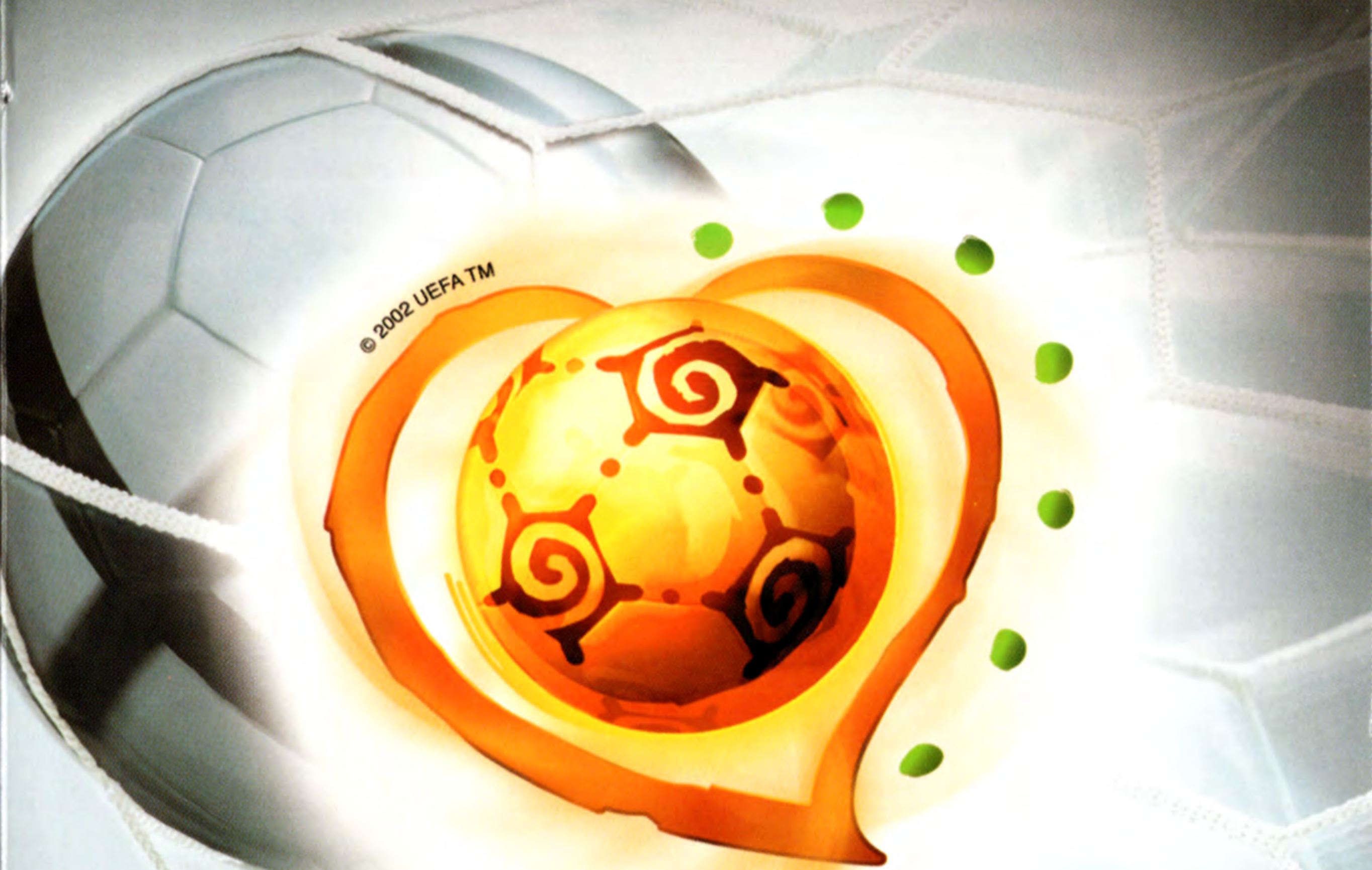


THE OFFICIAL SOCCER GAME OF UEFA EURO 2004™



UEFA

Euro 2004

PORTUGAL



**WARNING: READ BEFORE USING YOUR
PLAYSTATION® 2 COMPUTER ENTERTAINMENT
SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ❖ Do not bend it, crush it, or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

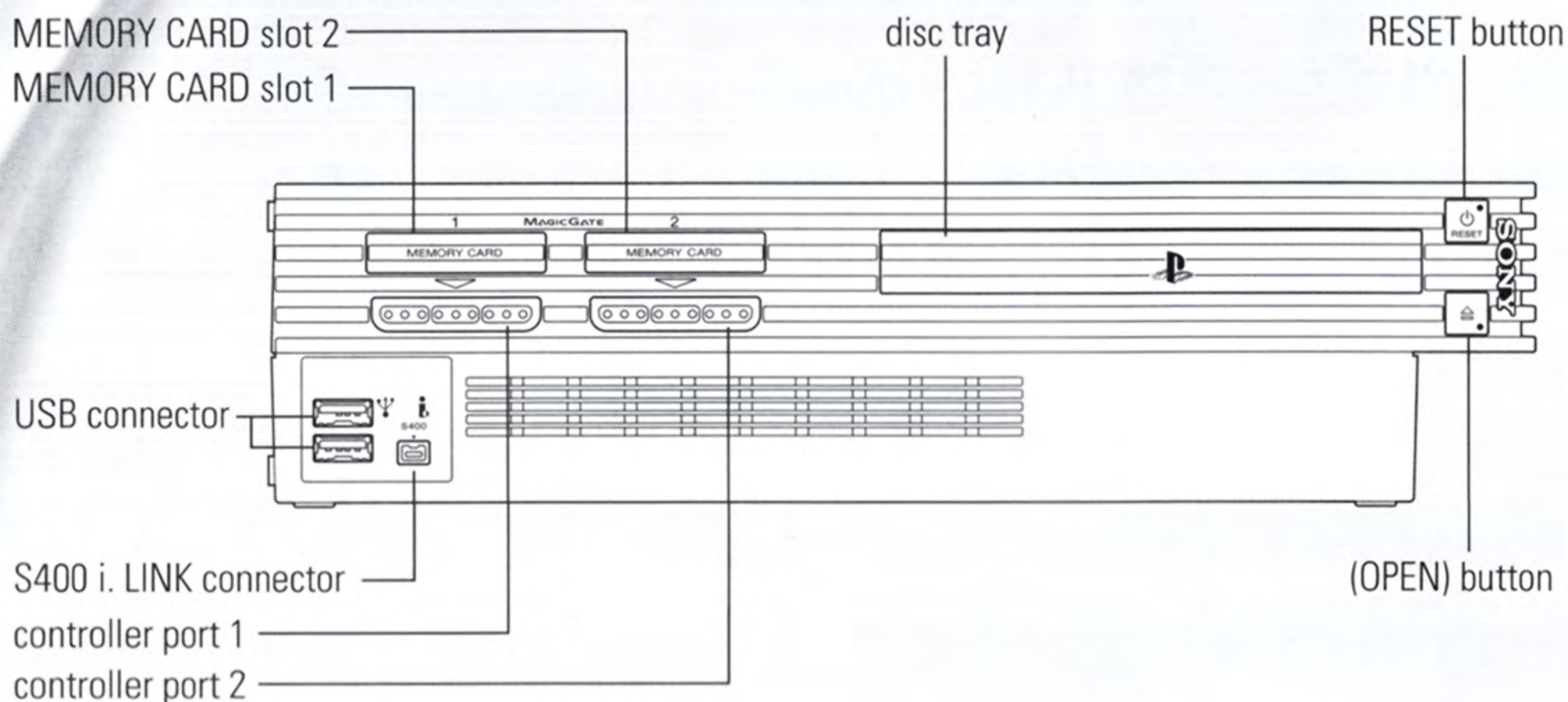
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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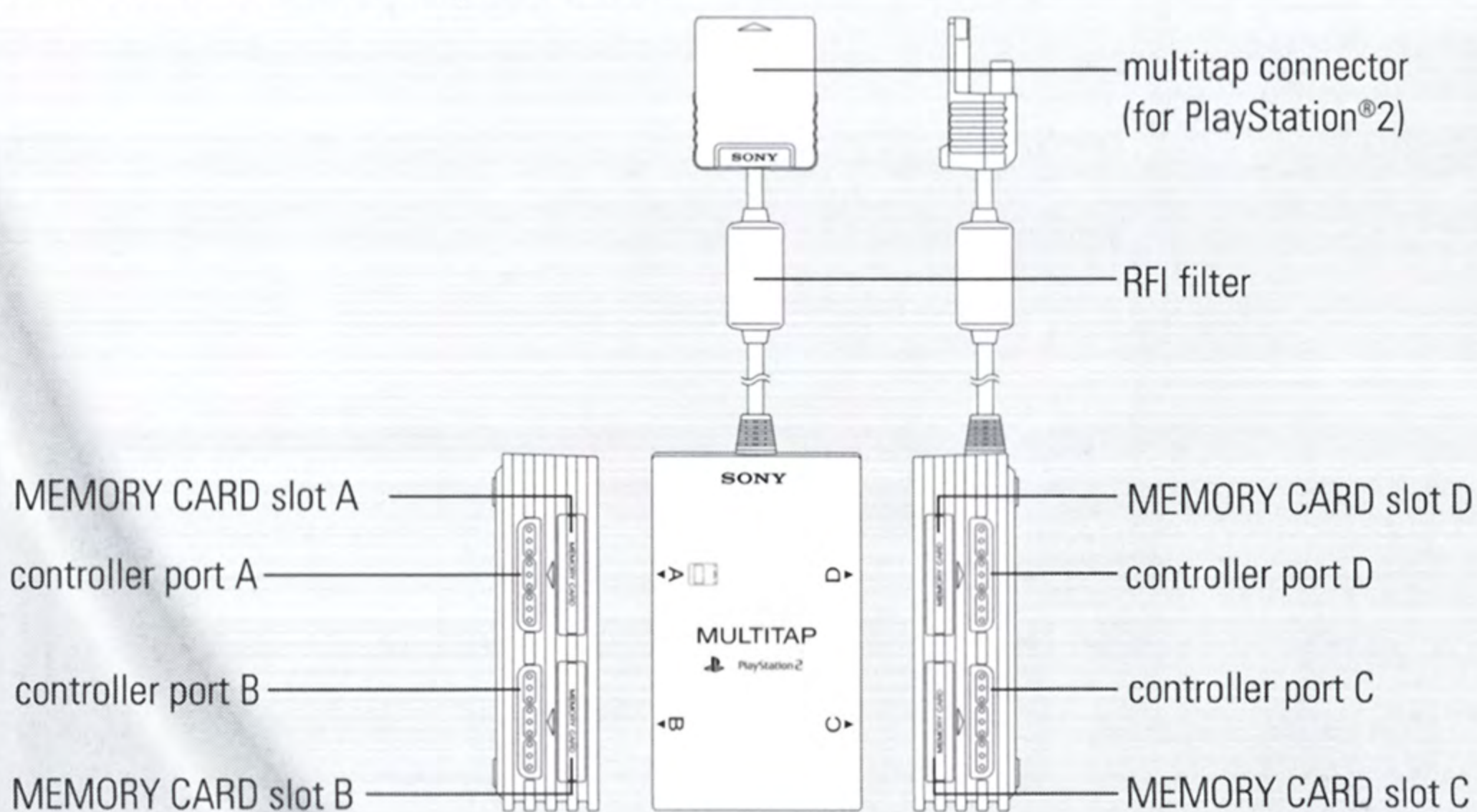
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



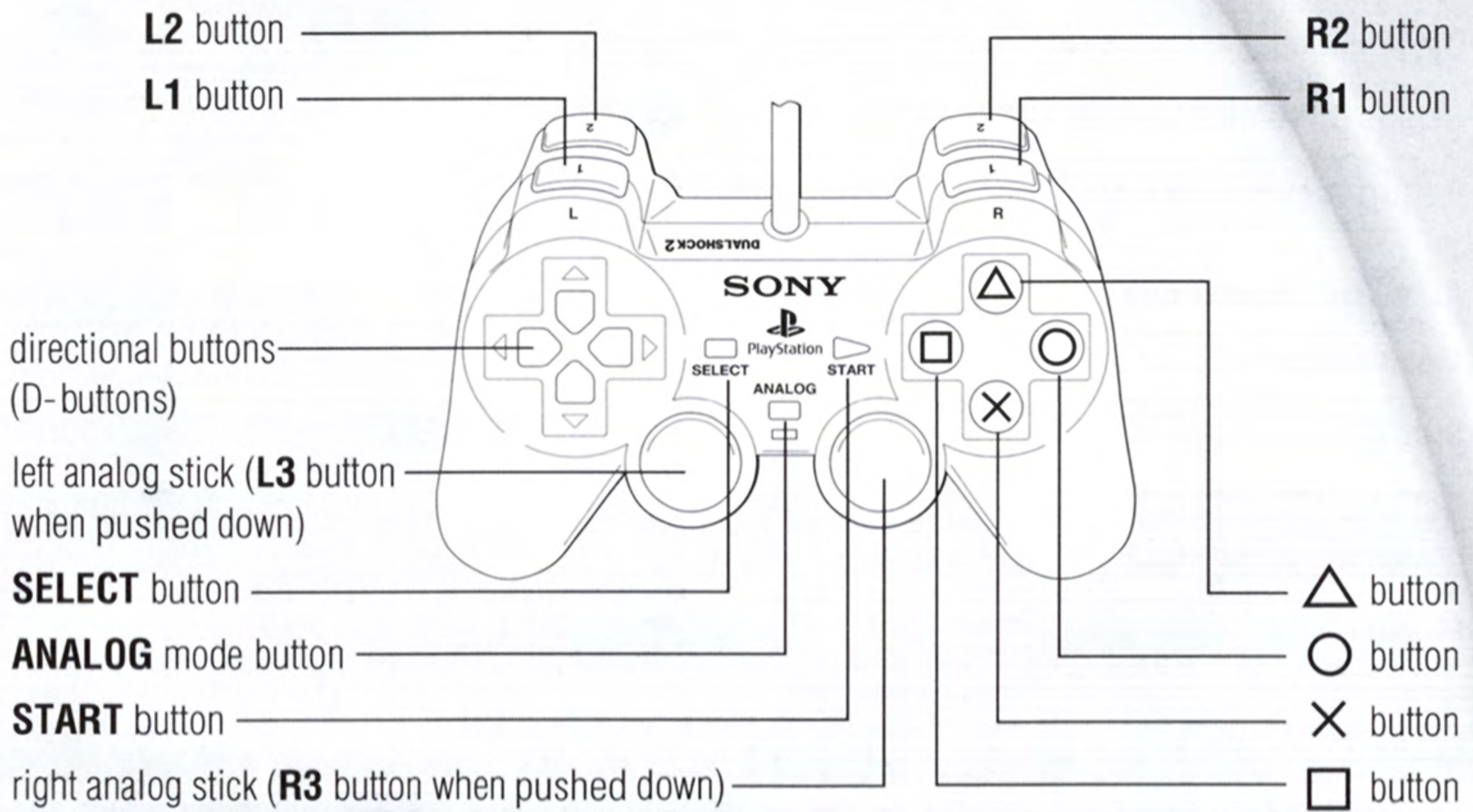
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *UEFA EURO 2004™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.




COMPLETE CONTROLS

Lead your favorite European team to the championship by mastering these gameplay controls.



MENU CONTROLS

Highlight menu items	D-button 
Cycle choices/Move sliders	D-button 
Select/Go to next screen	 button
Return to previous screen	 button

GENERAL GAMEPLAY

Move player	D-button  or 
Sprint	Press and hold R1 button
Activate IGM (see <i>IGM (In-Game Management)</i> below)	Press and hold R2 button + L2 button
Pause game	

IGM (IN-GAME MANAGEMENT)










- ❖ To make tactical adjustments during the game press and hold the **L2** button and press and hold the **R2** button (simultaneously). Press the left analog stick or D-button  to toggle between different tactical areas and then press the left analog stick or D-button  to make changes to each:

Attacking Strategy (A): Wing Play/Possession/Long Ball

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

ATTACKING (WITH BALL)

Pass/Header	 button
Manual pass	 button + L1 button
Shot/Header/Volley	 button
Chip shot	 button + L1 button
Fake shot	 button + R2 button
Lob/Cross	 button
Early cross	 button + L1 button
Through pass (ground)	 button
Through pass (lobbed)	 button + L1 button
Skill moves	right analog stick

POWER, WEIGHT, AND DIRECTION

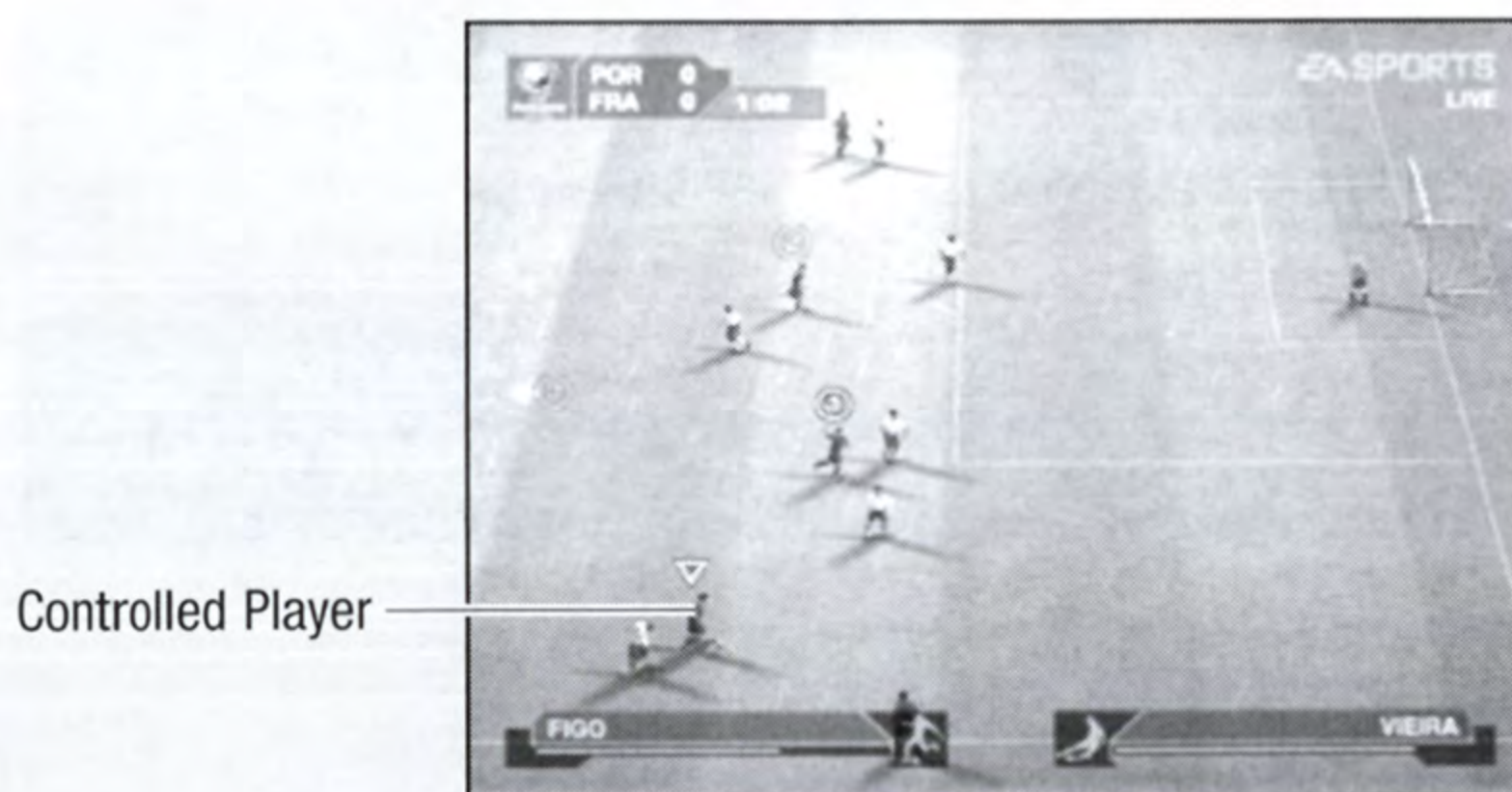
- ❖ When shooting, lobbing, and playing a manual pass, a power meter appears at the bottom of the screen. Keep the relevant button pressed to increase power (along with speed and distance) and release when the meter has filled sufficiently. If the meter reaches the red zone, your effort is more likely to be off target. Press the left analog stick to aim—the ball travels in the direction it is facing when the button is released.

PASSING

- ❖ Normal passes, lobs, and crosses are automatically directed towards a teammate or teammate's run in the direction of your left analog stick. Manual passes are played in the direction of your left analog stick allowing your teammate to run onto the ball.
- ❖ To play first-time balls (passing or shooting without first controlling the ball), press the relevant buttons before the ball reaches your player.

DRIBBLING

- ❖ The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace and control requirements.



ATTACKING OFF THE BALL™ CONTROL OPTIONS

- ❖ **Off the Ball™ Running:** When your player has possession of the ball, press the **L2** button to increase his passing options. Potential ball receivers appear with numbers above their heads. Press the **L2** button to cycle through the receivers and press the right analog stick to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press the **□** button or the **△** button.

DEFENDING (WITHOUT BALL)

Switch player	⊗ button
Tackle	⊙ button
Sliding tackle	⊞ button
Keeper charge	△ button

DEFENDING OFF THE BALL™ CONTROL OPTIONS: SECONDARY DEFENDER

- ❖ For the defender nearest the ball, tackling isn't always the best form of defense. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a secondary defender (L1 button) to make the challenge.

GOALKEEPER IN POSSESSION

Move/Aim kick or throw	left analog stick
Throw	X button
High kick	□ button or ○ button
Drop the ball	△ button

SET PIECES

TAKING A DIRECT FREE KICK

In order to hit the target you need to follow these steps:

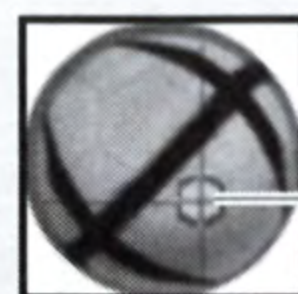
1. Press the left analog stick to **aim** the targeting cursor towards the area of net you want the ball to go.

Targeting Cursor



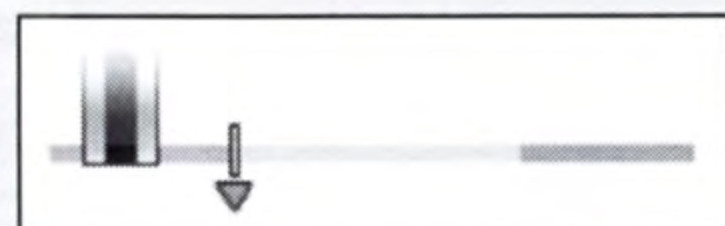
2. Decide what kind of **spin** you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) by pressing the right analog stick. The ball spins accordingly.

- ❖ **Ballspin:** To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right side of the ball as you look at it sends it swerving in an arc to the right, and then back to the left, and vice versa).





Impact Cursor

3. To take the kick, press the □ button, the X button, or the ○ button to start the kick meter, press it once more on the **upswing** to set the **power** of the shot (stop the pointer near the red zone to give it full power; the more powerful the shot, the faster the downswing) and press it a third time on the **downswing** to set the **accuracy** (stop the pointer in the middle of the accuracy zone for the best results).






TAKING AN ATTACKING INDIRECT FREE KICK OR CORNER

1. Press the left analog stick  and the  button to select a **preset routine**.
2. Select a **receiver** by pressing the button corresponding with the symbol above his head.
3. Use the Off the Ball™ controls to **make space** for yourself while waiting for the set piece (see *Attacking Indirect Free Kick/Corner Off the Ball™ Control Options: Jostling* below).




ATTACKING INDIRECT FREE KICK/CORNER OFF THE BALL™ CONTROL OPTIONS: JOSTLING

- ❖ While waiting for an attacking indirect free kick or corner to be taken, win space in the crowd scene by jostling with your marker. To give him the run-around, press the left analog stick; to jostle with him, press the right analog stick.


TAKING A DEFENSIVE INDIRECT FREE KICK OR GOAL KICK

Aim	left analog stick
Long pass	 button or  button (hold kick buttons for increased power)
Short pass	 button





TAKING A THROW-IN

Aim	left analog stick
Throw	 button,  button, or  button

TAKING A PENALTY KICK

Aim shot	left analog stick
Shoot	 button (hold for increased power)

DEFENDING SET PIECES OTHER THAN PENALTY KICKS


Move player/wall	left analog stick
Wall jump	 button,  button, or  button
Switch player	 button

DEFENDING A PENALTY KICK

Goalkeeper dive	left analog stick
-----------------	-------------------

SETTING UP THE GAME

Play your way to the championship with *UEFA EURO 2004™*. Manage a successful qualifying campaign—juggling changing player morale and fitness—to reach the UEFA EURO 2004 Finals and play against the best teams in Europe.

NOTE: From the Select Team screen, press the  button to decide whether a team is User or CPU controlled.

MORALE



If a player's morale decreases, his performance drops. However, if things go well on the pitch his morale increases again. You can monitor player morale from the Team Management screen. Significant changes are highlighted in Team News.

USER PROFILES

Your User Profile contains all of your game preferences (e.g. Set Pieces, Game Settings, etc).

ACTIVATING A USER PROFILE

The Active User Profile determines the settings currently being used.

- ❖ To change the User Profile being used in the current session, press the D-button or the left analog stick  in the My Euro User Profiles screen to select the required User Profile. Then press the  button.

NOTE: User Profiles can also be chosen at the Select Sides screen before playing a game.

PLAYING THE GAME

CONTROL HIGHLIGHTS



Controlled player in possession of the ball



Controlled player when not in possession of the ball



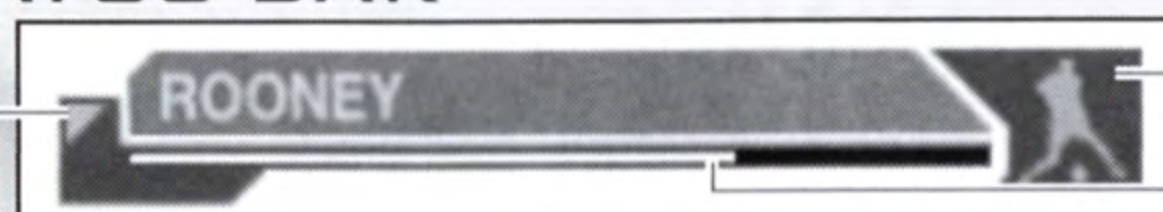
Off-screen controlled player indicator



Players making Off the Ball Runs

PLAYER STATUS BAR

Morale indicator



Star player ability

Fatigue level

During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue, morale, and star abilities he possesses.

FATIGUE

This level decreases the more a player sprints (press and hold the **R1** button), slowing him down, but replenishes when he returns to normal pace.

MORALE

The morale indicator appears if a player's morale is exceptionally high.

STAR PLAYER

Star players' special abilities are represented by the following icons:



Tackling



Dribbling



Running



Shooting

GAME MODES

NOTE: Most of the game modes in *UEFA EURO 2004* are self-explanatory and are not covered in this manual. See *Hints and Tips* on p. 10 for further information on playing the game.

TOURNAMENT

Play your way through a league, knockout tournament (or a combination of both) against any of the 51 qualifying UEFA EURO 2004 teams. You can also skip the early rounds and go straight to the finals.

- ❖ To select the teams, press the D-button or left analog stick ⇄ to enter a team into an Empty slot. Press the **○** button to decide whether a team is User or CPU controlled. Press the **L2** button or the **R2** button to Autofill empty slots with random teams.

PRACTICE

Join the 'wide awake' club by working hard on the practice pitch. Choose to practice a game with a set number of players or rehearse your corners and direct/indirect free kicks.

HINTS AND TIPS

GAMEPLAY

SHOOTING

Use a **chip shot** (○ button + **L1** button) to lift the ball over the keeper or send the keeper the wrong way with a **fake shot** (○ button + **R2** button).

PASSING

Manual passes (× button + **L1** button) can be played into areas that do not contain teammates, allowing you to pass into space and cut through the defense for fun.

OFF THE BALL™

Use the attacking Off the Ball™ controls (**L2** button, then □ button or ▲ button) on the wing for pinpoint crosses.

TACKLING

Get close to the ball carrier (left analog stick) to contest for the ball without fouling.

MENU SCREENS

TOURNAMENT SQUAD SELECTION

Choose Current Squads if you want to include recent player swaps in a Tournament or select Default Squads to overwrite any unsaved Squads.

KNOCKOUT TOURNAMENTS/MATCHES

Set the number of legs to 2 at the knockout stage to decide ties over home and away matches. Remember, if matches are level after the two matches, the away goals rule comes into play and away goals count double.

USING THE VIRTUAL KEYBOARD

To input names, press the D-button or left analog stick to highlight each character and press the × button. Select DONE to enter a name.

SWAPPING PLAYERS IN YOUR LINE-UP

To change your first team line-up (or substitute players during a match), press the D-button or the left analog stick ↕ to highlight the name of the first player that you wish to swap. Next, press the × button. Repeat this action to choose the second player. The players are swapped.

Highlight a player name and press the ○ button to view his Bio Screen. Press the **L1** button or the **R1** button to cycle through his attributes.

PRACTICE MODE PAUSE MENU

When practicing set pieces in Practice mode, select a Location (an area of the pitch) from which to take them (1 corresponds to the far left of the opponent's goal).

MULTIPLAYER MATCHES

Up to 8 Players may play *UEFA EURO 2004*, using a Multitap (for PlayStation®2). To play with 1-5 Players, a Multitap (for PlayStation®2) is required and must be inserted into controller port 1 of the console. The controllers must then be connected sequentially to controller port 1-A, controller port 1-B, etc, with the fifth controller inserted into controller port 2. To play with 6-8 Players, a second Multitap (for PlayStation®2) is required and must be inserted into controller port 2. If you are using a memory card (8MB) (for PlayStation®2) it must be inserted into MEMORY CARD slot 1-A of the multitap (for PlayStation®2).

SAVING AND LOADING

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) while loading or saving.

NOTE: The memory card (8MB) (for PlayStation®2) is only supported in MEMORY CARD slot 1.

SAVING

❖ To save files to and from a memory card, go to the Save/Load screen (see *Save/Load Screen* below) or choose Save from the relevant mode menu. You are also prompted to save files upon exiting certain screens.

NOTE: Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition. Changes made from the Pause menu are reset after a game is finished.

LOADING

- ❖ Select YES upon boot-up to automatically load all User Profiles and squads detected on the memory card. Loaded Profiles cannot be deleted.
- ❖ To load previously saved files **after** you've started the game, go to the Save/Load screen (see *Save/Load Screen* below) or choose the LOAD option when starting the relevant mode.

SAVE/LOAD SCREEN

To enter the Save/Load screen, select SAVE/LOAD from the My Euro screen (you then select whether you wish to SAVE or LOAD) or select one of the Save or Load options throughout the game.

TO SAVE OR LOAD A FILE WITHIN THE SAVE/LOAD SCREEN:

1. Press the **L1** button or the **R1** button to select the type of file you wish to perform an action on (All Types/Profile/Squad/Euro File/Tournament).
 2. Press the D-button or left analog stick \updownarrow to select a file and then press the **X** button.
- ❖ If you have chosen to **save** a file, you can select RENAME FILE to change the file name and save it or SAVE FILE to save it under its present name.
 - ❖ If you have chosen to **load** a file, select LOAD FILE.

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Package Cover Photography: Bulletproof Design and Popgun Design

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It's Fast. It's Easy. It's Worth It!



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