

# 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.

# SYSTEM REQUIREMENTS

## Minimum Configuration

- Windows® 95
- 100 MHz or faster Intel® Pentium®, Cyrix® 6x86™, or AMD® K6™ processor
- 16 MB RAM
- 20 MB free hard disk space plus space for saved games (additional space required for swap file and DirectX™ 5 installation)
- 4x CD-ROM drive (600K/second transfer rate) using 32-bit Windows® 95 CD-ROM driver
- DirectX™ 5 (included on game CD)
- High Colour (65,535 colour) capable 1 MB PCI video card with DirectDraw™ compatible driver
- DirectX™ 5 compatible sound card with DirectSound™ support
- Keyboard
- Mouse

## Supported

- 3Dfx 3D Graphics Accelerator
- Power VR2™ 3D Graphics Accelerator

## Recommended Configuration

- 166 MHz Pentium processor or faster
- 32 MB RAM
- 8x or faster CD-ROM drive using 32-bit Windows® 95 CD-ROM driver
- 100 MB free hard disk space plus space for saved games (additional space required for swap file and DirectX™ 5 installation)
- Gravis GamePad Pro™ or Gravis GriP™

## Required for Multiplayer Games

- Network (2–20 players on up to 8 PCs; 1–4 players per PC)
- 1 CD per PC
- IPX compliant network
- 100 MHz Pentium processor or faster

## Modem (2–8 players on 2 PCs)

- 1 CD per PC
- 100% Hayes-compatible 28800 bps or faster modem
- High speed serial port (16550 UART) for external modems

## Serial Play (2–8 players on 2 PCs)

- 1 CD per PC
- Null modem cable
- High speed serial port (16550 UART)

# SUPPORTED INPUT DEVICES

Mouse, keyboard, Windows®95 supported gamepad (10 or more buttons recommended), Windows®95 supported joystick

## DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

- 1.First, run ScanDisk. To start ScanDisk, left-click on the Start button from the Taskbar. The Start menu opens.
- 2.From the Start menu, select Run. Then, in the Run dialog box, type scandisk and click OK.

Once the program starts, make sure there is a check mark in the Automatically Fix Errors box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click Start to have the program scan the drive and correct any errors.

- 3.Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the Start button from the Taskbar. The Start menu opens.
- 4.From the Start menu, select Run. Then, in the Run dialog box, type defrag and click OK. As with ScanDisk, select the drive you are installing the game to and click OK.

# DIRECTX™ INSTALLATION NOTES

READ THIS SECTION COMPLETELY BEFORE PLAYING ***FIFA: ROAD TO WORLD CUP 98*** OR INSTALLING THE DIRECTX™ DRIVERS.

DirectX™ is an Application Programming Interface that allows Windows® 95 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX™ API well suited for Windows® 95 games. *FIFA: Road to World Cup 98* uses the DirectX™ 5 API (the latest version of DirectX™ at the time of release) and includes DirectX™ 5 files which you can install.

Two DirectX™ components, DirectDraw and DirectSound, may require updating your video card and sound card drivers respectively, for proper operation of these components. Using video card and sound card drivers that do not have DirectX™ support will result in display and audio problems in DirectX™ applications. During the installation of DirectX™, your video card and sound card drivers will be updated if required. The DirectX™ 5 files included with *FIFA: Road to World Cup 98* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX™ support.

After installing DirectX™ 5, check to see if your video card or sound card drivers have DirectX™ support:

1. Start Windows® 95, then insert the *FIFA: Road to World Cup 98* disc.
2. Click the Start button on your Windows® 95 Taskbar. Then click Run....
3. From the Run dialog box, type d:\directx5\directx\dxsetup then click OK (substitute the correct letter of your CD drive if other than 'D:').
4. Look at Display Driver and Audio Driver.

The second column displays the version number of the driver. The next column displays whether or not your driver is Certified by Microsoft® as supporting DirectX™.

- If your Display Driver or Audio Driver says "No Hardware Support" in this column, you will have to contact your manufacturer to obtain updated drivers that have DirectX™ support.
- If your Display Driver or Audio Drivers says "Certified" in this column, your video card or sound card has DirectX™ support, and should work properly in DirectX™ applications.
- If your Display Driver or Audio Driver is blank in this column, your video card or sound card driver supposedly has DirectX™ support, and is waiting for approval from Microsoft to be Certified.

**Important Note:** During the installation of DirectX™ 5, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by this warning.

# INSTALLING THE GAME

1. Start the Windows® 95 operating system.

2. Insert the *FIFA: Road to World Cup 98* CD into your CD drive. The Language Select screen appears.

Note: If the Language Select menu does not automatically appear, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Language Select screen appears.

3. Select a language. This is the language the game runs in. The Install screen appears.

- To read important information that may have become available after this Reference Card went to press, click Read Me .
- To access information on how to contact Electronic Arts™, click About EA.
- To view the EA Product Support Guide, click Tech Support. This guide is designed to assist you with any difficulty you may have running the game. (This option is available only if you're viewing the game in English.)
- To quit installation, click QUIT.

4. When you're ready to begin installing files, click INSTALL. The *FIFA: Road to World Cup 98* Setup screen appears.

5. Close any Windows programs that are currently running, then click Next> to continue. The Setup Type screen appears.

- Select a Typical (recommended for most users), Compact (fewer files are copied to your hard drive, but the game runs more slowly), or Custom (you choose which components are installed) installation.
- The default install directory is C:\Program Files\EA SPORTS\FIFA RTWC 98. To change the directory, click Browse, then choose the folder and/or drive you want to install to.

6. To continue, click Next>. The Select Program Folder screen appears.

- The default Start menu Program folder is EA SPORTS\FIFA RTWC 98; select a different folder if you want to change this.

7. To continue, click Next>. The files are copied from the CD to your hard drive.

- This process takes a few minutes—it's a good time to pick up the manual to start familiarising yourself with the gameplay instructions.

8. When the files have been copied, you have the option to create a *FIFA: Road to World Cup 98* shortcut on your desktop. Click Yes to accept; No to decline. The DirectX™ 5.0 prompt appears.

- If you do not have DirectX™ installed on your computer, or you have a version previous to 5.0 installed, we recommend you click Yes.
- If you have DirectX™ 5.0 or higher installed to your computer, we recommend you click No.

Note: For more information on DirectX™ 5.0, See DirectX™ Installation Notes.

9. Click your DirectX™ choice. (If you select Yes, follow the on-screen instructions for installing DirectX™ 5.0 and restart your computer.) A message stating that installation is complete appears.

10. Follow the instructions on this screen—if you installed DirectX™, you'll need to reboot your system. Otherwise, you're ready to play *FIFA: Road to World Cup 98*. See Starting the Game.

# UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, select Start>Programs>EA SPORTS>FIFA RTWC 98>Uninstall FIFA RTWC 98.
2. To reinstall the game after uninstalling it, follow the steps listed in Installing the Game.

## STARTING THE GAME

1. Start the Windows® 95 operating system.
2. If the ***FIFA: Road to World Cup 98*** CD is not already in your CD drive , insert the CD in your CD drive. The Autorun menu appears. Click Play to start *FIFA: Road to World Cup 98*.

Note: If the menu does not automatically appear, double-click the My Computer icon on the Desktop. Double-click the icon corresponding to your computer's CD drive, then double-click Autorun.exe. The menu appears.

- If the ***FIFA: Road to World Cup 98*** CD is already in your CD drive , double-click the *FIFA: Road to World Cup 98* shortcut icon on your desktop. The introductory screens appear and the game begins.

Note: If you did not add a shortcut to *FIFA: Road to World Cup 98* to your desktop, select Start>Programs>EA SPORTS>FIFA RTWC 98>FIFA RTWC 98.

Note: Please see the enclosed manual for gameplay instructions.

## PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- First, please make sure you have thoroughly read the Installation and System Requirements sections above.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

### 3D Accelerator problems

Fifa: Road to World Cup 98 supports 3Dfx and PowerVR2 based 3D Accelerators. When you install the game, your 3D card will be automatically detected, and if necessary, you will be given the option of updating your drivers. If you update your drivers, we strongly recommend that you restart your computer after installation, before you start the game.

The PowerVR2 drivers provided on the CD are generic NEC PowerVR drivers, and should function with all PowerVR2 based cards. These drivers are currently the most recent available (at the time of release), and we recommended that you do install them. However, you may lose the extra functionality provided by your manufacturer specific drivers.

When running in 3D accelerated mode, some key controls, and some A/V options are unavailable. Please consult the readme.txt file for further details.

### CD Problems

A quad-speed CD-ROM drive is required to run *FIFA: Road to World Cup 98*.

Receive "File not found" error message when installing or running the game

- Make sure the game was properly installed. See Installing the Game.

- Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.
- Make sure that the CD is not scratched or damaged.

### CD-ROM Performance Problems

Be sure that you are using a 32-bit native Windows® 95 driver to control your CD-ROM drive. These drivers can be configured from the Device Manager in the Control Panel>System Properties .

- Do not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD-ROM. Performance may be significantly reduced.

### Choppy or stuttering video or audio

These problems may be improved by adjusting the CD-ROM read-ahead cache.

To adjust the read-ahead cache:

1. At the Windows® 95 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then click File System...
3. Click the CD-ROM tab, then click in the Optimise access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

Note: Moving the slider to LARGE will not improve *FIFA: Road to World Cup 98* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

## Video Problems

*FIFA: Road to World Cup 98* requires a PCI SVGA video card capable of 640x480 resolution with 65,535 colours (1 MB or more video memory). It is normal for the videos to have a single black line between each line of video on the screen.

Note: If your Windows® 95 display driver does not support DirectDraw, you may experience difficulties installing or running *FIFA: Road to World Cup 98*.

### General Video Card Information

- During DirectX™ installation, the DirectX™ setup program will attempt to install a display driver that has DirectDraw support for your video card. If your video card driver does not have DirectDraw support, the DirectX™ setup program will replace your existing video card driver. In some cases, this may disable any Manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you will be asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable any Manufacturer specific utilities for your video card. If you do have video related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX™ and replacing your current video driver with a DirectX™ 5 video driver.

Please refer to DirectX™ Installation Notes for more information.

# Memory Problems

*FIFA: Road to World Cup 98* requires 16 MB RAM and Virtual Memory Enabled . We advise that you let Windows® 95 manage the amount of virtual memory automatically (the default setting), and that you have at least 50 MB free hard disk space after installation.

# Sound problems

*FIFA: Road to World Cup 98* requires a sound card that has DirectSound support. If your sound card driver does not have DirectSound support you may experience choppy or stuttering sound, or sound that cuts in and out. If your sound card driver does not have DirectSound support, we recommend obtaining updated drivers from your sound card manufacturer.

Installed sound card, but there is no sound

- Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

General Sound Card Information

- During DirectX™ installation, the DirectX™ setup program will attempt to install a sound driver that has DirectSound support for your sound card. If your sound card driver does not have DirectSound support, the DirectX™ setup program will attempt to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available for your sound card in DirectX™ 5.

Please refer to DirectX™ Installation Notes for more information.

# Controller Issues

Joystick Calibration in Windows® 95

You must calibrate your joystick from the Control Panel for the joystick to be recognised within the game. To calibrate your joystick in Windows® 95:

- 1.Click on the Start button from the Taskbar. The Start menu opens.
- 2.From the Start menu, highlight Settings, and then select Control Panel from the pop-up menu.
- 3.From the Control Panel, choose the Joystick icon.
- 4.Set the Current joystick : to Joystick 1. Set Joystick selection: to correspond with your joystick, then click Calibrate ....
- 5.Follow the on-screen instructions. Then click Test... to test the joystick controls. Click Finish , then click Apply to save calibration settings.
- 6.Repeat steps 4 and 5 for Joystick 2 (if available).

Note: If you have installed DirectX5, the Joystick Control Panel will be replaced with Game Controllers.

Gravis Gamepad Pro

- If you are experiencing difficulties with *FIFA: Road to World Cup 98* and your Gravis Gamepad Pro, please download the latest drivers from Gravis. The new drivers should fix any detection or calibration problems you may have with your Gravis Gamepad Pro and *FIFA: Road to World Cup 98*. The Gravis World Wide Web site is located at [www.gravis.com](http://www.gravis.com).

Gravis GriP™ Users

- Make sure the Gravis MultiPort is connected to the joystick port correctly.



- Make sure the Gravis MultiPort switch is in the left position for GrIP support.
- Make sure that the Gravis GrIP drivers are installed. If they are not, please refer to your GrIP documentation for installation instructions.
- Make sure that the Gravis GrIP controls are calibrated under Windows® 95

To calibrate the Gravis GrIP in Windows® 95:

1. Click on the Start button from the Taskbar. The Start menu opens.
  2. From the Start menu, highlight Settings, and then select Control Panel from the pop-up menu.
  3. From the Control Panel, choose the Joystick icon.
  4. Set the Current joystick : to Joystick 1. Set Joystick selection : to Gravis GrIP MultiPort, then click Calibrate ....
  5. Follow the on-screen instructions. Then click Test... to test the joystick controls. Click Finish, then click Apply to save calibration settings.
  6. Repeat steps 4 and 5 for Joysticks 2–4 (if available).
- Once these steps are complete the green light should activate on the left wing of the Gravis MultiPort.

Note: If you have installed the latest Gravis GrIP drivers, the above procedure will be different. Please refer to the instructions provided in the GrIP software.

In Windows® 95, the Gravis GrIP requires the Gameport Input/Output range to be set to 0201-0201. Otherwise, the GrIP may stop functioning after the current use upon rebooting, and you may need to reinstall the gameport and GrIP drivers.

To set your joystick Input/Output Range:

1. From the Control Panel, choose the System icon.
2. Select the Device Manager tab and double-click the Sound, video and game controllers option.
3. Double-click the Gameport Joystick option and select the Resources tab.
4. Make sure the "Use Automatic settings" checkbox is cleared and select the Change Setting button.
5. Change the Input/Output range to 0201-0201.

Some Plug and Play sound cards do not allow this setting to be modified. Please contact your sound card manufacturer or Gravis for a resolution.

## Modem Problems

*FIFA: Road to World Cup 98* requires a 100% Hayes compatible 28800 bps or faster modem for modem play. A high-speed (16550 UART) serial port is required for external modems.

### General Modem Information

Your modem must be set to connect with data compression disabled. Your modem should not be locked into any specific speed settings.

- Hardware (RTS/CTS) flow control must be enabled.
- Consult your modem manual for the appropriate AT commands to set these options and insert them into the initialisation string. *FIFA: Road to World Cup 98* has a list of modems with their appropriate initialisation strings. You can choose the type of modem you have here. If your modem is not listed, please choose the generic option.

- Some modems load settings into NVRAM (non-volatile RAM) when you turn them on; these settings may be incompatible with *FIFA: Road to World Cup 98*. If your modem has difficulty initialising and there are no apparent COM port or IRQ conflicts, try resetting your modem with the factory default settings loaded into NVRAM. To do this, go into a communications program (e.g., Hyper Terminal, Procomm, etc.) and type at&f at the command line. Wait for the OK, then type at&w0.

Modem does not initialise

- Make sure you select the correct modem from the Modem screen.
- Make sure there are no other peripherals (e.g., mouse) conflicting with the modem's COM port.
- Make sure that all modem settings (e.g., COM port) are correct. (Consult your modem documentation for proper installation.)

Modems connect but do not exit synchronisation

- Make sure you selected the correct modem from the list on the Modem screen.
- While you're in the game, abort the connection and try connecting again.
- The modems may not have initialised properly. Turn off both modems, then start the connection procedure again.

## Network Problems

*FIFA: Road to World Cup 98* requires an IPX protocol network and network interface card for network play.

- If you experience difficulties with network play, you may want to consult your network manual or network administrator for specific information on loading drivers.

Connection Problems

- Make sure the computers you are trying to connect are on the same network, and are using the same protocol.

Network Performance Issues

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the clients, but try them on the host alone first as this may solve all the problems.

- Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- High-traffic networks will slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- The slowest computer limits performance. Adjusting the screen size on a slow machine can help boost performance in a network game.

General Network Information

- Do not run any Windows® 95 applications that communicate over the network in the background (e.g., mail programs, personal schedulers, system or network monitors).
- Make sure you have disabled Network Messages if you are connected to a Novell® network.

# TECHNICAL SUPPORT

## TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at

<http://www.ea.com/techsupp/troubles.htm>

Here you will find troubleshooting information on DirectX™, Joysticks, Modems, and Networks, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at <http://www.ea.com/techsupp>.)

We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our web site, Electronic Arts has a Customer Service Department ready to help you with any problems you may encounter with the game. Please feel free to contact Customer Services via e-mail, phone, fax, or letter. All messages are responded to in kind—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

To run the support utility, click the Tech Support button on the Autorun launcher then click the Contact Tech Support button within Support Information.

Please be sure to include the following information in your e-mail message, fax, or letter:

Computer manufacturer

Operating system (Windows® 95, Windows NT, etc.)

CPU type and speed in MHz

Amount of RAM

Sound card type and settings (address, IRQ, DMA)

Video card

3D Accelerator (if any)

CD-ROM

DirectX™ Details (see the DirectX™ installation Notes section for details on how to obtain these)

Mouse driver and version

Joystick and game card (if any)

Network Card (if any)

A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive

Any other relevant hardware in your system

A description of the problem you're having.

Electronic Arts Customer Service is available Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday on (01753) 546465. Help documents are also available 24 hour a day from this number on Faxback. These cover our most common problems at present and are updated regularly. Alternatively, you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU.

Electronic Arts Games Hint line carries hints on the majority of our range : 0891 669944. Calls we be charged at 50p per minute. Before you call this number, please seek the permission of the person responsible for paying the bill.

## How to Reach us On-Line

Internet e-mail: [uk-support@ea.com](mailto:uk-support@ea.com)

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

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

Pentium is a registered trademark of Intel Corporation. Sound Blaster, Sound Blaster Pro, Sound Blaster 16, and Sound Blaster AWE32 are trademarks of Creative Technology Ltd. PC Gamepad, Gravis, and GrIP are trademarks of Advanced Gravis Computer Technology Ltd. Microsoft, MS-DOS, Windows, and DirectX, DirectSound, and DirectDraw are trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries.

Software and Documentation ©1997 Electronic Arts. All Rights Reserved. Electronic Arts and the Electronic Arts Logo, EA SPORTS, and 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.

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.



\*EAE08801350Y\*