

1. FAQ

-Q: When I have selected an option, is it in yellow text, or white?

-A: The option you have selected is the yellow one.

--Q: Why did the goal just reach out with the net and grab the ball?

--A: It appears that the goal is a bit sketchy. If you get the ball in the general direction of the goal, sometimes the goal's net will billow out, as if the ball has been caught by it. The ball will travel through the net and into the goal, even if the ball was clearly over the crossbar or outside on the right/left.

-Q: How can I score on my own goal?

-A: I don't know why you'd want to, but I have been asked this on multiple occasion, so here goes: There are two ways (that I am aware of) to score on your own goal. The first is simple: dribble the ball into the goal. The second is to rainbow kick (C-Up) the ball towards your goal. If your accuracy is good, the ball will go in.

--Q: How do I get rid of the announcer?

--A: After playing this game a lot, you've heard everything that John Motzen and Andy Gray have to say. To eliminate their banter, Press Start, go to Options, and toggle "Play By Play" off using the control stick.

-Q: How many people can be ejected from the game?

-A: As far as I have found, after 4 red card ejections in one game, no more players will leave the field, even if red carded.

--Q: What's the best way to get a red card?

--A: Slide tackle a goalie.

-Q: I cannot beat a certain team. Is there a way to make the game easier?

-A: Yes. Two ways. One is cheating, and one is not.

* Legit way: In Controller Settings, select the difficulty setting (I believe the default is "Semi Pro") and press B to switch it to a different difficulty. Novice is easiest.

* Cheating Way: In Controller Settings, switch your controller to the opponent team. Play as your opponent, and either give yourself the ball, or dribble the ball into your opponent's goal a few times.

--Q: What does 4-4-2 mean?

--A: 4-4-2 (and any number similar, for that matter) is a Team Formation. There are 10 non-goalkeeper players on the field. The first number refers to the number of defenders. The second refers to the number of midfielders, and the third refers to the number of forwards.

A 4-4-2 formation looks like this:

```
F F
M M M M
D D D D
GK
```

-Q: What is a Sweeper?

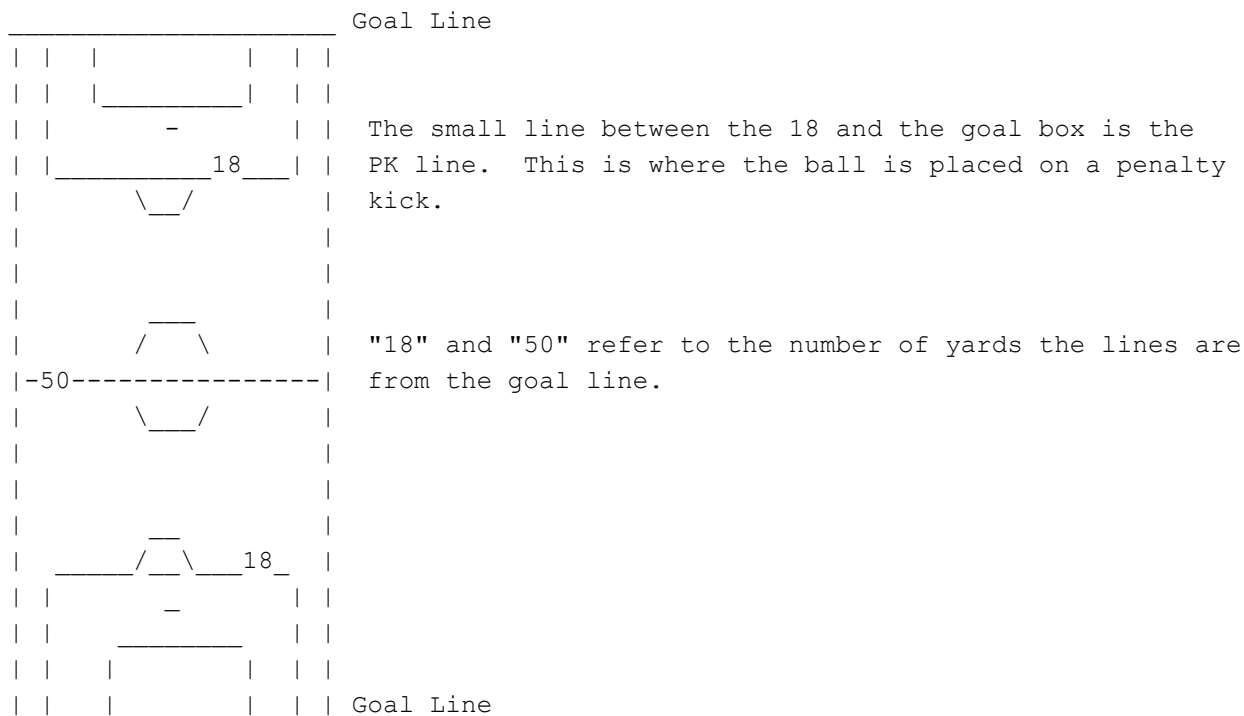
-A: A Sweeper is a position in the formation of "Sweeper." The Sweeper is a defender that plays behind the rest as one last line of defense before the goalkeeper. In the above described terms, it is a 1-3-4-2, and looks like this:

```
F F
M M M M
```

D D D
SW
GK

--Q: Later you refer to "the 50" and "the 18," what are those?

--A: here's a diagram:



-Q: What are the different types of tiebreakers? What's the difference?

-A: First, there will be two rounds of Golden Goal (AKA "Sudden Death") overtime. Each round is played normally, except that the first team to score a goal wins the game. If the two rounds of Golden Goal still result in a tie, there will be a Penalty Kick shootout. Each team gets 5 penalty kicks, and the one that scores the most wins the game. If this ends in a tie, it continues until someone misses.

2. Game Information

Publisher: EA Sports
Developer: EA Sports
Release Date: 2/28/1997
IGN Review: 4.2/10
GamePro Review: 4/5
GameSpot Score: 6.6
Players: 1-4
Expansion Pak required?: No
Memory Card required for saves?: Yes
Rumble Pak compatible?: Unconfirmed, but doubtful (I'll tell you for sure whether it is compatible if and when I get a rumble pak).

3. Controls

FIFA Soccer 64 has two different control configurations: "Simple" and "Complex." To change your control configuration or to change the difficulty level of the game, Press Start and select "Controller Select." Highlight The difficulty or controller configuration and press B to change it to another

setting. To view the controller configuration's button settings, press C-Right on this screen; A to exit.

---Simple

Offense:

C-Down: Lob

A: Pass

B: Shoot/Clear

C-Left: Speed Up

C-Up: Rainbow Kick

Defense:

B [Tap]: Tackle

A: Switch Player

B [Hold]: Slide Tackle

C-Up: Hard Tackle

C-Left: Speed Up

---Complex

Offense:

C-Down: Lob

A: Pass

B: Shoot/Clear

C-Left: Speed Up

C-Up: Rainbow Kick

Defense:

B: Tackle

A: Switch Player

C-Down: Slide Tackle

C-Up: Hard Tackle

C-Left: Speed Up

---Goalkeeper controls:

B: Punt the ball

C-Down: Throw

C-Left: Control the receiving player

---Corner Kick Controls:

C-Up: Sample kick/Aim ball placement

A: Pass

B: Shoot/Clear

C-Down: Rainbow Kick

---Penalty Kick controls (Goalie) (Unconfirmed)

Control stick+B: dive

C-Left: Sidestep stage Left

C-Right Sidestep stage Right

4. Beginning Screen

4.1 Friendly

-A single match supporting one to four players (vs. each other or the computer).

4.2 Playoff

-A Final-16 team tournament for the championship, complete with a bracket.
Good if you have a bit of time to kill.

4.3 League

-A complete league setting. Play league games against many other teams.
You'll need a memory card for this, as it takes a long time to complete.

4.4 Tournament

-A mode for playing in a tournament against 23 other teams (24 in total).

Select your team, and then wait as it simulates all games between computer players, until it reaches a game in which you are competing. Win games, win the tournament.

To see the top scorers in the tournament, press B on the screen that displays all the teams in their divisions.

4.5 Restore

-A snobby British word for "Load." Go here to load a previously saved game.

4.6 Options

- Half Length: how long each half will be
- Language: What language the game will display in.
- Match Type: Action, Arcade, or Simulation. Action is default. Simulation is most realistic, and Arcade is most unrealistic.
- Pitch Condition: The weather conditions for the match.
- Clock: Out of Play or Continuous. Out of Play stops the clock when the ball goes out of bounds. Continuous is a continuous clock, that then adds a number of seconds onto the end of each half to compensate for time spent out of bounds.
- Fouls: On/Off, Toggle foul bookings
- Offside: On/Off, Toggle whether the referee will call offsides
- Injuries: On/Off, Toggle whether or not players can be injured while playing.
- Time Display: On/Off, Toggle whether or not you can see the clock
- Auto Replay: On/Off, Toggle whether the game automatically replays goals.
- Play By Play: On/Off, Toggle whether or not the announcers will talk.
- Music: On/Off, Toggle Music
- SFX: On/Off, Toggle whether or not sound effects (crowd, etc.) are on.

5. Pause Options

Start Match (Becomes "Resume Game" after match start)

-Start/Resume the match. Duh.

5.1 Camera

-Select the camera to play with. Choose from Tele Cam, Sideline Cam, Cable Cam, Endzone Cam, Stadium Cam, Shoulder Cam, Ball Cam, FIFA 64 Cam. Tele Cam is the default camera setting.

5.2 PIP Camera

-Select a Picture-In-Picture camera angle, or turn it off. Choose from Tele Cam, Sideline Cam, Cable Cam, Endzone Cam, Stadium Cam, Shoulder Cam, Ball Cam, FIFA 64 Cam and Radar. I find Radar to be most helpful, as it provides a simple map of the field and player locations.

5.3 Controller Select

-Change difficulty and button settings. You can also toggle which team you

want to play as. To switch the Difficulty/controller settings, press B. To view what each button does under the current control setting, press C-Right.

5.4 Team Management

-Substitute players, change the Starting Lineup, switch your formation, set your strategy, and control the location of individual players.

5.4a Team Formation

-This is where you can toggle the formation of your players on the field. The default formation is 4-4-2, which is 4 defenders, 4 midfielders, and 2 forwards. The first number refers to the number of defenders, the second refers to midfielders, and the third to forwards. To change/see your formation, select "Team Formation" on the left menu, then move over to the right and toggle the formations up and down.

You can choose from these formations:

4-4-2

4-3-3

3-5-2

Sweeper (see FAQs)

4-2-4

4-5-1

I find that the best formation for the average game is 4-4-2, the best for a strictly defensive endeavor is 4-5-1, and the best all out offensive is probably the 4-2-4 or 3-5-2.

5.4b Team Strategy

-This is where you can select the aggression or defensiveness of which you want your players to play.

All-Out Offense: Your players play very close to the opponent's part of the field, and stay up. They're in the best position to score, but the worst to defend.

Attack: Your players play forward, but your defenders stay back a bit more than they would in All-Out Offense, to prevent the opponent from possibly slipping through the midfielders. It's not very effective if you're trying to combat a breakaway or well-formed attack.

Normal: Your forwards are up enough to score, and your defense is back enough to combat most offensive attempts by your opponent. Keep it here for most games.

Defend: Your forwards stay in more or less the same place as in Normal, but the midfield and defense move back towards your keeper.

All-Out Defense: Your forwards and midfielders play on your side of the 50, and the defenders play just outside the 18.

5.4c Position

Adjust the positioning of individual players on the field. Want your right midfielder to play a bit farther up? This is where you change it.

Select "Position" on the left menu, then move to the right menu ("Adjust Position"), select the player you want to move, press B, and move him around to your heart's content.

5.4d Starting Lineup (becomes "Substitution" when match starts)

Adjust your Starting Lineup. Press B on a player, then scroll to another player and press B to switch them.

5.5 Options:

- Half Length*: how long each half will be
- Match Type*: Action, Arcade, or Simulation. Action is default. Simulation is most realistic, and Arcade is most unrealistic.
- Clock*: Out of Play or Continuous. Out of Play stops the clock when the ball goes out of bounds. Continuous is a continuous clock, that then adds a number of seconds onto the end of each half to compensate for time spent out of bounds.
- Fouls: On/Off, Toggle foul bookings
- Offside: On/Off, Toggle whether the referee will call offsides
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- Play By Play: On/Off, Toggle whether or not the announcers will talk.
- Music: On/Off, Toggle Music
- SFX: On/Off, Toggle whether or not sound effects (crowd, etc.) are on.

*=only available on pre-match menu

5.6 Game Statistics:

On this screen you can view the current number of Goals, Saves, Fouls, Shots, Corner Kicks, and time spent Attacking, In Midfield, and Defending for both teams.

5.7 Score Summary:

This screen displays The goals scored in the match, chronologically. It displays the time scored, the player that scored, and the team that scored for each goal.

5.8 Foul Summary:

This screen displays the Fouls of the game chronologically. It includes the time at which the foul occurred, the player who committed the foul, and the team that player plays for. It also includes what card was given for the foul.

6. Game Tips/Hints

As this game is a sports game, there's not really anything to walk you through. Just win. So, in the spirit, but not likeness, of the walkthrough, here are some tips that seem to work for me. If you know of a more effective tip, or anything regarding tips, feel free to tell me and I will include it in this.

---In General:

-Play a 4-4-2 and Use "Attack" for normal game play. If you're in need of defense, in order to hold onto a win, switch to 4-5-1 and All-Out Defense. I advise against using "All-Out Offense" ever, because it leaves you too open.

-Do NOT get Red Cards. If you're playing seriously, a red card or two can really hurt your team. The offending player will not only be ejected from the match, but will not be able to play in the following game (Season, Tournament, and Playoff mode).

-Don't waste your speed boosts. Your players will get tired if you constantly use the speed burst, and will slow way down. Only use it when you need a little extra boost.

-Stoppage time rarely goes over about 40 seconds. If you're into stoppage time, you'd better be ready to finish.

---Offense:

-Shoot when you get close to the 18. Dribbling in close will often give the goalie a better chance of blocking the shot.

-Pass when needed, but don't base your game on it. Unlike real soccer, it is usually more effective to simply juke out every one of your opponents, instead of passing to a teammate.

-If you decide to take the ball and run, generally the best path of attack is to hug the sideline all the way down until you pass the opponent's 18. Then, cut back past the 18, and in towards the middle, ending up on or just within the middle of the 18. Shoot.

-On the Novice and Semi-Pro difficulties, simply Lobbing the ball to mid or 3/4 field to your forwards is the best way to advance. On Pro, where the opposing defense is not so willing to be beaten, you'll probably have to either juke your way past them, or pass.

-On the lower difficulties, it is easy to simply dribble around the opposing keeper. Simply dodge him when he runs at you, using a quick right, left, or backwards turn, then drive for the goal and dribble in while the keeper is on the ground. Good for showing off when playing against friends.

---Defense:

-Slide Tackles are extremely helpful moves. Do not use them exclusively, but often times they do the trick. Just remember to slide in front of your opponent, and not into his back or side, as you may be called for a foul.

-In a 1 on 1 situation, it is a BAD idea to all-out charge your opponent. Doing so almost guarantees your opponent a score, as he can simply dodge you and head straight for the goal.

7. Other Stuff:

In addition to the tips above, there are a few glitches/errors/cheats/cool things to do, etc.

Thank you to KasketDarkfyre, SS3 Grown Trunks, and FByies

Although I believe I discovered all of these on my own in game play, the aforementioned submitted some of these to GameFAQs.com for the code section.

Easy win: If knocking the difficulty down a notch isn't enough for you, you can always plug in a second controller, then go to "Controller Select," and switch sides. Dribble a few balls into your opponent's goal, or just give yourself the ball, then switch back. Repeat if necessary.

Control Crowd noise: If you have the ball, press the D-Pad in different directions to make the crowd make noise. During your goal celebration, pressing the different C-Buttons will make the crowd cheer in different ways.

Spelling variants: "Offence" and "Defence" Although technically not misspelled, the British spellings found their way into the game.

Extremely minor formatting glitch:

If you get Russia as the first team in Group 1 of the Tournament mode and, before any games are played, press B, the Top Scorers page will have text on top of text for some players, making it unreadable.

8.FAQ Version Information

Current version: 1.0.3

Last Update: June 28, 2004

First Version: June 26, 2004

June 26: Submit to GameFAQs.com

June 28: Fixed an ASCII punctuation error, added FAQ Version Information, and

made a small edit to the Credit section.

July 2/3: Added www.cheats.de and www.neoseeker.com to the legal disclaimers.

9. Credit where credit is due:

Nintendo/EA Sports, for in-game information used throughout (details on controls, etc.) and for creating FIFA Soccer 64.

Copyright/Use Permission paragraph, adapted from an example on GameFAQs: <http://www.gamefaqs.com/features/help/entry.html?cat=29>

ASCII art created with the ASCII Generator:

<http://www.network-science.de/ascii/>

IGN, GamePro, and GameSpot reviews borrowed from Gamespot:

<http://www.gamespot.com/n64/sports/fifasoccer64/index.html>

Thank you to KasketDarkfyre, SS3 Grown Trunks, and FByies for contributing Codes/Secrets.

And thanks to Mike Blackburn, for introducing me to this game, then consistently (and soundly) beating me at it.

Once again:

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