

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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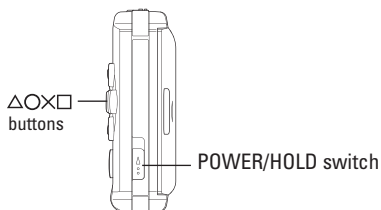
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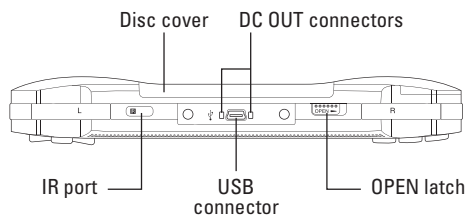
WWW.EASPORTS.COM

GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *FIFA Soccer 09* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

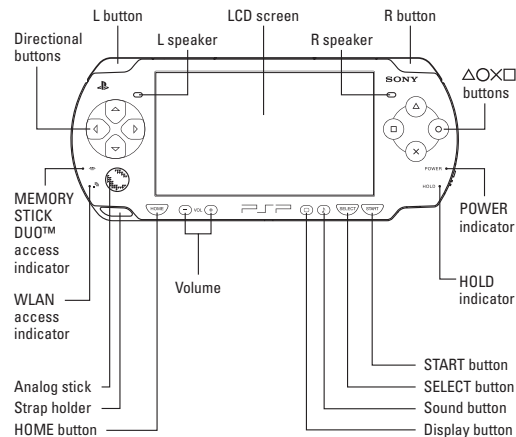
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

Once you've created your profile (see p. 7) go to MY FIFA 09 > GAME SETTINGS > CONTROLS to set up your preferences. Select one of six controller configurations to use and turn Smart-Play controls ON to learn at your own pace (see p. 7).

NOTE: The controls in this manual refer to the Classic Analog Dribble configuration.

BASIC CONTROLS

Move player	Analog stick
Sprint	R button (hold)
Attacking tactics	Directional buttons
Defensive tactics	Directional buttons + L button

ATTACKING

Knock on (while running)	L button + R button + Analog stick
Stop ball/Shield ball	Analog stick (release) + R button
Send teammate on run	R button (double tap)
First touch (before receiving the ball)	L button + Analog stick
Tricks	L button + Analog stick
Pace control ON/OFF	L button (tap and then hold)

PASSING AND CROSSING	
Short pass (assisted)	ⓧ button
Through ball	⬆ button
Chipped through ball	Ⓛ button + ⬆ button
One-two pass	Ⓛ button + ⓧ button (double tap)
Cross/Lob	Ⓜ button (hold for increased power)
Ground cross	Ⓜ button (double tap)
Early cross	Ⓛ button + Ⓜ button
Early ground cross	Ⓛ button + Ⓜ button (double tap)

SHOOTING	
Shot/Header	Ⓞ button
Placed shot	Ⓛ button + Ⓞ button
Chipped shot	Ⓞ button + Ⓛ button (tap while power bar fills)

FAKES	
Fake shot	Ⓞ button (hold) + ⓧ button (as power bar fills)
Fake cross	Ⓜ (hold button) + ⓧ button (as power bar fills)

TRICKS

Press the **Ⓛ** button + the Analog stick to leave your marker in the distance.

NOTE: Unless stated, the controls listed below assume that the controlled player is moving vertically upwards.

STANDING MOVES	
Step-over left, kick right	←, →
Step-over right, kick left	→, ←
Fake kick	↑, ↑
Fake left	←, ←
Fake right	→, →
Pull back	↓, ↓
Pull back, go left	↓, ↙, ←
Pull back, go right	↓, ↘, →

JOGGING MOVES	
Step-over	↑, ↑
Lane change left	←, ←
Lane change right	→, →
Lane change left, cut right	←, →
Lane change right, cut left	→, ←
360 left	↓, ↙, ←
360 right	↓, ↘, →

Rainbow left	←, ↗, ↑
Rainbow right	→, ↗, ↑
Blanco hop	↓, ↑
Flip ball up	↑, ↓, ↑

DEFENDING	
Switch player	ⓧ button
Tackle/Clearance	Ⓞ button
Sliding tackle	Ⓜ button
Press	Ⓞ button (hold)
Jockey	Ⓛ button (tap and then hold)
Call secondary defender	Ⓛ button (hold)

GOALKEEPING	
Move/Aim kick or throw	Analog stick
Throw	ⓧ button
Kick	Ⓜ button/Ⓞ button (hold for increased power)
Drop ball	⬆ button
Control goalkeeper (when opposition has possession near your goal)	⬆ button
Goalkeeper charge	⬆ button (hold)

SET PIECES

CORNERS	
Lob cross	Ⓜ button (hold for increased power)
Driven cross	Ⓞ button (hold for increased power)
Low cross	Ⓛ button + Ⓞ button
Short corner	ⓧ button
Call short corner receiver	Ⓡ button

FREE KICKS	
Aim	Analog stick
Shoot	Ⓞ button (hold for increased power)
Driven shot	Ⓛ button + Ⓞ button
Short pass	ⓧ button
Lob pass	Ⓜ button (hold for increased power)
Call lay-off man	Ⓡ button
Lay-off man shot	Ⓡ button (hold) + Ⓞ button
Lay-off man lob pass	Ⓡ button (hold) + Ⓜ button (hold for increased power)
Lay-off pass into space	Ⓡ button (hold) + ⓧ button (ready for primary kicker's shot)

Lay-off man switch sides	R button + Analog stick ←/→
Select player in wall (defending team only)	⊗ button
Move wall (defending team only)	Analog stick ←/→
Jump wall (defending team only)	Ⓢ button
Charge kick (defending team only)	Ⓞ button

➡ **NOTE:** When taking a direct free kick, check the distance indicator to judge whether a shot at goal is the best option with the selected player.

THROW-INS	
Move receiver	Analog stick
Switch receiver	⊗ button
Leading throw	Ⓢ button
Direct throw	Ⓞ button

PENALTIES	
Aim kick	Analog stick
Driven shot	Ⓞ button (hold for increased power)
Placed shot	L button + Ⓞ button
Squat (goalkeeper)	Analog stick ↓
Wave arms (goalkeeper)	Analog stick ↑
Move/Dive (goalkeeper)	Analog stick ←/→

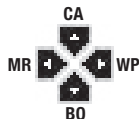
TACTICS

Press the Directional buttons to make adjustments to your team's attacking strategy. To change your defensive strategy, press the **L** button + Directional buttons.

NOTE: If you're playing with the Digital control option, press the Analog stick to make attacking and defensive strategy adjustments. However, this option is not available when playing with Combined control options.

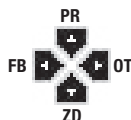
ATTACKING STRATEGY

CA—Counter Attack
WP—Wing Play
BO—Box Overload
MR—3rd Man Release



DEFENSIVE STRATEGY

PR—Pressing
OT—Offside Trap
ZD—Zonal
FB—Flat Back



SMART-PLAY CONTROLS

If *FIFA Soccer 09* is a completely new experience for you, or if playing against your mates is becoming too much of a walk in the park, *FIFA Soccer 09* is levelling the playing field. New smart controls and AI assists provide everything the new player needs to embark on their career.

NOTE: How quickly you pick up the pace is up to you. All the more advanced controls are available for use throughout the game.

ATTACKING	
Smart Pass	⊗ button
Shot	Ⓞ button
Engage auto-pilot	Analog stick (release)
DEFENDING	
Switch player	⊗ button
Slide tackle	Ⓞ button
Charge ballcarrier	Ⓞ button (hold)
Engage auto-pilot	Analog stick (release)

COACHING TIP: Even when in auto-pilot, you're still in charge of passing, shooting, and tackling

SETTING UP THE GAME

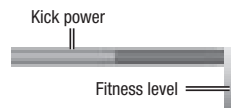
USER PROFILE

Before heading out onto the pitch, you must create a user profile in order to play online or save your progress in various game modes to your Memory Stick Duo™. Your profile is available from the main menu (Ⓞ button).

PLAYING THE GAME

Select KICK-OFF to get straight out onto the pitch and take on any club or national team in the game.

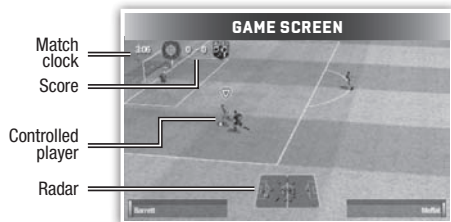
PLAYER STATUS BAR



SUBSTITUTIONS

When the substitution icon ➡ appears beside a player's name, it's probably best to sub him out of the game.

GAME SCREEN



SAVING AND LOADING

If you've enabled the Autosave feature (via your Profile) your files are saved automatically to the Memory Stick Duo™ when you begin a playing or management career, enter a Tournament, or exit a match.

- To save your progress manually, access the save option in the mode's main menu and follow the on-screen instructions. To save squad changes, select SAVE SQUADS from the MY FIFA 09 menu.
- To load a saved file, select the load option in the relevant mode.

GAME MODES

NEW BE A PRO

Brace yourself for a whole new challenge with Be A Pro. Choose a player and perfect his position over a four-year career.

Once you've adopted your new role you will have to think like a real player. You decide when to make a run and when to hold back, who to mark, and how much ground to cover.

Put in starring performances to increase your Experience Points, upgrade your attributes, and make your new position your own.

NOTE: Before taking to the pitch, you must create a profile (see p. 7) in order to track game stats and player development.

BE A PRO CAMERA

Live every game with the Be A Pro Camera, which provides you with a player-focused view of the action as it unfolds.

BE A PRO CONTROLS

If you're going to play as a pro, you've got to think like one. When your team is on the attack, time your runs and call for the ball at the right time. When defending, ensure you cover any dangers posed by your opponents. Teamwork is everything in soccer and communication with your teammates is the key to success. Wherever you are on the field, make sure you use the following controls to increase your chances of victory:

Call for pass	ⓧ button
Call for long pass/cross	Ⓜ button
Call for through ball	ⓐ button
Call for keeper charge	ⓓ button (hold)
Call for shot	ⓐ button
Apply pressure (when defending)	ⓐ button (hold)
Call for second defender	L button (hold when defending)

INDICATORS

Be A Pro mode provides many of the same challenges faced by real players. Use the indicators provided to make sure you're in the right place at the right time.

NOTE: For an explanation of all the icons used in the game, select HINTS & TIPS > BE A PRO ICONS from the Career Central screen.



POSITIONING

Knowing where to be on the pitch at any given moment is a must, whatever position you've adopted. In order to improve your positional sense, use the arrows as a guide. Follow them until they disappear to make sure you're in the right place at the right time.



OFFSIDE

To ensure the assistant referee doesn't bring a swift end to another attacking move, make sure you keep an eye out for his flag. When you stray offside, a flag icon appears. To avoid being pulled up (and losing valuable XP), run back past the last defender to get into an onside position.



MARKING

There's no time to relax, even when the opposition has the ball. Players you should be picking up are highlighted by a red ring. Make sure you track them!

XP (EXPERIENCE POINTS)

During a match your every move is rated, whether you're caught out of position, or pull off a stinging shot, and an explanation appears at the bottom of the screen.

At the end of the match, your overall performance is calculated and, if you've had a good game, you're awarded XP in the Match Results screen (you can gain extra XP by completing player and team tasks set before the game). Every time you fill the Level Meter, you can purchase further upgrades for your player by selecting BOOST ATTRIBUTES in the Career Central screen.

PERFORMANCE METER

Whether your team is winning or losing, your performance matters. Use the performance meter at the bottom of the screen to measure the success or failure of your hard work. If there's more green than red, you're doing well!

OTHER GAME MODES

TOTAL FOOTBALLER

Check out this graph to view your usage of the various modes in FIFA Soccer 09. Play more modes to gain a more complete profile.



MANAGER MODE

Make the right decisions over a 15-season career to get the best out of your players, earn prestige, and meet your Board Expectations. Keep an eye on your team chemistry, fan support, player contracts, and job security and regularly check the newspapers to stay ahead of the game.

PLAYER GROWTH

Give players plenty of match experience to improve their skills. View the Match Facts screen after matches to see a player's current match experience and form and check his Player Bio screen for changes in his attributes.

FRIENDLIES

When you start your career, you can schedule four pre-season friendly games.

SIMULATE MATCH

Select QUICK SIM to resolve a match quickly (without your input) or VISUAL SIM to simulate a match with the option to intervene and call the shots from the touchline. You can access Team Management, view lineups, or choose to play the match as normal at any time.

FOOTBALL IQ

Prove you're as skilled with your mind as you are with your feet to unlock new game content.

NOTE: Local Game questions are all about your team and the league they're in, National Cup focuses on the country your team is from, and International Championships cover the entire world of soccer. Friendly matches are similar to local games but you can choose to center the questions on any team.

How to play:

- Once the first question has been thrown at you, select DRIBBLE to take a question or PASS to pass the ball and get a new question. Note that passes go to an open teammate who is behind you, so passing a lot moves the ball slowly back towards your own goal.
- Select the button corresponding to your chosen answer on-screen. If you answer incorrectly, the opposition takes control of the ball and moves it closer to your goal. Answer a question correctly and you'll move the ball up the pitch towards the opposition's goal.
- When you're close enough to the goal, you can try to score by answering two questions in a row—one to shoot and one to get it past the keeper. The difficulty of the questions depends on the level of knowledge you display.

TOURNAMENT

Test your skill in a featured tournament or customize one of your own.

CHALLENGES

Put yourself in the boots of some well-known players in a variety of testing scenarios.

CUSTOM FORMATIONS

Create your own formation to pull off that tactical masterstroke. To build a formation, select MY FIFA 09 > TEAM MANAGEMENT > CUSTOM FORMATION and follow these instructions:

- Choose an empty save slot.
- Select a formation to use as a base.
- Select a position (the green box shows the area it currently covers).
- Press the Analog stick to move the selected position within the formation, then select DONE (if you move a position outside the green box, it will turn into a new position).

NOTE: A position's color changes according to which third of the pitch it's in: red for strikers; green for midfielders; blue for defenders; and yellow for goalkeepers.

- To define a position's attacking runs, select a position from the list, press the Analog stick to choose a direction, and press the **X** button to confirm each one (you can assign up to two directions to each position).
- Select DONE and then assign defensive runs in the same way as attacking ones.
- Name your custom formation and press the **START** button. Select the team you wish to assign this formation to and select SAVE AND EXIT.

ONLINE PLAY

INTERACTIVE LEAGUES

Represent your club online by playing the same matches as the real-life fixtures. Your results, combined with those of your fellow fans, will decide if your club rises to the top of its Interactive League or plummets into the relegation zone.

INTERACTIVE LEAGUES: SCORING

There is one overall cross-platform scoring table for each supported league. Every time you win an Interactive Leagues match, it counts as one vote for your club in the fixture. Play as many matches as you can during a playing window of a couple of days leading up to the real match. When the play window for the fixture closes, the club with the most votes gets the victory and three points in the table.

PLAYSTATION®2 LINK

Transfer your career files from your PSP® (PlayStation®Portable) system to your PlayStation®2 computer entertainment system and vice versa. You need a USB cable with mini-B connector to connect your PlayStation®2 to your PSP® system.

PSP® TO PLAYSTATION®2

- After connecting with a USB cable, select GAME MODES from the main menu on the PSP® system. Access MANAGER MODE, then create or load a career.
- From the Manager Central hub menu, select SAVE/LOAD/LINK, then PlayStation®2 LINK. Next, press the **X** button to search for the PlayStation®2 computer entertainment system and establish the link.
- From the PlayStation®2 computer entertainment system, select GAME MODES from the main menu, then select MANAGER MODE and PSP® LINK.
- Press the **X** button to search for the PSP® system and establish the link.

PLAYSTATION®2 TO PSP®

- After connecting with a USB cable, select GAME MODES from the main menu on the PlayStation®2 computer entertainment system. Access MANAGER MODE then create or load a career.
- Select SAVE/PSP® LINK in Manager Mode Central then select EXPORT VIA PSP® LINK to export your career to the PSP® system.
- On the PSP® system, select EA SPORTS EXTRAS from the main menu, then PlayStation®2 LINK. Press the **X** button to establish a link with the PlayStation®2 computer entertainment system.

MULTIPLAYER MODE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [WWW.EA.COM](http://www.ea.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://www.ea.com).

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two individual PSP® systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

PLAYING BEHIND A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

TCP Ports: 80, 443, 13505, 30490

UDP Port: 3658.

If you are having difficulty connecting to other players online and your Internet connection is behind a router using NAT (Network Address Translation), you may need to enable port forwarding on your router by forwarding all data on port UDP 3658 to the IP address of your PSP® system. Alternatively, you can put your router into a DMZ—please consult your router help files for details on how to do this.

For more information on firewalls, port forwarding, and DMZs, please visit EA Technical Support at: EA Technical Support at: <http://support.ea.com>.

NOTE: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

NOTE: Connecting to the EA servers can take up to a minute.

EA™ MEDIA CENTER

Did you know that the EA™ Media Center allows you to add your own songs to a playlist? To customize your own playlist, move your favorite MP3 files in the /MUSIC folder on your Memory Stick Duo. If successful, your new songs will appear in the EA™ TRAX menu (when the Memory Stick Duo is inserted). It's that simple!

If your MP3 tracks do not appear in the EA TRAX menu, ensure the Memory Stick is inserted correctly. Then, re-enter the EA Media Center.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions.

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty, 9001 N I-35 Suite 110, Redwood City, CA 94065

Notice

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON multimedia.

NetBSD

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