

# FIFA FOOTBALL 2004

## FEATURES

- ▶ Get into the game with amazing 3D stadium graphics.
- ▶ Up to two can play head-to-head via the Bluetooth wireless technology.
- ▶ Licensed gameplay chants bring Friendly, Tournament, and Playoffs game modes to life!
- ▶ Go up against 6,000 real players from more than 300 official teams.



**CHALLENGE THE WORLD'S GREATEST TEAMS**

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**N-GAGE** www.n-gage.com  
NOKIA



Single Player **Multiplayer** Bluetooth

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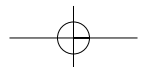
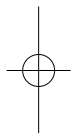
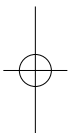
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**N·GAGE**



**EA**  
SPORTS™  
**FIFA**  
FOOTBALL  
2004





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Printed in China

Package contains one game on one game card. Made in Taiwan. The information contained in this user guide was written for the EA SPORTS™ FIFA Football 2004. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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## Inserting the N-Gage Game Card

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).





*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

## Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

## Bluetooth Multiplayer Game Play\*

\* To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card.

## Using the N-Gage Controls

### Controller Key

8-way navigation.

Press to activate or select

### Game Keys



### Clear Key

Opens the main Menu, a list of applications

### Menu Key

Opens the main Menu, a list of applications

### Left & Right Selection Keys

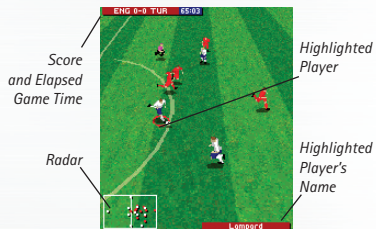
[ 3 ]



Designed for Nokia N-Gage Game Deck





## INTRODUCTION

Welcome to EA SPORTS™ FIFA Football 2004, the game that brings the glory of the world's biggest sport to the Nokia N-Gage game deck. Select your team and opposition from among 16 international leagues and 300 teams. Pick your squad, choose your tactics and take to the pitch. You can also challenge your friends to head-to-head matches using Bluetooth wireless technology.









## CONTROLS

### Menu Controls






ACTION	CONTROL
Highlight Option	 UP/DOWN
Change Option	 LEFT/RIGHT
Select Option	
Previous Screen	

## Game Controls








### General Controls

ACTION	CONTROL
Move highlighted player	 UP/DOWN/LEFT/RIGHT
Sprint	
Pause	 /  selection key
 <b>Note:</b> Holding down the  key for an extended period of time will cause the player to become fatigued and slow down.	

### Player With Ball

ACTION	CONTROL
Shoot	
Pass	
Lob	
 <b>Note:</b> When the  key is pressed, the ball is passed to the nearest team mate in the direction the ball carrier is facing. If no team mate is available, a through-ball is played.	





### Player Without Ball

ACTION	FIFA 2004 CONTROL	ARCADE CONTROL
Conservative Tackle		
Switch Player		
Hard Tackle		
 <b>Note:</b> See <i>Control Options</i> on p. 11 for details on how to toggle between FIFA 2004 and ARCADE controls.		

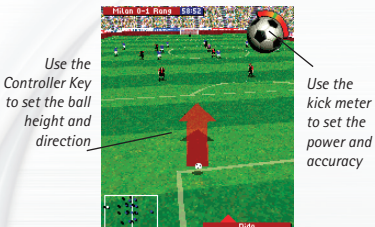
### Ball In the Air

ACTION	CONTROL
Header / Overhead kick	

### Goalkeeper With Ball

ACTION	CONTROL
Aim Kick/Throw Location	 UP/DOWN/LEFT/RIGHT
Kick ball	
Throw ball	
 <b>Note:</b> The kick/throw location cursor changes colour when moved beyond the maximum allowed distance.	





### Set Pieces

ACTION	CONTROL
Direction	LEFT/RIGHT
Height	UP/DOWN
Hard kick	
Pass	
Ball path	

### To Take a Set Piece:

1. Target the kick using UP/DOWN/LEFT/RIGHT on the Key.
2. Press to start the kick meter.
3. Press again when the meter is in or near the green zone to take the kick. The nearer you are to the green zone the higher the degree of power and accuracy.

### Penalty Kick (Goalkeeper)

ACTION	CONTROL
Dive	UP/DOWN/LEFT/RIGHT



### Throw-In

ACTION	CONTROL
Aim Throw	UP/DOWN/LEFT/RIGHT
Throw Ball	or




**Note:** The throw location cursor changes colour when moved beyond the maximum throwing distance.

## Advanced Techniques

As you play you'll learn subtle ball control techniques:

- **Ball swerve** allows you to add curl to the ball after striking it. To add curl, press the  Key in the desired direction when the ball is in the air.
- Catch opponents out by playing a **first-time ball** (striking the ball without first controlling it). To do this, press  immediately before receiving the ball.

## PAUSE MENU

To open the Pause Menu, press the  selection key during play. Use the  Key **UP/DOWN** to highlight one of the options and press  to select it.

## Resume Match

Return to the action.


## Team Management



Make changes to your line-up, Key Players and Tactics.


### Line-up Changes

#### To adjust your line-up:



1. Press the  Key **LEFT/RIGHT** to highlight the player list, press the  Key **UP/DOWN** to highlight a player (the player's attributes appear on the right

of the screen) and then press .

2. To swap players' positions, press the  Key **UP/DOWN** to highlight a second player and press . The two players swap positions.




 **Note:** Line-up changes during a match can only be made when the ball is out of play.

### Key Players

Use the  Key **UP/DOWN/LEFT/RIGHT** to choose your Corner Taker, Penalty Taker and Captain. Press  to accept your choice.

### Tactics

Every team you play against is different, so your tactics should be different as well. If a team seems to have your number, try experimenting with a radically different tactic next time you face them. **To change your formation and style:**

1. Press the  Key **LEFT/RIGHT** to select a formation.
2. Press  Key **UP/DOWN**.
3. Repeat step 1. to choose a style of play.
4. Press  to confirm.

## Instant Replays

Select INSTANT REPLAY to view the previous few seconds of play.

### ACTION

Rewind

### CONTROL



LEFT

Fast Forward



RIGHT

Return to Pause Menu



LEFT Selection Key

Slow Motion



## Match Statistics

Check out current stats from the game.

## Options

Fine-tune your Game, Display, Sound and Control Options (see *Options* on p. 11).

## Quit Match

Exit the match and return to the menu screens.

# PLAYING THE GAME

## Main Menu

From the Main menu you can take part in a FRIENDLY or a COMPETITION, set game OPTIONS or connect with another N-Gage game deck (MULTIPLAYER MODE).

## Playing a Friendly

### To start a Friendly match:

1. From the Main menu, highlight FRIENDLY and press . The Choose Your Team screen appears.

2. To change the league, press the Key UP/DOWN.

To change your team press the Key LEFT/RIGHT.

Press to accept your choice and move on to the Choose CPU Team screen (the strength of each team is indicated by stars under its badge).

3. Select a team to play against, as in step 2. Press to accept your choice and move on to the Select Kit screen.

4. Press the Key LEFT/RIGHT to select a team and then use the Key UP/DOWN to change its kit. Press to accept your choice and move on to the Team Management screen (see *Team Management* on p. 7).

5. Select OK and then repeatedly press to view the match summary and controls and to start the match.



6. In the Match Statistics screen at the end of the game, select VIEW HIGHLIGHTS to see the match's pivotal moments or choose CONTINUE to exit the match.



## Competitions


Battle through a tournament or play an entire season in a domestic league.

### Choose a Save Space






Before you choose your Competition, you need to assign it to a save space.


1. From the Main menu, highlight COMPETITIONS and press  to advance.
2. The Choose a Save Space screen appears. Press the  Key **UP/DOWN** to toggle between the two save spaces. Previously-used save spaces are labelled with the name of the team selected during that session; when highlighted, further details about the saved game are displayed at the bottom of the screen. If a save space is empty, it will display 'Competitions', instead of a team name.







 **Note:** To delete saved data, highlight a save space and press . Select OK to permanently delete the data in the selected save space.



3. Once you've highlighted an empty save space, press . The Select a Competition screen appears.


### Select a Competition

1. Press the  Key **UP/DOWN** to highlight your chosen competition. Press  to accept your choice and advance to the Choose Your Team screen.
2. Press the  Key **LEFT/RIGHT** to highlight your team. Press  to accept your choice and advance to the competition hub screen (the strength of each team is indicated by stars under its badge).
3. Press the  Key **UP/DOWN** to select PLAY NEXT MATCH or MORE OPTIONS.
  - The More Options screen gives you the following choices: VIEW TABLES (not available in all competitions), LATEST RESULTS, FIXTURES and

PERFORMANCE CHARTS. Press  to return to the competition hub screen.




- To start a game, highlight PLAY NEXT MATCH and press . The Fixtures screen appears. Press  to move to the Select Kit screen.
- Press the  Key LEFT/RIGHT to select the team and then use the  Key UP/DOWN to change the kit. Press  to accept your choice and move on to the Team Management screen (see *Team Management* on p. 7).
- Select OK and then repeatedly press  to view the match summary and controls and to start the match.
- In the Match Statistics screen at the end of the game, select VIEW HIGHLIGHTS to see the match's pivotal moments or choose CONTINUE to exit the match.


 **Note:** A tick appears next to any competition that has been won. To remove it press .

 **Note:** Quitting a Competitions match results in an automatic defeat, irrespective of what the score is at that time. Any goals scored by your players in a forfeited match will not be recorded in the Performance Charts. In league matches or first legs of knockout matches, the forfeit is a 0-2 scoreline; in second legs of knockout matches, it is a scoreline sufficiently large enough to ensure an aggregate defeat.


### Simulating Matches


You can choose to complete any upcoming league or group match without actually playing by using the Simulate option.


- To Simulate a game, select MORE OPTIONS in the competition hub screen.
- Highlight FIXTURES in the Competition Options screen and press .
- Press . The match is simulated and the Latest Results screen appears displaying the simulated score.
- Press  to return to the Competition Options screen.


 **Note:** You cannot simulate matches in knockout rounds of competitions.


## Options

 **Note:** Default options are in **bold** in this manual.

Use the  Key **UP/DOWN** to select an option and the

 Key **LEFT/RIGHT** to change the option's setting. Press

 to save your changes and return to the Options

screen. To cancel any changes press .


### Game Options:

Set the CPU Skill, GK (goalkeeper) Skill, Half Length, Pitch Type and Wind strength, turn the Auto Replay feature **ON** or **OFF** and select how to decide a drawn match.


### Display Options:

Toggle in-game display of the Radar, Score Display and Player Names.

### Sound Options:

Use the  Key **LEFT/RIGHT** to set the Sound FX and Music volume.

### Control Options:

Toggle between FIFA 2004 and Arcade controls and turn Auto Switch **ON/OFF** (selecting **OFF** will require you to press  to switch to a different player when your team

does not have possession of the ball. Selecting **ON** will automatically choose the player closest to the ball).

### Language:

Select a language from **ENGLISH, FRENCH, GERMAN, ITALIAN** or **SPANISH**.




### Credits:












View the team behind *EA SPORTS™ FIFA Football 2004*.

## Multiplayer Mode


Connect and play with or against another player. Each player must have a copy of *EA SPORTS™ FIFA Football 2004* loaded in their N-Gage game deck to play a Multiplayer game.


### To Start a Multiplayer game:


1. From the Main menu, highlight **MULTIPLAYER MODE** and press .
  - If Bluetooth is turned **OFF** on your N-Gage game deck, you will be prompted to turn it **ON**. Highlight **OK** and press  to play a multiplayer game. Selecting **CANCEL** will return you to the Main Menu.
2. Decide if you want to host or join a game. Select **JOIN** or **HOST** and press .

- A multiplayer game must be hosted by one player, and joined by the other.
3. If you are joining a game, select the host you want to play with from the list and press . If you are hosting a game, select the device you wish to play with from the list and press .
  4. On the Choose a Side screen, press the  Key UP to play as the home team, or press the  Key DOWN to play as the away team. Press  to continue on to league and team selection.
  5. Each player selects a league and team separately. To select your league, press the  Key UP/DOWN. To select your team press the  Key LEFT/RIGHT and then press  to complete the process.
  6. When both players are satisfied with the chosen teams, press  to advance to the Select Kit screen.
  7. Press the  Key LEFT/RIGHT to select a team and then use the  Key UP/DOWN to change its kit.

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Press  to accept your choice and advance to the Team Management screen.



8. View your team's starting line-up (see *Team Management* on p. 7), then press  to start the game.

 **Note:** Both players must be within 10 meters of each other to play Multiplayer Mode with Bluetooth wireless technology.

## SAVING AND LOADING GAMES

When you start a new *EA SPORTS™ FIFA Football 2004* competition from the Main menu, you must select a save space that will be used to save game data. The first save will be automatically made after you choose your team. All subsequent saves are made to the selected save space (the game auto-saves after every match you play – including simulated games).

To continue a saved game (even if you've since turned off your N-Gage game deck) select COMPETITIONS from the Main menu, highlight the save space that contains your saved game and press . Your saved game's competition hub appears.

 **Note:** Your saved game will remain intact until you choose to delete it by pressing . After a Competition has been completed, all data related to the saved game will be erased and the save space will be available to start a new one.

## MUSIC CREDITS

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"Jerk It Out". Performed by Caesars. Written by Joakim Ahlund. © 2003 Universal-MCA Music Publishing a division of Universal Studios Inc. on behalf of Telegram Publishing AB. Recording courtesy of Astralwerks. Under license from EMI Film Et TV Music.

"Fools Gold". Performed by The Stone Roses. Written by Ian Brown and John Squire. Published by Zomba Music Publishers Ltd. administered by Zomba Enterprises Inc. in Canada and the US (ASCAP). Recording courtesy of Silvertone Records.

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To ensure you find the answer to your question, please choose the game type and title carefully, as well as the format you are playing on.



If you can't find the answer to your question, click on ASK EA to send your question to a customer support technician. We'll review your question and get an answer back to you as soon as possible.

**[www.uk.ea.com](http://www.uk.ea.com)**

**[www.ie.ea.com](http://www.ie.ea.com)**

Please note that Customer Support cannot provide game play hints or tips.

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ENGLISH

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**Obtaining Warranty and Technical Support**

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**Register Your Game Online**

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

*...and now, GET READY TO N-GAGE!*

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