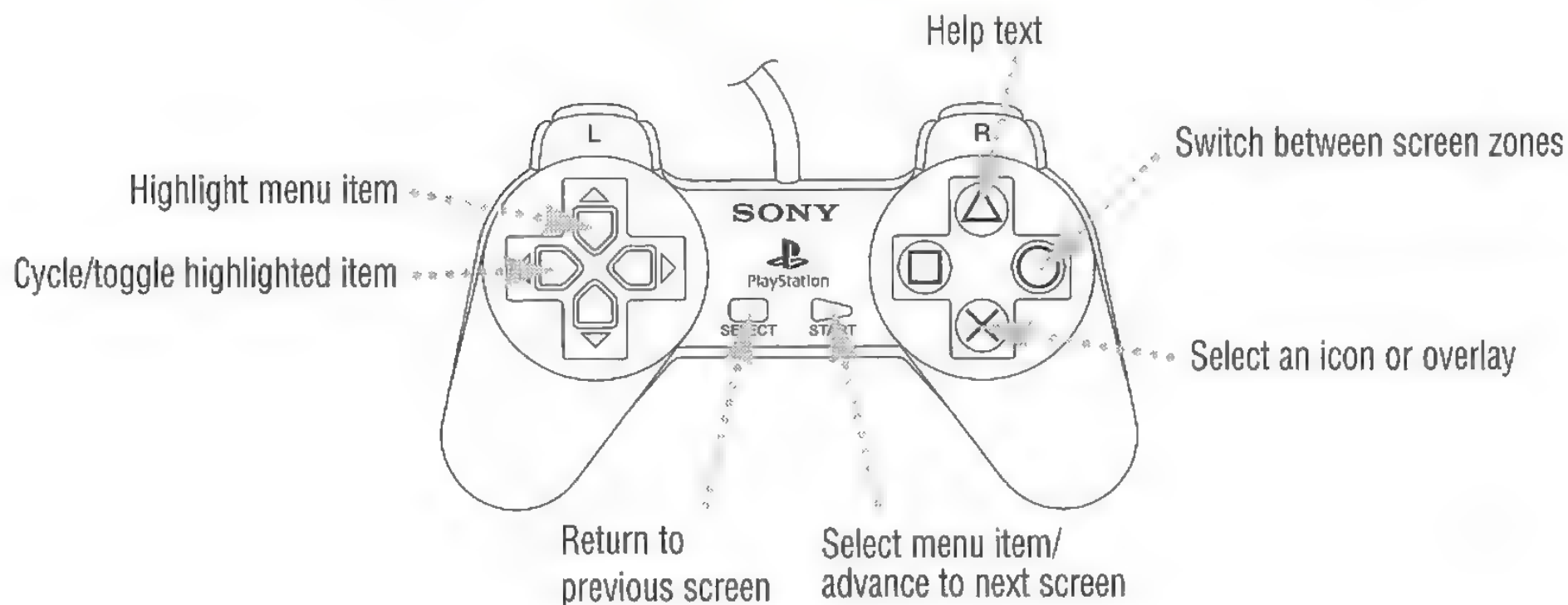
Menu screens are divided into sections.

To cycle sections, press ●.



To highlight a menu item, Directional button UP/DOWN, then press the **START** button or X to advance to the next screen.

To activate button icons, press ●, then press X to select.



FRIENDLY	Play a match between two teams of your choice without affecting tournament or league standings.
ROAD TO WORLD CUP 98	Take a team from the first qualification match to the World Cup championship. (See <i>The Road to the World Cup</i> .)
LEAGUE	Take up to eight teams 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 fixtures and simulate matches.
TRAINING	Practice your gameplay skills. Select a team and run through a number of offensive or defensive drills.
PENALTY SHOOTOUT	Each team takes five penalty kicks. If tied after five kicks, teams shoot single-shot rounds until one team scores and the other team doesn't.
CUSTOMISE SQUAD	Edit team and player attributes or perform club and national team transfers. (See <i>Customise Squad</i> .)
CREDITS	View complete <i>FIFA: Road to World Cup 98</i> credits.
TEAM MANAGEMENT	Set team rosters, tactics, formation, and positioning. (See <i>Team Management</i> .)
OPTIONS	Set Default Options. (See <i>Options</i> .)
LOAD GAME	Load one of up to four saved games. (See <i>Saving and Loading Games</i> .)

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

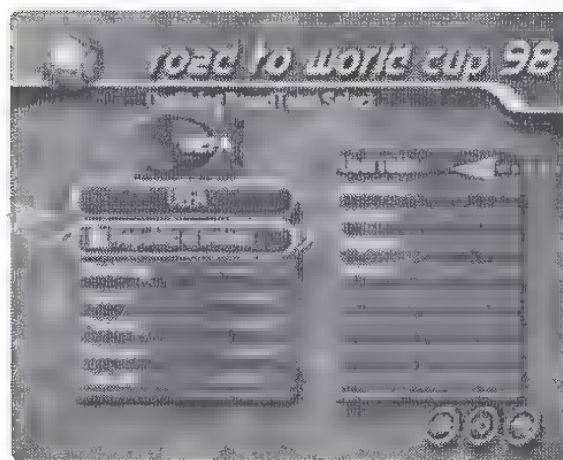
ROAD TO WORLD CUP 98

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 complete the Qualifying Round successfully, you advance to the First Round. 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 you 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.

Team Select

Directional button UP/DOWN to
toggle between team/zone



Directional button LEFT/RIGHT
to cycle 6 available zones and
172 teams. Press X button to
select/deselect a team to
control. Press the **START**
button to continue.

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.

Geographical Zones

For information specific to each zone, see *Zones and Matchups*.

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

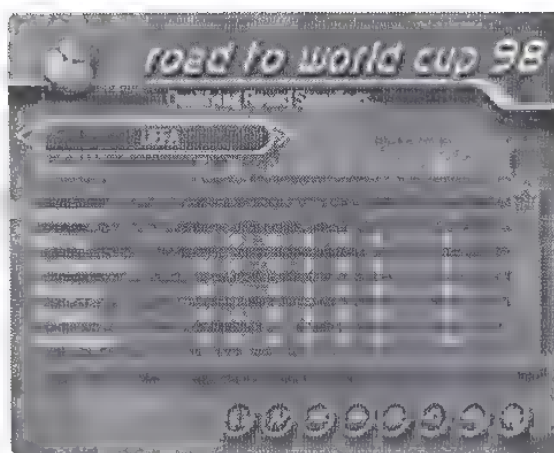
Standings

- button to activate menu

Your teams are highlighted yellow.

- button a second time to activate Button icons

View Team Leaders/Overall Leaders/Zone Leaders

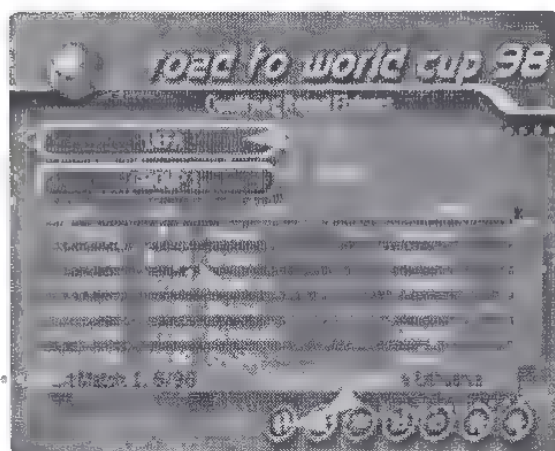


Any team changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved. Move players from reserve list to national team (not available in First Round and Final Round)

Fixtures

Zone schedule

Next match

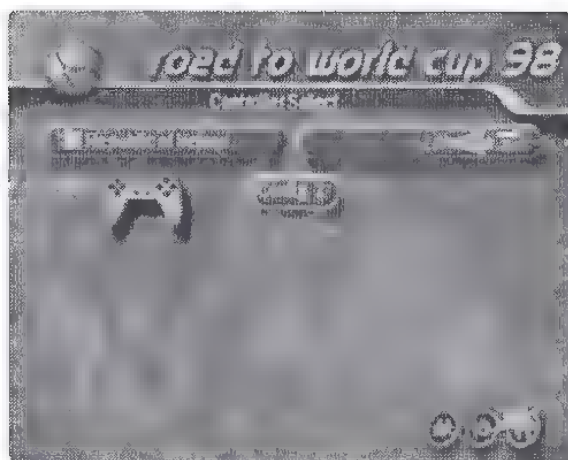


Scroll Zone schedules

View team standings

Simulate Game (not available in First Round and Final Round).

Controller Select



Directional button LEFT/RIGHT
to move the controller beneath
the team you want to control.

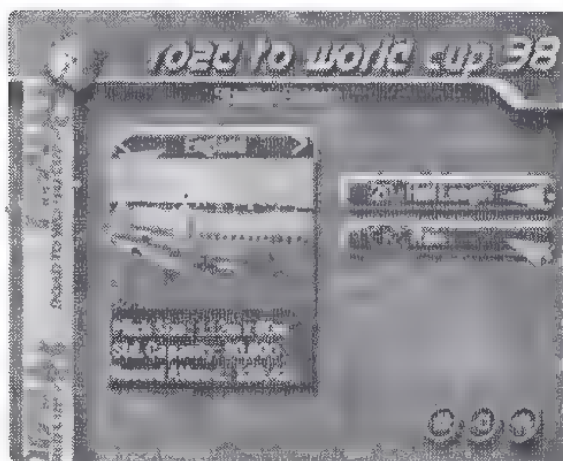
Directional Button UP/DOWN
to cycle Controller
Configurations

- Select the Options icon, then
Controller Options to set
controller configs.

Stadium Select

Select a stadium

Directional button UP/DOWN to
highlight selection



Half length

Weather conditions

Directional button LEFT/RIGHT to
cycle options

Overview of the Qualification Process

Read on for an overview of the new qualification process for the 1998 World Cup Final in the Stade de France.

Guidelines

- Three rounds to the World Cup Final: Qualifying, First Round, 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* 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. 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.

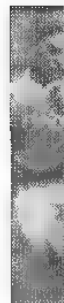
Tiebreaking Formats

Three formats are used to determine a winner in the case of a tie.

Round Robin Tournament: If teams have the same point total:

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

Home-and-Away Series: If teams share the same number of aggregate goals:



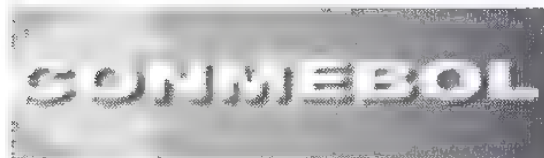
- a) Goals scored while designated the “away” team.
- b) Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- c) Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn’t in the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

Single Game Elimination: If teams are tied at the end of regulation time:

- a) Result of Extra Time.
- b) Penalty Kicks.

WORLD CUP QUALIFICATION ZONES AND MATCHUPS

To follow is a complete description of the qualification procedures for each of the six geographical zones: CONMEBAL, OFC, AFC, UEFA, CONCACAF, and CAF.

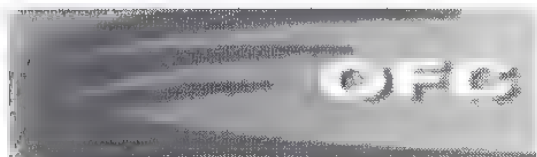


ZONE 1: Confederación Sudamericana De Fútbol (CONMEBOL)

10 Nations enter; 4 teams advance + Brazil

- One group of nine teams play a double Round Robin schedule.
- The top four teams + Brazil qualify for the World Cup. If you control Brazil, another (random) team from this zone receives a bye.

Tiebreaker: Round Robin



ZONE 2: Oceania Football Confederation (OFC)

10 Nations enter; 1 team or no teams advance

OFC ROUND 1

- If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play them at the start of Round 3.
- Melanesian Group and Polynesian Group both play Round Robin schedules.
- The winner of the Melanesian group advances to Round 3.

Tiebreaker: Round Robin

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.

Tiebreaker: Single Game Elimination

OFC ROUND 3

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

Tiebreaker: Round Robin

OFC ROUND 4

- Group 1 winner plays Group 2 winner in a home-and-away series.

Tiebreaker: Home-and-Away

OFC ROUND 5

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

Tiebreaker: Home-and-Away



ZONE 3: Asian Football Confederation (AFC)

36 Nations enter; 3 or 4 teams advance

AFC ROUND 1

- Ten groups of three/four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

Tiebreaker: Round Robin

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.

Tiebreaker: Round Robin

AFC ROUND 3

- The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.

Tiebreaker: Single Game Elimination

- Two Round 2 losers compete in a third place play-off. The winner qualifies for the World Cup.

Tiebreaker: Single Game Elimination

AFC ROUND 4

- The team that loses the third place play-off plays the winner of OFC (Zone 2) in a Home-and-Away series. This is evident in the OFC Round 5.

Tiebreaker: Home-and-Away



ZONE 4: Union Of European Football Association (UEFA)

50 Nations enter; 14 teams advance + France

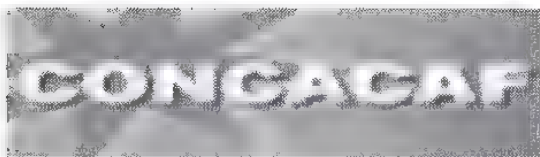
- Nine groups of five/six teams each play a double Round Robin schedule. The nine group winners and the best runner-up advance.

Tiebreaker: Round Robin

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

Tiebreaker: Home-and-Away

- If you control France, another (random) team from this zone receives a bye.



ZONE 5: Confederation Of North, Central American And Caribbean Association Football (CONCACAF)

30 Nations enter; 3 teams advance

Exemptions

If you control a team exempt from any round(s), you play that team at the start of the following round. (i.e., If you control the United States, it becomes available at the start of the Semi-final Round.)

- Round 1: Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad/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-Away series. Winners advance to Round 2.

Aruba vs. Dominican Republic

Bahamas vs. St. Kitts and Nevis

Guyana vs. Grenada

Dominica vs. Antigua

Tiebreaker: Home-and-Away

CONCACAF ROUND 2

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

Surinam vs. Jamaica

Bermuda vs. Trinidad and Tobago

Cayman Islands vs. Cuba

Puerto Rico vs. St. Vincent

Bahamas-St. Kitts winner vs. St. Lucia

Dominica-Antigua winner vs. Barbados

Guyana-Grenada winner vs. Haiti

*Aruba-Dominican Republic winner vs.
Netherlands Antilles*

Tiebreaker: Home-and-Away

CONCACAF ROUND 3

- The remaining Caribbean Group teams play a Home-and-Away series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semi-finals.
- The following Central American Group teams play a Home-and-Away series. Winners advance to the Semi-finals:

Nicaragua vs. Guatemala

Belize vs. Panama

Tiebreaker: Home-and-Away

CONCACAF SEMI-FINAL 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

United States

Costa Rica

Guatemala-Nicaragua winner

Caribbean Round 3 qualifier

GROUP 2

Canada

El Salvador

Belize-Panama winner

Caribbean Round 3 qualifier

GROUP 3

Mexico

Honduras

Caribbean Round 3 qualifier

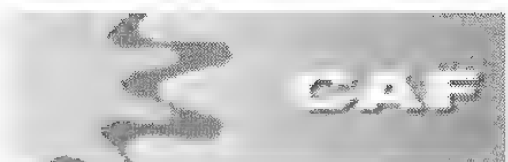
Caribbean Round 3 qualifier

Tiebreaker: Round Robin

CONCACAF FINAL ROUND

- Six teams play double Round Robin schedule.
- Top three teams advance to World Cup.

Tiebreaker: Round Robin



ZONE 6: Confederation Africaine De Football (CAF)

36 Nations entered; 5 teams advance

Exemptions

If you control any Round 1 bye teams, you play them at the start of Round 2.

- Round 1: Cameroon, Egypt, Morocco and Nigeria

CAF ROUND 1

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

Togo vs. Senegal

Tanzania vs. Ghana

Sudan vs. Zambia

Rwanda vs. Tunisia

Swaziland vs. Gabon

Guinea-Bissau vs. Guinea

Uganda vs. Angola

Mauritius vs. DR Congo

Madagascar vs. Zimbabwe

Mauritania vs. Burkina Faso

Namibia vs. Mozambique

Congo vs. Ivory Coast

Burundi vs. Sierra Leone

Kenya vs. Algeria

Malawi vs. South Africa

Gambia vs. Liberia

Tiebreaker: Home-and-Away

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.

Tiebreaker: Round Robin

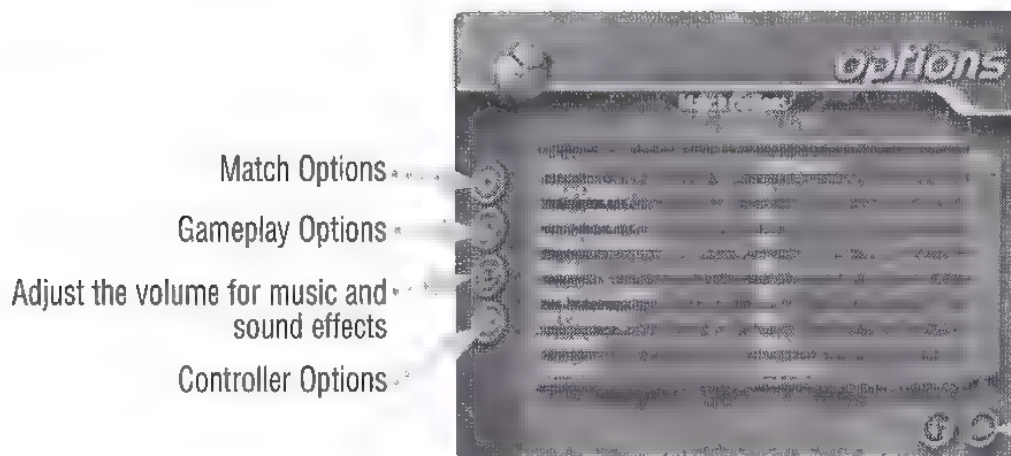


OPTIONS



Options Icon

You can select the Options icon from most setup screens. Use the numerous options to customise your game. Below is a description of some of the new and more complex options available in RTWC.



Save your changes as the default options with the Save Options icon.

To temporarily save changes, press the **START** button (to cancel them, press the **SELECT** button).

MATCH OPTIONS

VISUAL INDICATORS

Toggle the passback indicators and crosshairs ON/OFF.

RADAR

Use a scaled down model in the corner of your screen to view player positioning over the entire pitch at any point in the match.

KIT CLASHING

Obtain a supplemental kit (uniform) for one team if competing teams have similar colours. The home team has priority on retaining its original kit.

GAMEPLAY OPTIONS

REFEREE STRICTNESS

Determine how strictly the referee calls the match.

FATIGUE

Players fatigue from too much running when ON.

PLAYER ATTRIBUTES

Exaggerate skills such as running, passing, and shooting.

CATCH-UP LOGIC

Make it easier for the losing team to even the score.

AUDIO OPTIONS

This menu allows you to toggle ON/OFF, and set the volume of the music, commentary, SFX and Menu SFX.

CONTROLLER OPTIONS

CONFIG.

Customise up to 8 user-configured setups. Select customised configs from the Controller Select screen.

DIFFICULTY LEVEL

Set your computer opponent's overall skill level.

SHOT TARGETING	Control shot targeting with the Directional button, or let the computer handle the direction of your shots.
SKILL MODE	Perform a variety of skilful moves, using assigned buttons. (See <i>Skill Mode</i>)
AI-ASSISTED HEADERS	Toggle ON and the computer performs headers for you.
AUTOMATIC CROSSES	Perform a cross for a player running down the wing, using the lob button when ON.
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. (i.e., If you're down in points, the computer adjusts your formation to cover any holes.)

TEAM MANAGEMENT

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 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) 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) Assign specific marking responsibilities.

CUSTOMISE SQUAD

Utilise the game's customising functions to edit team and player attributes or perform club and national team transfers.

Press the **START** button to exit any Customise Squad screen. Be sure to save changes before advancing.

Player Attribute Abbreviations

Acl: Acceleration

Rct: Reaction

Agl: Agility

Spw: Shot power

Atb: Attack bias

Sac: Shot accuracy

Awr: Awareness

Spd: Speed

Bct: Ball control

Tac: Tackles

Cre: Creativity

Agg: Aggression

Fit: Fitness

Pbs: Pass bias

Hac: Header accuracy

Sbs: Shot bias

Pac: Passing accuracy

INTERNATIONAL SELECTION Bring reserve players onto national teams or drop members to the reserves (Qualifying Round only). National squads number between 11 and 25 players. To view player attributes, press ● button to activate the roster, then Directional Button Left/Right.

To transfer a player between the reserves and team roster:

1. Press ● button to activate the roster. Highlight the player's name, then press × button to select.
2. MAKE TRANSFER? Press × to confirm. The player's name transfers from one roster to the other.

CLUB TRANSFERS

Transfer players to and from any club team. Keep in mind, club squads must number between 11 and 20 players. Perform club transfers in the same manner as International Selection transfers.

Team bankroll may not fall under £1K

Directional button UP/DOWN to highlight club/team

Directional button LEFT/RIGHT to cycle



Player Value

● button to access team rosters.

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

PLAYER EDIT

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 another.

Directional button UP/DOWN to highlight items within a section

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

Directional button LEFT/RIGHT to cycle attributes

Cancel Changes

Save Changes



● button to cycle screen sections. The X button to alter a player's name (Directional button UP/DOWN to cycle letters/numbers).

Player Value

● button to access team rosters.

Reset Player

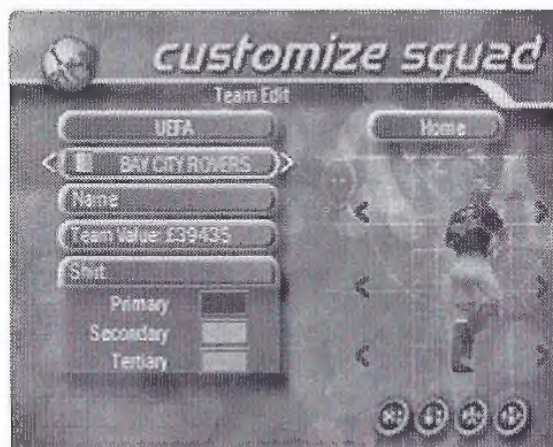
Reset all changes

TEAM EDIT

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

Directional button UP/DOWN to scroll through every item (except icons)

When arrows appear, Directional button LEFT/RIGHT to cycle options

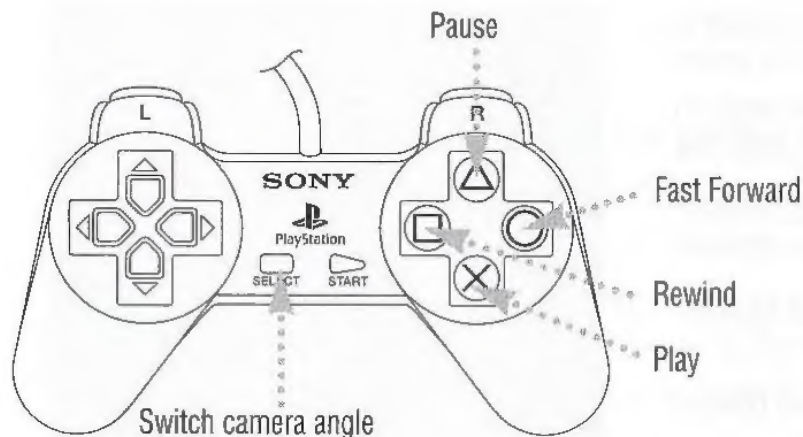


X button to alter a team name (Directional button UP/DOWN to cycle letters/numbers).
Reset Team

PAUSING THE GAME

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

To pause the game, press the **START** button. A Pause menu overlay appears.



RESUME MATCH

INSTANT REPLAY

CAMERA

CONTROLLER SELECT

CONTROLLER OPTIONS

TEAM MANAGEMENT

OPTIONS

MATCH STATISTICS

Return to the match.

Replay a questionable call or relish a great play.

Select one of eight camera angles.

Alter your original controller setup.

Alter controller configurations.

See *Team Management*

See *Options*.

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

SCORE SUMMARY

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

FOUL SUMMARY

Check bookings for both teams.

RESTART MATCH

Restart the match from the initial Kick Off.

QUIT MATCH

End the match.

QUIT WORLD CUP/

QUIT LEAGUE

Exit the entire game mode and return to the Main menu.

SAVING AND LOADING GAMES

Following 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 insert or remove a memory card when loading or saving files. To ensure saved games remain intact, keep your memory card in slot 1 the entire time *FIFA: Road to World Cup 98* is running.



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



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

Note: A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and do not alter the original settings; likewise, changes made to settings outside the saved game do not alter the saved game's settings.