

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 monitor, 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

| | | | |
|--|----|-------------------------------|----|
| COMMAND REFERENCE | 3 | TRAINING | 17 |
| Basic In-Game Controls..... | 3 | PENALTY SHOOTOUT | 17 |
| When Your Team Has The Ball..... | 4 | INSTANT REPLAY | 17 |
| When The Opposition Has The Ball..... | 5 | HIGHLIGHTS..... | 18 |
| When The Ball Is In The Air | 5 | TEAM MANAGEMENT | 18 |
| When The Keeper Has The ball | 5 | Formation | 19 |
| In Dead Ball Situations..... | 6 | Positioning | 19 |
| Celebrations..... | 6 | Starting Lineup | 20 |
| SETTING UP THE GAME..... | 6 | Attacking Bias | 20 |
| Main Menu | 6 | Strategy..... | 21 |
| OPTIONS | 7 | Kick Takers | 21 |
| AV Options | 7 | Aggression | 22 |
| Match Options | 7 | CUSTOMISE SQUAD..... | 23 |
| Controller Options | 7 | International Selection | 24 |
| Gameplay Options | 7 | Club Transfers | 24 |
| MATCH SELECT | 8 | PLAYING BY MODEM | |
| Playing A Friendly Match | 8 | AND NETWORK | 25 |
| FIFA: Road to World Cup 98 | 8 | Modem Play | 25 |
| Overview of the Qualification Process | 8 | Network Play | 26 |
| ZONES & MATCHUPS | 10 | SAVING AND LOADING GAMES ... | 27 |
| World Cup Qualification Zone 1 | 10 | CREDITS..... | 28 |
| Confederación Sudamericana de Fútbol conmebol | | | |
| World Cup Qualification Zone 2 Oceania Football | | | |
| Confederation (OFC)..... | 10 | | |
| World Cup Qualification Zone 3 Asian Football | | | |
| Confederation (AFC)..... | 12 | | |
| World Cup Qualification Zone 4 Union of European | | | |
| FootballAssociation (UEFA)..... | 13 | | |
| World Cup Qualification Zone 5 | 14 | | |
| Confederation of North, Central American and | | | |
| Caribbean Association Football (CONCACAF) ... | 14 | | |
| World Cup Qualification Zone 6 Confederation | | | |
| Africaine de Football (CAF) | 16 | | |
| LEAGUE PLAY | 17 | | |



COMMAND REFERENCE

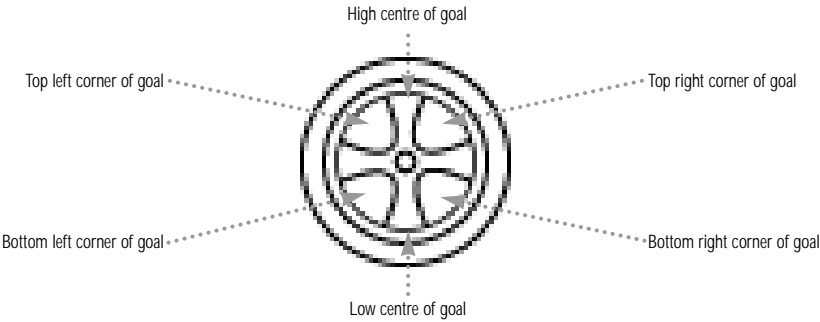


| Basic In-Game Controls | | | | | |
|--------------------------------------|--------|-------------|---------|--------------------|--------|
| Action | Grip | Gamepad Pro | Gamepad | Keyboard | Joypad |
| Run | D-Pad | D-Pad | D-Pad | UP/DOWN LEFT/RIGHT | D-Pad |
| Pass | B | Yellow | Yellow | S | 1 |
| Shoot | C | Green | Green | D | 2 |
| Lob | A | Red | Red | A | |
| Tackle | C | Green | Green | D | 1 |
| Slide tackle | A | Red | Red | A | |
| Sprint | Y | Blue | Blue | W | |
| Skill moves (with another button) | L or R | L2 or R2 | | Control or ALT | |

Note: The following command summaries describe a Grip-type controller. If you are using a keyboard or a different peripheral, apply the physical input (e.g. Tap, Double Tap) to the corresponding key or button to perform the desired action. If you are using keyboard, the GRIP buttons X, Y and Z are replaced by the keys Q, W and E respectively.

Shot Targeting

Target your shot with the D-Pad.



When Your Team Has The Ball

| | |
|--------------------------|---|
| Lob (A) | press = lob double tap = flick the ball up to yourself tap and hold = through lob |
| Pass back (X) | press = pass back pass double tap = control receiver tap again = cancel control of a team-mate without the ball |
| Pass (B) | press = pass double tap = through pass |
| Sprint (Y) | tap repeatedly = burst of speed (too much sprinting tires players) |
| Shoot (C) | press = shoot tap = quick low shot double tap = chip shot |
| Evade Tackle (Z) | press = jump a slide tackle double tap = dive when tackled |

One-on-One Moves (Left & Right Shift)

Skill mode enables a set of attacking moves using **L** (for a move to the left) or **R** (for a move to the right).

Example #1: Tap **R** for a quick move to the right.

Example #2: Hold **L** and press **Y**. The player executes a 360 spin move to the left. (To spin to the right, hold **R** and press **Y**.)

Hint: There are DOZENS of other moves in *FIFA RTWC 98*. To execute these moves, press the other buttons while HOLDING **L** or **R**.



When The Opposition Has The Ball...

| | |
|--------------------|--------------------------------------|
| Slide Tackle (A) | press = aggressive slide tackle |
| Tackle (C) | press = full stretch tackle |
| Switch Player (B) | press or tap = switch marking player |
| Sprint (Y) | tap repeatedly = burst of speed |
| Aggressive (X) | press = Vicious tackle/lunge |



When The Ball Is In The Air

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

| | |
|-----------------------------|---|
| <u>Header/</u> (A, B or C) | hold A = <i>header to a team-mate</i> hold B = <i>headed pass</i> hold C = <i>powerful header/headed shot on goal</i> |
| <u>Volley</u> (A, B or C) | tap and hold A = <i>high volley</i> tap and hold B = <i>volleyed pass</i> tap and hold C = <i>volleyed shot</i> |
| Aggressive Positioning (X) | <i>press = slide tackle</i> |

When The Keeper Has The Ball ...

| | |
|---|---|
| Throw (A or B) | <i>press = throw ball</i> <i>double tap = through pass throw</i> |
| Goal/Drop Kick (C) Drop the Ball (Z) | <i>press = goal/drop kick</i> <i>press = drop ball to keeper's feet</i> (Keeper then functions as an outfield player in possession of the ball) |



In Dead Ball Situations...

| | |
|--|---|
| Free Kicks, Corner Kicks and Goal Kicks | Use the D-Pad to set the height (up/down) and direction (left/right) of your kick. Use L and R to put curl on your kicks The strength of your kick is determined by how long you hold the button |
| Switching Modes (Z) | Toggle from normal mode to receiver or target mode by pressing Z. In receiver mode, switch receiving players prior to moving the ball by pressing B. In target mode the ball is directed to the target with the D-Pad. |
| Throw In: | Player defaults to receiver mode B = switch receiving players, A = high throw, C = low throw. Press Z to switch to normal or target mode in normal mode A, B or C = throw. D-Pad = move target in target mode, then A = high throw, B or C = low throw |
| Penalty Kick | |
| Shot Taker: | Press C while directing the shot with the D-Pad. Change to another shot taker with B. |
| Keeper: | Move the keeper along the goal line and choose save direction with the D-Pad, pressing A, B or C to attempt a save. |

Celebrations

User Controlled Sound Effects After Scoring or Conceding a Goal (A,B,C,Y)

SETTING UP THE GAME

Main Menu

Click mouse to change menu items

Use the Main menu to get it all going.



Action

Highlight menu item
Cycle/toggle highlighted item
Activate highlighted command button
Return to previous screen
Advance to next screen

Mouse

Move Mouse
Left-click
Left-click
Click ✕ (Back) button
Click ✓ (Accept) button



EA TIP These controls are used in all menus in *FIFA Road To World Cup 98*, so learn 'em here and use them everywhere.

| | |
|------------------------|--|
| MATCH SELECT | Choose the type of match you wish to play. |
| MODEM/NETWORK | Connect with up to 8 players by Modem or 20 by Network. |
| LOAD GAME | Load a saved game. |
| OPTIONS | Set Default Options. |
| TEAM MANAGEMENT | Set team strategies, tactics, formation, and positioning. |
| CUSTOMISE SQUAD | Edit team and player attributes or perform club and national team transfers. |
| HIGHLIGHTS | View a saved highlight. |
| CREDITS | View game Credits. |
| QUIT RTWC 98 | Exit the game. |

OPTIONS

Use the four options screens to customise your game, saving your changes as the default options to your hard drive with the 'save options' icon. You can also temporarily save option changes by selecting ✓ or cancel all your changes by selecting ✕. Some of the available options are listed below:

Match Options

VISUAL INDICATORS
RADAR
KIT CLASHING

A/V Options

MUSIC VOLUME
COMMENTARY VOLUME
GAMES FX VOLUME

Gameplay Options

REFEREE STRICTNESS
FATIGUE
PLAYER ATTRIBUTES
CATCH-UP LOGIC

Controller Options

CONFIGURATION
DIFFICULTY LEVEL
SHOT TARGETING
SKILL MODE
AI-ASSISTED HEADERS
AUTOMATIC CROSSES
PASSBACK
TEAM MANAGEMENT



MATCH SELECT

Playing A Friendly Match

A friendly match is a single match between two teams of your choice.

- Friendly matches are accessed through the Match Select option in the Main Menu.
- Before playing your match, you will be able to select your teams and controllers, determine the stadium to play in and adjust other gameplay options.

FIFA: Road to World Cup 98

FIFA: Road to World Cup 98 consists of a qualifying round, first round and final round tournament.

- RTWC matches are accessed through the Match Select Option in the Main Menu.
- Before beginning a *FIFA: Road to World Cup 98* tournament, you will be able to select up to 32 teams, except for the Final Round, where you may select up to 16 teams.
- Before playing each tournament match, you may view tournament standings and fixtures and even simulate matches.

Overview of the Qualification Process



Guidelines

- There are three rounds to the World Cup Final: Qualifying, First Round, Final Round.
- You begin the game with only the Qualifying Round available. You must complete this round successfully in order to advance to the First Round of the World Cup.
- Once you have qualified for the First Round, provided you save your progress, you may restart the game at any time, select any national team and bypass Qualification Mode completely.



- Once you advance through the First Round to the Final Round you may restart the game at any time, select any national team and bypass First Round play completely.
- 172 teams in 6 Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round.
- The qualification process for each Zone is unique. See *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 Qualification Round and begin play in the First Round. However, a user may enter one of these teams in the Qualifying process.
- Some teams receive byes in their Zone's Qualifying Round. If a player controls one of these teams, the team automatically advances to the appropriate sub-round within that zone.

Tiebreaking Formats

There are three formats used to determine a winner in the case of a Qualification Round tie. Each Zone uses one or more formats to determine winners in tied games.

1. **Round Robin Tournament:** At the end of a Round, if two or more teams have the same point total, a winner is determined by the following criteria in order:
 - a) Goal difference (goals for - goals against = goal difference). Should the difference be equal, the winner is the team which has scored the most goals.
 - b) If the teams are still tied, the number of goals scored in direct encounters determine the winner.
 - c) If the teams are still tied, the user's team is declared the winner. If more than one user team is tied, officials draw lots to determine the winner.
2. **Home and Away Series:** A Home and Away Series Winner is determined by total aggregate goals. Should two teams share the same number of aggregate goals, a winner is determined by the following criteria in order:
 - 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.
3. **Single Game Elimination Format:** If two teams are tied at the end of Regulation Time, the winner is determined by the following criteria in order:
 - a) Result of Extra Time: Teams play two 15-minute, sudden-death halves.
 - b) Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team misses.



ZONES & MATCHUPS

World Cup Qualification Zone 1

Confederación Sudamericana de Fútbol (Conmebol)

10 Nations entered; (4 teams advance, plus Brazil)

- 1 Group of 9 teams will play a double round robin schedule. Thus, each team plays 16 matches, for a total of 72 matches.
- The top 4 teams will qualify for the World Cup as will Brazil, which will receive a Bye for Qualification Mode.
- The exception to this is that if Brazil is selected as a user controlled team, another (random) team from this zone must be given a Bye for sake of consistency.

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total. Placement is determined by the Round Robin-style tiebreaker format.

Teams

| | |
|---|-----------|
| Brazil (available, but defaulted as a Bye from this zone) | Colombia |
| Ecuador | Argentina |
| Paraguay | Uruguay |
| Bolivia | Chile |
| Peru | Venezuela |

World Cup Qualification Zone 2

Oceania Football Confederation (OFC):

10 Nations entered; (1 team or no teams advance)

- Australia, Fiji, New Zealand and Tahiti are exempt from the first and Second rounds.

Teams

| Melanesian Group | Polynesian Group | First & Second Round Bye Teams |
|------------------|------------------|--------------------------------|
| Papua New Guinea | Western Samoa | Tahiti |
| Solomon Islands | Cook islands | Australia |
| Vanuatu | Tonga | New Zealand Fiji |



First Round

- Melanesian Group plays a round robin schedule, as does the Polynesian Group.
- The winner of the Melanesian group will advance to the Third round.
- Should any of the First and Second Rounds Bye teams be selected as user controlled, they will be inactive until the beginning of the Third Round.

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total. Placement is determined by the Round Robin-style tiebreaker format.

Second Round

- The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match with the winner advancing to the Third round.

Tiebreaker: If these teams are tied at the end of regulation time, placement is determined by the Single Game Elimination tiebreaker format.

Third Round

- 2 groups of 3 teams each play a double round robin, with the winner from each group advancing to Round 4.

| Group 1 | Group 2 |
|---|-------------------------|
| Australia | New Zealand |
| Tahiti | Fiji |
| Winner of the Polynesian Group winner/Melanesian runner-up | Melanesian Group winner |

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total. Placement is determined by the Round Robin-style tiebreaker format.

Fourth Round

- Group 1 winner plays Group 2 winner in a Home and Away series.

Tiebreaker: If these 2 teams split their series, placement is determined by the Home-and-Away style tiebreaker format.

Fifth Round

- Winner plays a Home and Away series vs. the 4th place team in the AFC (Zone 3) with the winner qualifying for the World Cup.

Tiebreaker: If these 2 teams split their series. Placement is determined by the Home-and-Away style tiebreaker format.



World Cup Qualification Zone 3

Asian Football Confederation (AFC):

36 Nations entered; (3 or 4 teams advance)

First Round

- Teams are divided into 6 groups of 4 and 4 groups of 3.
- Each group will play a double round-robin tournament.
- Group winners advance to Round 2.

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total. Placement is determined by the Round Robin-style tiebreaker format.

| Group 1 | Group 2 | Group 3 | Group 4 | Group 5 |
|----------------|------------|---------------------------|---------|------------|
| Saudi Arabia | Iran | United Arab Emirates(UAE) | 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 |

Second Round

- The 10 group winners will be divided into two groups of 5 teams.
- Both groups will play a single round robin schedule
- The winner and the runner-up in each group (4 teams total) will qualify for Round 3 matches. Three of these teams are automatically qualified for the World Cup.

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total, a tie breaker is in order. Placement is determined by the Round Robin-style tiebreaker format.

Third Round

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

Tiebreaker: If these teams are tied at the end of regulation time. The winner is determined by the Single Game Elimination tiebreaker format.

- The two Round 2 losers will compete in a 3rd place play-off, with the winner qualifying for the World Cup.

Tiebreaker: If these teams are tied at the end of regulation time. The winner is determined by the Single Game Elimination tiebreaker format.



Fourth Round

- The team that loses the 3rd place play-off must play against the winner of OFC (Zone 2) in a Home and Away series to qualify for the World Cup

Tiebreaker: If these 2 teams split their series, placement is determined by the Home-and-Away style tiebreaker format.

World Cup Qualification Zone 4

Union of European Football Association (UEFA)

50 Nations entered; (14 teams qualify, plus host France)

| Group 1 | Group 2 | Group 3 | Group 4 |
|---------------------|---------|-------------|----------|
| Greece | England | Norway | Sweden |
| Denmark | Italy | Switzerland | Scotland |
| Croatia | Georgia | Hungary | Austria |
| Slovenia | Poland | Azerbaijan | Belarus |
| Bosnia- Herzegovina | Moldova | Finland | Estonia |
| | | | Latvia |

| Group 5 | Group 6 | Group 7 | Group 8 | Group 9 |
|------------|----------------|-------------|---------------------|------------------|
| Russia | Yugoslavia | Wales | Republic of Ireland | Ukraine |
| Israel | Slovakia | Belgium | Romania | Armenia |
| Bulgaria | Czech Republic | Netherlands | Lithuania | Germany |
| Luxembourg | Spain | Turkey | Macedonia | Portugal |
| Cyprus | Faroe Islands | San Marino | Iceland | Northern Ireland |
| | Malta | | Liechtenstein | Albania |

- Each group will play a double round robin schedule. The 9 group winners and the best runner-up will directly qualify for the World Cup.

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total, placement is determined by the Round Robin-style tiebreaker format.

- To determine the best runner-up amongst the nine groups (after the group ranking has been completed) only the matches played against the teams coming top, third and fourth in each group will be taken into account.
- The 8 other runners-up (one from each group) will be drawn by lots into 4 pairs. The 4 winners determined by these pairings will qualify for the World Cup.

Tiebreaker: If any pairing of 2 teams split their series, placement is determined by the Home-and-Away style tiebreaker format.

- If France is selected as a user controlled team, another (random) team from this zone is given a Bye for sake of consistency.



World Cup Qualification Zone 5

Confederation of North, Central American and Caribbean Association Football (CONCACAF)

30 Nations entered; 3 teams advance

- Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam and Trinidad/Tobago are exempt until the Second Round.
- Belize, Guatemala, Nicaragua and Panama are exempt until the Third Round.
- Canada, Costa Rica, El Salvador, Honduras, Mexico and the United States are exempt until the Semifinals.

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 |
| Dominican Republic | Surinam | Guyana | Trinidad and Tobago |

| Central American Group | Automatic byes to the Semifinal Round |
|------------------------|---------------------------------------|
| Belize | Canada |
| Guatemala | Costa Rica |
| Nicaragua | El Salvador |
| Panama | Honduras |
| | Mexico |
| | United States |

First Round

- The following Caribbean Group teams will play a Home and Away series with winners advancing to Round 2:

Aruba vs. Dominican Republic

Bahamas vs. St. Kitts/Nevis

Guyana vs. Grenada

Dominica vs. Antigua

Tiebreaker: If these 2 teams split their series. Placement is determined by the Home-and-Away style tiebreaker format.

- Should any of the teams with exemptions until the Second Round be selected as user controlled, they will be inactive until the beginning of the Second Round.
- Should any of the teams with exemptions until the Third Round be selected as user controlled, they will be inactive until the beginning of the Third Round.



- Should any of the teams with Automatic Byes to the Semifinal Round be selected as user controlled, they will be inactive until the beginning of the Semifinals.

Second Round

- The following Caribbean Group teams will play a Home and Away series with winners advancing to Round 3:

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



Tiebreaker: If any of these 2-team pairings split their series. The winner is determined by the Home-and-Away style tiebreaker format.

Third Round

- The remaining Caribbean Group teams will play a Home and Away series against one opponent (draw to be held after second round games) with the 4 winners advancing to the Semifinals.
- The following Central American Group teams will play a Home and Away series with winners advancing to the Semifinals:

| | | |
|-----------|-----|-----------|
| Nicaragua | vs. | Guatemala |
| Belize | vs. | Panama |

Tiebreaker: If any of these 2-team pairings split their series. Placement is determined by the Home-and-Away style tiebreaker format.

Semifinal Round

- 3 groups of 4 teams left; each group plays a double round robin schedule
- The top two teams from each group will advance to the final round.

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

Tiebreaker: If at the end of qualifying there are 2 or more teams with the same point total. Placement is determined by the Round Robin-style tiebreaker format.



Final Round

- Six team double round robin schedule
- Top three teams advance to World Cup

Tiebreaker: If at the end of a tie breaker is in order, placement is determined by the Round Robin-style tiebreaker format.

World Cup Qualification Zone 6

Confederation Africaine de Football (CAF)

36 Nations entered; (5 teams advance)

- Cameroon, Egypt, Morocco and Nigeria are exempt from the first round.

Teams

| | | | |
|--------------|--------------|---------------|--------------|
| Nigeria | Zambia | Kenya | Sierra Leone |
| Egypt | South Africa | Burundi | Madagascar |
| Cameroon | DR Congo | Mauritania | Ivory Coast |
| 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 |

- Should any of the First Round Bye teams be selected as user controlled, they will be inactive until the beginning of the Second Round.

First Round

- The following teams will play a Home and Away series with winners advancing 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. | Ivory Coast |
| 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 |

Tiebreaker: If any of the 2-team pairings split their series. Placement is determined by the Home-and-Away style tiebreaker format.

Second Round

- The 16 winners from Round 1, plus Cameroon, Egypt, Morocco and Nigeria are placed into 5 groups of 4 teams each (draw to take place after Round 1).



- Each group plays a double round robin schedule with the five winners advancing to World Cup.
- Tiebreaker:** If at the end of qualifying there are 2 or more teams with the same point total, placement is determined by the Round Robin-style tiebreaker format.



LEAGUE PLAY

League Play allows you to progress through a season in your choice of 11 leagues with 189 club teams to choose from. Play is accessed through the Match Select option in the Main Menu and provides you with the option of saving your progress each time you play a league match.

Before playing matches in a given season, you can view league standings and fixtures and even simulate matches. Each league team plays every other league team twice to determine a league champion.

TRAINING

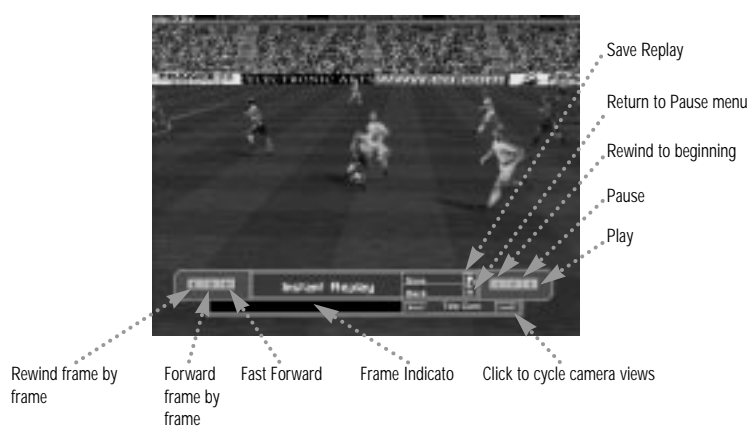
Practice your skills in a competitive atmosphere by selecting this option from the Match Select screen. You will be able to determine the team you wish to practice with and the drills you wish to run.

PENALTY SHOOTOUT

The selection of teams available throughout *Road To World Cup 98* is also available for this mode which is accessed through the Match Select screen. Each team takes five penalty kicks. If teams remain tied after five kicks, teams take single-shots until one misses.

INSTANT REPLAY

When you want to replay the action, choose INSTANT REPLAY, from the PAUSE MENU then step into the editing room and roll the tape. For a spectacular replay, access the Free Cam and position the camera anywhere on the pitch.



Mouse control is required to position the free cam:

- To zoom in, move the cursor to the top of the screen, then right-click.
- To zoom out, move the cursor to the bottom of the screen, then right-click.
- To raise the camera, move the cursor to the top of the screen, then left-click.
- To lower the camera, move the cursor to the bottom of the screen, then left-click.
- To rotate the camera left, move the cursor to the left edge of the screen, then left-click.
- To rotate the camera right, move the cursor to the right edge of the screen, then left-click.

HIGHLIGHTS

You can save and view your favourite highlights.

To save a highlight:

1. Pause the game.
 2. Select INSTANT REPLAY.
 3. Select SAVE. The Save Replay Pop-up menu appears.
 4. Select the slot to which you wish to save the highlight.
 5. Backspace to clear the type, then type a file name for the new highlight.
 6. Select SAVE.
- To return to the Instant Replay screen, select BACK.

To play a highlight:

1. From the Main menu, select HIGHLIGHTS. The Highlight Pop-up menu appears.
2. Select the highlight you wish to replay, then select ✓. The Instant Replay screen appears.
3. Replay the highlight as described in *Instant Replay* above.

TEAM MANAGEMENT

Set up your team to perform to its maximum potential.

- To change teams, click <>.
- To view player attributes, select the player, then click <>.

Note: Remember to select the SAVE button to permanently retain any Team Management changes you make.



Formation

Set your team formation.



- To change your team's formation:
 1. Select the FORMATION button.
 2. For the backfield, midfield, and attacking lines, select a formation, then select the number of players at each line.

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

Positioning



Alter the positioning of individual players on the field.

- To change a player's position:
 1. Select the POSITIONING button.
 2. Select the player's name. A shaded circle representing the range of that player's positioning appears beneath the selected player.
 3. With your mouse, drag the player to the desired position.



Starting Lineup

Substitute your reserves into the game.



- To substitute a player into the game:
1. Select the STARTING LINEUP button.
 2. Select the player you want to substitute out.
 3. Click on the player you want to substitute in. The change is reflected in the lineup.

Attacking Bias

Set the attacking tendency of an individual player.



- To set the player's attack bias:
1. Select the POSITIONING button.
 2. Select a player's name.
 3. Select the ATTACKING BIAS button.
 4. Drag the slider to the desired position.



Strategy

Alter the match strategy for your team.



- To set the team's position on the field:
1. Select the STRATEGY button.
 2. Drag the slider to the desired position.

Kick Takers

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

- To designate a kick taker:



1. Select the POSITIONING button.
2. Select a player's name.
3. Select the KICK TAKERS button. A pop-up menu appears.
4. Select the type of kick you want the player to take.
5. Click ✓.

| | | | |
|-----|---------------------|-----|--------------------|
| CKL | Corner Kick Left | PK1 | 1st Penalty Kicker |
| CKR | Corner Kick Right | PK2 | 2nd Penalty kicker |
| FK | Free Kick | PK3 | 3rd Penalty Kicker |
| SPK | Spot Penalty Kicker | Pk4 | 4th Penalty Kicker |
| | | PK5 | 5th Penalty Kicker |



Aggression

Set the aggression of each player on your team.



- To set the aggression level of a player:
 1. Select the POSITIONING icon.
 2. Select the AGGRESSION icon
 3. Select a player's name from the roster.
 4. Drag the slider to the desired position.



CUSTOMISE SQUAD



Utilise the game's customising functions to edit team and player attributes or perform club and national team transfers. To permanently retain any changes you make in this area, select the "save changes" icon after you customise.

Team Edit

Select the home stadiums and adjust home and away kits for any team. You can also alter the team's name, change the club team's flag and view the team's monetary value.

- To change a field, click <>. When you are satisfied with the changes, select ✓ to save changes.

Player Edit

Edit the personal features and attributes of individual players on a given team.

- To edit player attributes, click <> until the desired player appears. Player attributes are adjustable through 13 separate slider bars, with the number of attribute points available indicated above the slider bars.

International Selection

Make international selections to and from national teams during the Qualification Round of *FIFA: Road to World Cup 98*.

Attributes



- To view player attributes, click <>.
- To add a player to an international team:
 1. Click <> to select the national team to which you wish to add players.
 2. Select the palyer you wish to add.
 4. Click the LEFT/RIGHT icon in the middle of the screen. The player's name appears on the international team's roster.

Club Transfers

Transfer players to and from any club team. Keep in mind:

- Club team squads must number between 11 and 20 players.
- A team's available bankroll may not fall below zero English pounds.
- To transfer a player:
 1. Click <> to select the team with the player you wish to transfer plays.
 2. Click <> to select the team to which you wish to transfer the player.
 3. Select the player you wish to transfer.
 4. Click the LEFT/RIGHT icon in the middle of the screen. The players name appears on his new team's roster.



PLAYING BY MODEM AND NETWORK

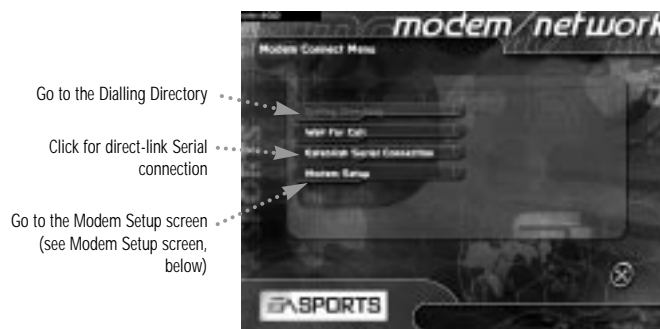
FIFA: Road to World Cup 98 supports up to 2 machines in serial/modem and up to 8 machines in a local network with 4 players maximum per machine and 20 players per game.

To play *FIFA: Road to World Cup 98* via modem or network connection, each player must have a copy of *FIFA: Road to World Cup 98* and a computer that conforms to the minimum configuration system requirements specified in the *FIFA: Road to World Cup 98* Reference Card.



Modem Play

Modem connection may be direct or indirect. If you are connecting directly, you must use a serial cable with a null modem adapter. If you are connecting indirectly, *FIFA: Road to World Cup 98* requires that both computers use at least a 28,800 bps modem with a high speed (16,550 UART) serial port.



- When you choose MODEM CONNECT as your match selection, the Modem Connect screen appears.

To set up a two-computer modem match:

- Make sure the modems are configured correctly. See *Modem Setup Screen*, below.
1. At the Modem Connect screen, one user selects DIALLING DIRECTORY, while the other user selects WAIT FOR CALL.
 2. From the Dialling Directory screen, highlight a memory slot, then click EDIT. You can save up to 20 modem numbers in the Dialling Directory.
 3. Type the name and number of the computer with which you want to connect, then press ENTER. The number is saved to your directory.
 - To delete an existing computer from the Dialling Directory, highlight it and click DELETE.
 4. Click DIAL to initialise the call. When the connection is made, the Match Select screen appears.
 5. Set up your match just as you would in a standard *FIFA: Road to World Cup 98* game.



Modem Setup Screen



MODEM TYPE

Cycle through the provided modem types. If your modem is not listed here, select the default GENERIC 1 or GENERIC 2.

COM PORT

Select the com port to which your modem is connected.

BAUD RATE

Specify your modem's baud rate (bps).

INITIALISATION STRING

If your modem has a specific Initialisation string, you can enter it here.

DIAL STRING

You do not need to include the phone type (i.e., tone or pulse) in the dial string.

DIAL METHOD

Toggle between tone and pulse dialling.

Network Play

- When you choose NETWORK as your match selection, the Network Connect screen appears.



Note: FIFA: Road to World Cup 98 supports only the IPX protocol.



To set up a network match:

- To enter a custom name, click the Machine Name, then type a name and press ENTER.
- 1. At the Network Connect screen, one user selects the INITIATE option, while the other user(s) selects the appropriate List of Games command button. The Initiate menu appears.
- 2. When the other machines appear in the List of Players, click ✓ to initialise the game. When the connection(s) is made, the Match Select screen appears.
- To chat with the other machines type your message and press ENTER.
- To release a machine from the network match, highlight it and click EJECT.
- 3. Set up your game just as you would in a standard *FIFA: Road to World Cup 98* game.
- The initiating machine has sole control over the Team and League selection screens.

Note: For additional technical information and troubleshooting assistance, please refer to the *FIFA: Road to World Cup 98* Reference Card.



SAVING AND LOADING GAMES

Following completion of a match, you may wish to save your League Play or *FIFA: Road to World Cup 98* progress. To do so, select the "save game" icon, which brings up the Save Game screen.

To call up or load a saved game (and thus resume your League Play or *FIFA: Road to World Cup 98* progress), select the "load game" icon in the Main Menu. Upon entering the Load Game screen, you will be able to select the appropriate game slot to resume your progress.



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