FIFA International Soccer
IBM Reference Card

Installation Instructions

Before playing *FIFA International Soccer* you need to install the program onto your computer's hard drive. The hard drive must have 8 Megabytes of free space.

1. Insert FIFA Soccer Disk 1 into drive A (or any appropriate drive).
2. Type **A:** and press **ENTER**. (If you have inserted Disk 1 into a drive other than drive A, type in the appropriate drive letter.)
3. Type **INSTALL** and press **ENTER**.
4. The Installation Window has two options: Install FIFA International Soccer and Exit Installation. Use the cursor keys to highlight Install FIFA International Soccer and press **ENTER**.
5. The default install path now appears. To change this from C:\FIFA, use the **Backspace** key to erase the characters and type in your preferred path. Press **ENTER**.
6. Change disks as prompted by the program.
7. After installation, the Sound Card Configuration screen appears. The first two options are for Sound FX card and Music. Press the cursor keys **up/down** to highlight a particular option, and **left/right** to alter the default setting.
8. Now highlight Change SFX Defaults and press **ENTER**. The sub menu displays the current settings. To change them, use the cursor keys to highlight an option and press **ENTER**; you can now type in the appropriate number. When you're happy with the Sound FX card settings, highlight Finished Changes and press **ENTER**. (If you're unsure of the sound FX settings, please consult your sound card's documentation.)
9. Next highlight Change Music Defaults and press **ENTER**. To alter these, repeat the process as in step 8, above.
10. To ensure that the sound FX and music settings are correct, we recommend that you now run Test Sound Effects and Test Music. Highlight these options in turn and press **ENTER** to run the test.
11. The next option, Auto Set Cards, has been designed for those uncertain of how to set their sound cards. Highlight Auto Set Cards and press **ENTER**; the install program then attempts to determine the correct settings for you.

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Note: For FIFA to automatically detect your sound settings, you need the right sound card environment settings in your autoexec.bat file. For example, the autoexec.bat file of a correctly installed SoundBlaster Pro has the following lines or something similar:

SET SOUND=C:\SBPRO

SET BLASTER=A220 I5 D1 T4

However, the lines you require are entirely dependent upon the type of sound card, its settings and the location of its software. Please consult your sound card's documentation for the necessary information.

12. When you have finished configuring sound cards, highlight Quit and press **ENTER**.
13. Remember the Installation Window? When this re-appears, highlight Exit Installation and press **ENTER**. You're now ready to play ***FIFA International Soccer***.
14. From the FIFA directory, type **FIFA** and press **ENTER** to run the game.

    Note: To reconfigure your sound card settings at a later date, type **CONFIG** and press **ENTER** from the FIFA directory. The Sound Card Configuration screen re-opens.

Starting the Game

To free up the required memory, we recommend that you use a boot disk (for details, see *Creating a Boot Disk for FIFA*).

1. Type **C:** and press **ENTER**. (If ***FIFA International Soccer*** was not installed on the C drive, enter the appropriate letter.)
2. Change to the FIFA directory. If you accepted the default path, type **CD\FIFA** and press **ENTER**.
3. Type **FIFA** and press **ENTER**.

Control Summary

DIRECTIONAL CONTROLS

Keyboard1, Keyboard2, and Keyboard3 refer to the three keyboard control configurations.

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
LEFT	Joystick left	Left arrow	Left arrow	O
RIGHT	Joystick right	Right arrow	Right arrow	P
UP	Joystick up	Up arrow	Up arrow	Q
DOWN	Joystick down	Down arrow	Down arrow	A

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Note: *FIFA International Soccer* supports the Gravis JoyPad and uses the JOYSTICK controls described above. To remain in sync with the joystick, use only the first two of the JoyPad's four buttons.

OUTFIELD PLAYER WITHOUT THE BALL

NOTE: Fire 1 and Fire 2 designations will vary depending on your joystick.

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
Sliding tackle, Header, Bicycle kick, or Barge	Fire 1	Spacebar	1	Alt
Change control to player nearest the ball, or Tackle if near opponent	Fire 2	Enter	2	Spacebar
Shoulder charge or Push	Fire 1 + Fire 2	Spacebar + Enter	1 + 2	Alt + Spacebar

OUTFIELD PLAYER WITH THE BALL

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
Shot at goal (Press and release) press and hold for harder shot)		Fire 1	Spacebar	1 Alt
Directional pass Press and release (press and hold for harder pass)		Fire 2	Enter	2 Spacebar
Chip/lob (press both to chip; press both and release one to lob)	Fire 1 + Fire 2	Spacebar + Enter	1 + 2	Alt + Spacebar

GOALKEEPER WITH THE BALL

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
Throw ball to nearest player		Fire 1	Spacebar	1 Alt
Toggle Direction Box on/off		Fire 2	Enter	2 Spacebar
Kick the ball towards Direction Box *(Usable only with Direction Box ON)*	Fire 1	Spacebar	1	Alt

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GOALKEEPER WITHOUT THE BALL (MANUAL GOALKEEPER ONLY)

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
Dive for the ball	Fire 2	Enter	2	Spacebar
(Use the directional controls to direct the dive)				

GENERAL CONTROLS

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
KICK OFF	Fire 1	Spacebar	1	Alt
		Fire 2	Enter	2 Spacebar
GOAL KICK				
Kick ball straight	Fire 1	Spacebar	1	Alt
Toggle Direction Box on/off		Fire 2	Enter	2 Spacebar
Kick the ball towards				
Direction Box	Fire 1	Spacebar	1	Alt
CORNER KICK	Fire 1	Spacebar	1	Alt or B
PENALTY KICK				
Take Penalty	Fire 1	Spacebar	1	Alt
(Use arrow keys or joystick to direct the penalty kick)				
Change Penalty taker	Fire 2	Enter	2	Spacebar
THROW-IN	Fire 1	Spacebar	1	Alt
		Fire 2	Enter	2 Spacebar

REPLAY CONTROLS

	JOYSTICK	KEYBOARD1	KEYBOARD2	KEYBOARD3
Play/Pause replay	Fire 1	Spacebar	1	Alt
Quit replay	Fire 2	Enter	2	Spacebar

Use directional controls to move cross-hair.
When cross-hair is on a player, the camera will follow that player throughout the replay.
Leaving the cross-hair away from a player will make the camera revert to following the ball.

Keyboard Only Replay Controls

Advance one frame	>
Fast forward	Press and hold >
Rewind one frame	<
Fast rewind	Press and hold<

Note: If your joystick fails to respond in one or more directions, it will need to be re-calibrated by re-inserting it into the joystick port and pressing J.

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Problems With The Game?
Before you reach for the phone READ THIS

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation instructions thoroughly.
If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.
NOTE: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

SYSTEM REQUIREMENTS

REQUIRED: 386/25 mhz CPU or faster;4 mb RAM (3.4 MB xms memory free); 4 MB PC owners may need a specific boot disk, see enclosed ref. card; MSDOS 5 or greater;VGA graphic card; Hard drive with 8MB free.
SOUND SUPPORT: Soundblaster;Soundblaster Pro;Soundblaster 16; Waveblaster; AWE32; Adlib Fold; Roland LAP C-1; Pro Audio Spectrum 16; SFX Classic 3000
CONTROL: Keyboard, Joystick
SUPPORTED: Doublespace, Gravis PC GamePad
NO. OF PLAYERS: 1-2

TSRs/Device Drivers/DOS Shells

TSR stands for Terminate and Stay Resident. A TSR is a program, like SideKick, that automatically starts up when you start up your computer from a hard drive. These programs are generally installed in your AUTOEXEC.BAT file (found in your root directory, usually C:). Device Drivers and DOS shells are also loaded automatically. These are usually installed in your CONFIG.SYS file (also found in your root directory, usually C:).

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need. We recommend that you do not run any such programs, device drivers, or shells when attempting to play a game.

PROBLEMS WITH THE GAME?

If you are experiencing problems or receiving error messages while installing or playing the game, we can help.

The following chart should help you correct some of the difficulties you may encounter with FIFA International Soccer.

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PROBLEM	POSSIBLE CAUSE	SOLUTION
Insufficient free memory.	Your computer does not have enough free conventional memory to run the program.	FIFA International Soccer requires 580 K of free conventional memory. See below for information on creating DOS boot disk.
Abnormal program termination: Memory protection fault CS:EIP = 000Fh: 0009C430h or Insufficient Memory	Your system may not have enough free XMS memory to run the program.	FIFA International Soccer requires 3.4 MB of free XMS memory. Check your memory configuration to see if it matches the System Requirements above.
SFX Hardware Card not responding	Sound card settings do not match what is designated in the FIFA config file	Go into the FIFA directory and type "config". Make sure your sound card settings (I/O address, IRQ, DMA) match what is chosen in this config.file. (change SFX defaults).
	Sound card setting conflict	Our program prefers the following settings: I/O address=220,IRQ=5 or 7, and DMA = 1 Also make sure that none of your other devices use these settings or you may experience a conflict. Make sure you load your sound card driver in your config.sys or your autoexec.bat file. Consult your sound card manual for more information. Your system may not have enough free XMS memory to run the program.
	Sound card driver is not loading	FIFA International Soccer requires 3.4 MB of free XMS memory. Check your memory configuration to see if it matches the System Requirements above.
Abnormal program termination	Not enough XMS memory is set up on your system.	FIFA International Soccer requires 3.4 MB of free XMS memory. See below for information on creating DOS boot disk to free up XMS memory.

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NOTE: Before attempting any of the following suggestions, please make sure that you are familiar with the DOS commands being used. Consult your DOS manual.
Checking the amount of available memory:

- To verify the amount of memory available to your system, type **MEM** at the C:\> prompt.

The information will be displayed differently depending on your version of DOS, however, the information is essentially the same. "Largest executable program size" tells you the amount of free conventional memory." Bytes free XMS memory" (MS-DOS 5.0) or "Free Extended (XMS)" (MS-DOS 6.0) indicates how much free memory you have. (**NOTE:** 1 MB=1024K=1048576 bytes.) If these numbers do not meet the minimum requirements listed in the *System Requirements* section above you will need to free up more memory.

DOS BOOT DISK

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Below are instructions for creating a DOS boot disk. Please follow these steps exactly.

NOTE: To create a DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. Type C: and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**. Be sure to include the spaces.

Note: If you are formatting low density disks on a high density drive, use the following commands in place of step 3:

5.25" low density disk: Type **format a:/s /n:9 /t:40** and press **ENTER**.
3.5" low density disk: Type **format a:/s /n:9 /t:80** and press **ENTER**.

A prompt appears asking you to insert a blank disk into drive A:. Do so if you haven't already, and press **ENTER**.

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4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name or press **ENTER** for no name.

5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS). To do so, follow the instructions below.

NOTE: If you are NOT using the EMM386 memory manager, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.
NOTE: The following section assumes that your root directory is C:. If your root directory is other than C:, substitute the correct letter in the following commands.

To configure your DOS boot disk to free up additional conventional memory and to set up the required amount of Extended (XMS) memory:

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:

   i. At the C:\ prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
   II. Type **copy c:\autoexec.bat c:\autoexec.bak** and press **ENTER**.

2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the boot disk that you have just created (A:\):

   i. At the C:\ prompt, type **copy c:\config.sys a:** and press **ENTER**.
   ii. Type **copy c:\autoexec.bat a:** and press **ENTER**.

3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

To open the file from the C:\ prompt:

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i. Type **cd \dos** and press **ENTER**.
ii. Type **edit a:\autoexec.bat** and press **ENTER**.

4. From the boot disk copy of the AUTOEXEC.BAT file, delete all of the lines except the following:

   Path=...
   PROMPT PG
   C:\MOUSE\MOUSE.COM

NOTE: Path=... indicates that you should leave the Path statement as it appears in your original AUTOEXEC.BAT, not change it to Path=....

C:\MOUSE represents the directory your mouse driver may be located. If you do not find your mouse driver in the C:\MOUSE directory or do not have a C:\MOUSE directory try looking in a different directory, like C:\, C:\DOS, C:\WINDOWS, C:\WINDOWS\SYSTEM, etc....

Example: C:\DOS\MOUSE.COM

NOTE: If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. Do not change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

Sound Card Users: If you are using a sound card that is SoundBlaster compatible, but is not directly supported by FIFA International Soccer, you will need to use the SoundBlaster emulation mode of your sound card. SoundBlaster emulation is usually achieved by a line in your AUTOEXEC.BAT file and should NOT be deleted when editing this file. For more information regarding SoundBlaster emulation, consult your sound card manual.

Example: SET BLASTER=A220 I5 D1 T4
SET SOUND=C:\SBPRO

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.

   - To save, press **ALT-F** to bring down the File menu, then type **S**.
   - To open, press **ALT-F**, type **O**, then type **a:\config.sys** and press **ENTER**.

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6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
FILES=40
BUFFERS=20
```

MS-DOS 6.0 USERS: If you are using the Doublespace utility provided with DOS 6.0, you will need to load the DBLSPACE.SYS device driver into high memory in order to free up additional conventional memory. This can be done by adding an additional line to the CONFIG.SYS file on your boot disk. The CONFIG.SYS file should contain the following lines:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M
FILES=40
BUFFERS=20
```

Your CONFIG.SYS file should now look like one of the above examples. If it does not, edit it or add the above lines now to make it identical to the text above. The one exception may be that the C:\DOS section of the HIMEM.SYS line may read C:\WINDOWS. You may leave these lines with the C:\WINDOWS.

Examples: C:\WINDOWS\HIMEM.SYS

7. Save the edited CONFIG.SYS file and exit the EDIT program.
   - To save, press **ALT-F**, then type **S**.
   - To exit the Edit program, press **ALT-F**, then type **X**.

You now have a boot disk which should free up enough conventional memory and set up enough Extended (XMS) memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the edits to the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk. If you were having trouble installing your game, you can now try reinstalling. If you were having trouble loading your game, try starting the software from the directory you installed to.

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To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\ prompt.
2. Type **C:** and press **ENTER** to return to your hard drive.

NOTE: If you want to return your system to its normal memory configuration, simply remove the DOS boot disk from the A: drive and restart your machine.
For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:
Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.
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