



**EA**  
SPORTS™

# FIFA 13



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## COMPLETE CONTROLS

**NOTE:** The control instructions in this manual refer to the Classic controller configuration. Once you've created your profile, select CUSTOMISE FIFA > SETTINGS > CONTROLS > WIRELESS CONTROLLER SETTINGS to adjust your control preferences.

### ATTACKING

#### DRIBBLING

Move player/Jog/Dribble	left stick
Sprint	<b>R2</b> (hold)
Player run/Modifier	<b>L1</b> (hold)
Face up dribble	<b>L2</b> + <b>R2</b> (hold) + left stick
Stop ball (when unmarked)	left stick (release) + <b>R2</b>
Stop ball and face goal	left stick (release) + <b>L1</b>
Shield ball (when marked)	left stick (release) + <b>R2</b>
Dummy (when receiving ball)	<b>R1</b> (hold)
Pace control	<b>L2</b> (hold)
Send teammate on a run	<b>L1</b>
Knock on	right stick (flick)
Drag back (assuming player is facing vertically upwards)	left stick ↓ + <b>L2</b>
Skill moves	right stick + <b>L2</b>

### COACHING TIP: SHIELDING

To protect the ball from your marker, release the left stick and hold the **R2** button. Your player moves between his marker and the ball and tries to hold him off.

### SHOOTING

Shoot/Volley/Header	○
Finesse/Placed shot	<b>R1</b> + ○
Chip shot	<b>L1</b> + ○
Flair shot (first time only)	<b>L2</b> + ○

### PASSING

Choose direction of pass/cross	left stick
Short pass/Header (hold to pass to further player)	⊗
Lobbed pass (hold to determine distance)	⊖
Through ball (hold to pass to further player)	△
Bouncing lob pass (hold to determine distance)	<b>R1</b> + ⊖
Lobbed through ball (hold to pass to further player)	<b>L1</b> + △
Give and go	<b>L1</b> + ⊗
Finesse pass	<b>R1</b> + ⊗

### COACHING TIP: GIVE AND GO

To initiate a one-two pass, press the ⊗ button while holding the **L1** button to make your player pass to a nearby teammate, and move the left stick to continue his run. Then press the ⊗ button (ground pass), the △ button (through ball), the ⊖ button (lobbed pass), or the **L1** button + the △ button (lobbed through ball) to immediately return the ball to him, timing the pass perfectly to avoid conceding possession.

### BALL CONTROL

First touch (while receiving the ball) (hold for more distance)	right stick
First touch to stop	<b>L2</b> + left stick
Cancel pass/shot	<b>L2</b> + <b>R2</b>
Free Move	<b>L2</b> + <b>R2</b> (hold)

## CROSSING

<b>Cross</b> (hold to determine distance)	Ⓜ
<b>Low cross</b> (within cross zone)	Ⓜ (double tap)
<b>Ground cross</b> (within cross zone)	Ⓜ (triple tap)
<b>Early cross</b> (outside cross zone)	L1 + Ⓜ
<b>Early low cross</b> (outside cross zone)	L1 + Ⓜ (double tap)
<b>Early ground cross</b> (outside cross zone)	L1 + Ⓜ (triple tap)

## DEFENDING

### DEFENDING

<b>Move player</b>	left stick
<b>Switch player</b>	L1
<b>Directional player switch</b>	right stick
<b>Sprint</b>	R2 (hold)
<b>Contain</b>	ⓧ (hold)
<b>Teammate contain</b>	R1 (hold)
<b>Tackle/Push or pull</b>	Ⓞ
<b>Sliding tackle</b>	Ⓜ
<b>Jockey</b>	L2 (hold)
<b>Running jockey</b>	L2 + R2 (hold)
<b>Clearance</b> (when in possession in own half)	Ⓞ

### GOALKEEPING

<b>Charge</b>	△ (hold)
<b>Move/Aim kick or throw</b>	left stick
<b>Throw</b> (hold to pass to the further of two players)	ⓧ
<b>Drop kick</b> (while holding ball)	Ⓞ/Ⓜ
<b>Drop the ball</b> (while holding ball)	△
<b>Pick up the ball</b> (only when last played by an opponent)	R1
<b>Switch to goalkeeper</b>	SELECT

## SET PIECES

### DIRECT FREE KICK

<b>Aim</b>	left stick ←/→
<b>Curled shot</b> (hold for increased power)	Ⓞ
<b>Driven shot</b> (hold for increased power)	L1 + Ⓞ
<b>High pass/Cross</b> (hold for increased power)	Ⓜ
<b>Add spin to ball</b> (while powering kick)	left stick
<b>Ground pass</b>	ⓧ
<b>Change kick taker</b>	R2
<b>Call 2nd kick taker</b>	L2
<b>2nd kick taker curled shot</b>	L2 + Ⓞ
<b>2nd kick taker driven shot</b>	L2 + L1 + Ⓞ
<b>2nd kick taker layoff pass</b>	L2 + ⓧ
<b>2nd kick taker layoff chip</b>	L2 + Ⓜ
<b>2nd kick taker run over ball</b>	L2 + Ⓞ, ⓧ
<b>Call 3rd kick taker</b>	R1
<b>3rd kick taker curled shot</b>	R1 + Ⓞ
<b>3rd kick taker driven shot</b>	R1 + L1 + Ⓞ
<b>3rd kick taker short pass</b>	R1 + ⓧ
<b>3rd kick taker lob pass</b>	R1 + Ⓜ
<b>3rd kick taker run over ball</b>	R1 + Ⓞ, ⓧ
<b>Jump wall</b> (defense only)	△
<b>Move wall</b> (defense only)	L2 / R2
<b>Wall charge</b> (defense only)	ⓧ
<b>Wall creep</b> (defense only)	R1
<b>Add/remove player to wall</b> (defense only)	L1 to select player, then left stick

### COACHING TIP: ADDING ELEVATION AND SPIN

To add elevation to your shot, power it up for longer (but beware of overpowering) and move the left stick to add sidespin, topspin, or backspin. Topspin can be employed to bring a ball down quickly (e.g., after it has cleared the wall).

### INDIRECT FREE KICK/GOAL KICK

Aim	left stick
High pass/Cross (hold for increased power)	Ⓚ
Ground pass	ⓧ
Call for a short free kick	L2

### THROW-IN

Aim throw	left stick
Short throw (to nearest player)	ⓧ
Manual short throw (in direction you're facing)	ⓐ
Long throw	Ⓚ
Toggle receiver/thrower control (switch control to a receiver in the direction you're facing)	L1

### CORNER

Lob cross (hold for increased power)	Ⓚ
Add spin to lob cross (while powering kick)	left stick
Low cross	Ⓚ (double tap)
Ground cross	Ⓚ (triple tap)
Call for a short corner	L2
Short corner	ⓧ

### PENALTY KICK

Aim shot (hold to aim further in any direction)	left stick
Shoot	Ⓞ
Finesse/Placed shot	R1 + Ⓞ
Chip shot	L1 + Ⓞ
Stutter shot	Ⓞ (hold), Ⓞ
Dive (goalkeeper only)	right stick
Move along goal line (goalkeeper only)	left stick

### COACHING TIP: PENALTIES

**Aiming:** By default, you start aiming at the middle of the goal. From the moment you start powering up for a shot, you can move the left stick to aim anywhere inside the goal. The longer you hold the left stick in any particular direction, the farther your shot goes in that direction. Be careful with how long you hold the left stick, as letting go too soon results in a shot closer to the middle of the goal, and holding it for too long causes you to miss the goal.

**Saving:** Committing to a save direction early allows you to reach farther and save shots close to the corner of the goals. However, diving farther to the side makes it more difficult to save shots aimed toward the middle of the goal.

If you think the kick taker is going for placement rather than power, you can try to react to the shot by holding the right stick in any direction after the ball has been kicked.

### BE A PRO: GOALKEEPER

#### ATTACKING OFF THE BALL

Call for or suggest pass	ⓧ
Suggest through pass	ⓐ
Suggest cross	Ⓚ
Suggest shot	Ⓞ
Toggle camera target	SELECT

#### DEFENDING OWN BOX

Dive	right stick + direction (hold)/ⓧ + direction (hold)
Auto positioning	L1 (hold)
Slow movement facing the ball	L2 + left stick
Charge/punch	ⓐ (hold)
Dive at feet	Ⓚ
Anticipation save	Ⓞ
2nd defender contain	R1
Toggle camera target	SELECT

### COACHING TIP: BE A GOALKEEPER

Experiment with different levels of Save Assistance (Assisted, Semi-Assisted, and Manual) to find what is right for your play-style and skill level.

## TACTICS

<b>CB joins attack</b>	↑ button, → button
<b>Swap wings</b>	↑ button, ← button
<b>Offside trap</b>	↑ button, ↑ button
<b>Team Press</b>	↑ button, ↓ button
<b>Decrease attacking mentality</b>	← button
<b>Increase attacking mentality</b>	→ button

## PRACTICE ARENA

<b>Free-kick</b> (outside the box)	directional buttons
<b>Penalty</b> (inside the box)	directional buttons
<b>Practice options</b>	<b>SELECT</b>

## SKILL MOVES

Skills moves can be performed by all players. The type of skill your player can execute depends on his skill level. A player with the highest skill level can perform the most difficult and effective skills in the game, whereas a player with a lower skill level will attempt a simpler version of a trick or may altogether fail in his attempt of that skill. The speed at which a skill move is executed depends on your player's agility attribute. For example, an agile player like Cristiano Ronaldo can perform skills at a much quicker pace than a player with lower agility.

All of the skills are broken down into five levels of difficulty. One-star moves are the most basic and can be performed by all players in the game. Two-, three-, and four-star moves can be done by players who are relatively skillful in real life. Five-star moves can only be performed by the most skilled footballers such as Cristiano Ronaldo and Neymar. These players are able to do the most impressive skills and tricks in *FIFA 13*.

**NOTE:** The controls listed below assume that the controlled player is moving vertically upwards and should be amended depending on your player's direction.

<b>Directional fake shot</b>	⊗ while shot/lob power bar is ramping up (hold the left stick in any direction)	1 Star
<b>Directional scoop turn</b>	⊗ while shot/lob power bar is ramping up (hold the left stick in any direction)	4 and 5 Star
<b>Fake shot to stop</b>	⊗ while shot/lob power bar is ramping up + release the left stick	1 Star
<b>Directional heel chop</b>	<b>L2</b> (hold) + ⊗ while shot/lob power bar is ramping up (hold the left stick in any direction)	4 and 5 Star

The following moves can be executed when holding **L2** and while a player is standing or jogging.

<b>Body feint right</b>	right stick → (flick)	2 Star
<b>Body feint left</b>	right stick ← (flick)	2 Star
<b>Body feint exits</b>	left stick (hold in any direction after a body feint)	2 Star
<b>Stepover right</b>	right stick ↑, ↗, →	2 Star
<b>Stepover left</b>	right stick ↑, ↖, ←	2 Star
<b>Stepover exits</b>	left stick (hold in any direction after a stepover)	2 Star
<b>Double touch stepover exits</b>	left stick ↖ / ↗ (hold after a stepover)	5 Star
<b>Reverse stepover left</b>	right stick →, ↗, ↑	2 Star
<b>Reverse stepover right</b>	right stick ←, ↖, ↑	2 Star
<b>Reverse stepover exits</b>	left stick (hold in any direction after a reverse stepover)	2 Star
<b>Roulette right</b>	right stick ↓, ↘, ←, ↖, ↑, ↗, →	3 Star
<b>Roulette left</b>	right stick ↓, ↙, →, ↗, ↑, ↖, ←	3 Star
<b>Drag back</b> (standing only)	left stick ↓ (flick)	2 Star
<b>Drag back exits</b> (standing only)	left stick (hold in any direction after a drag back)	2 Star
<b>Drag back fake + exit left</b> (standing only)	left stick ↓, ↙, → ↙, ↓, ↘, ←	5 Star
<b>Drag back fake + exit right</b> (standing only)	left stick ↓, ↘, ←, ↖, ↓, ↙, →	5 Star
<b>Flick ball up</b>	right stick ↑, ↑, ↑	3 Star
<b>Ball roll left</b>	right stick ← (hold)	2 Star
<b>Ball roll right</b>	right stick → (hold)	2 Star
<b>Elastico</b>	right stick →, ↘, ↓, ↙, ←	5 Star
<b>Reverse elastico</b>	right stick ←, ↘, ↓, ↙, →	5 Star
<b>Ball hop</b> (standing only)	<b>R3</b> (tap)	4 and 5 Star
<b>Heel chop left</b> (jogging only)	right stick ↘ (flick), right stick ↙ (flick)	4 and 5 Star

### STANDING OR JOGGING MOVES (CONT.)

<b>Heel chop right</b> (jogging only)	right stick ↘ (flick), right stick ↘ (flick)	4 and 5 Star
<b>Scoop turn left</b> (standing only)	right stick ↗ (flick), right stick ↗ (flick)	4 and 5 Star
<b>Scoop turn right</b> (standing only)	right stick ↘ (flick), right stick ↘ (flick)	4 and 5 Star
<b>Simple rainbow</b>	right stick ↓ (flick), ↑, ↑ (timed)	4 and 5 Star
<b>Advanced rainbow</b>	right stick ↓, ↑ (hold), ↑ (timed)	4 and 5 Star
<b>Heel to heel flick</b>	right stick ↑ (flick), ↓	4 and 5 Star
<b>Hocus pocus</b>	right stick ↓, ↗, ←, ↘, ↓, ↘, →	5 Star
<b>Triple elastico</b>	right stick ↓, ↘, →, ↘, ↓, ↗, ←	5 Star
<b>Ball roll flick left</b> (jogging only)	right stick → (hold), ↑ (flick)	5 Star
<b>Ball roll flick right</b> (jogging only)	right stick ← (hold), ↑ (flick)	5 Star
<b>Ball roll fake left</b> (standing only)	right stick ← (hold) + → (flick)	5 Star
<b>Ball roll fake right</b> (standing only)	right stick → (hold) + ← (flick)	5 Star
<b>Ball roll cut left</b>	right stick ← (hold) + left stick → (hold)	4 and 5 Star
<b>Ball roll cut right</b>	right stick → (hold) + left stick ← (hold)	4 and 5 Star
<b>Quick ball rolls</b> (standing only)	right stick ↓ (hold)	5 Star
<b>Sombrero flick</b> (standing only)	right stick ↑ (flick), ↑, ↓	5 Star
<b>Turn and spin left</b>	right stick ↑ (flick), ← (flick)	5 Star
<b>Turn and spin right</b>	right stick ↑ (flick), → (flick)	5 Star
<b>Stop and turn left</b> (jogging only)	right stick ↑ (flick), ← (flick)	4 and 5 Star
<b>Stop and turn right</b> (jogging only)	right stick ↑ (flick), → (flick)	5 Star
<b>Rabona fake</b> (jogging only)	⊙/⊗ + ⊗ + left stick ↓ (hold)	5 Star
<b>First time flick up</b> (standing only)	L2 (hold) + R1 (hold)	1 Star
<b>Elastico chop left</b>	right stick ↓ (flick), ← (flick)	5 Star
<b>Elastico chop right</b>	right stick ↓ (flick), → (flick)	5 Star

### JUGGLING (STANDING ONLY)

<b>Advanced flick up</b>	R1 (tap)	5 Star
<b>Laces flick up</b>	R1 (hold)	5 Star
<b>Juggling</b>	R1 (tap repeatedly)	1 Star
<b>Sombrero flick back</b>	left stick ↓ (hold) + R1	5 Star
<b>Sombrero flick back simple</b>	left stick ↓ (hold) + R1	1, 2, 3, and 4 Star
<b>Around the world</b>	right stick ↓, ↗, ←, ↘, ↑, ↗, →	5 Star
<b>Alternate around the world</b>	right stick ↓, ↘, →, ↗, ↑, ↘, ←, ↗	5 Star
<b>In air elastico</b>	right stick → (flick), ←	5 Star
<b>Reverse in air elastico</b>	right stick ← (flick), →	5 Star
<b>Sombrero flick left</b>	left stick ← (hold) + R1	1 Star
<b>Sombrero flick right</b>	left stick → (hold) + R1	1 Star
<b>Flick up for a volley</b>	left stick ↑ (hold) + R1	1 Star
<b>Chest flick</b> (only after flicking ball up for a volley)	L3 (hold) + R3 (tap three times)	5 Star
<b>Hop the world right foot</b>	L3 (hold) + right stick ↓, ↘, →, ↗, ↑, ↘, ←, ↗	5 Star
<b>Alternate T. around the world</b>	L3 (hold) + right stick ↓, ↗, ←, ↘, ↑, ↗, →	5 Star
<b>T. around the world</b>	right stick ↓, ↗, ←, ↘, ↑, ↗, →, ↘, ↓, ↑	5 Star
<b>Juggling rainbow</b>	right stick ↓ (flick), ↑ (flick)	5 Star
<b>Double around the world</b>	right stick ↓, ↗, ←, ↘, ↑, ↗, →, ↘, ↓, ↗, ←, ↘, ↑, ↗, →, ↘, ↓	5 Star
<b>Toe bounce left</b>	right stick ← (hold)	5 Star
<b>Toe bounce right</b>	right stick → (hold)	5 Star

## USER CONTROLLED CELEBRATIONS

To perform a signature celebration press the **X** button, or hold the **L2** button + the **R2** button + the **X** button to perform a pay respect celebration. You can skip UCC by pressing the **L1** button + the **R1** button.

### RUNNING MOVES

Ear twist	<b>△</b> (hold)
Thumb suck	<b>⊖</b> (hold)
One arm raised	<b>⊙</b> (hold)
Wrist flick	<b>△</b> (tap), <b>△</b> (hold)
Arms out	<b>⊖</b> (tap), <b>⊖</b> (hold)
Finger points	<b>⊙</b> (tap), <b>⊙</b> (hold)
Point to sky	right stick <b>↑</b> (hold)
Shhhhhh!	right stick <b>→</b> (hold)
Telephone	right stick <b>↓</b> (hold)
Can you hear me	right stick <b>←</b> (hold)
Fist pump	right stick <b>→</b> (flick), <b>←</b> (hold)
Come on	right stick <b>←</b> (flick), <b>→</b> (hold)
Blow kisses	right stick <b>↓</b> (flick), <b>↑</b> (hold)
Double arm swing	right stick <b>↑</b> (flick), <b>↓</b> (hold)
Flying bird	right stick <b>→</b> (flick), <b>→</b> (hold)
Hand on head	right stick <b>←</b> (flick), <b>←</b> (hold)
Heart symbol	right stick <b>↓</b> (flick), <b>↓</b> (hold)
Arms pointing up	right stick <b>↑</b> (flick), <b>↑</b> (hold)
Windmill	right stick <b>↑</b> , <b>→</b> , <b>↓</b> , <b>←</b>
Airplane	<b>R3</b> (hold)

### FINISHING MOVES

Knee slide to fist pump	<b>L1</b> (hold) + <b>⊙</b>
Jump punch to fist pump	<b>L1</b> (hold) + <b>⊖</b>
Big fist pump	<b>L1</b> (hold) + <b>△</b>
Shoulder dust	<b>L1</b> (hold) + <b>⊙</b> (double tap)
Bottom dance	<b>L1</b> (hold) + <b>⊖</b> (double tap)
Point to crowd	<b>L1</b> (hold) + <b>△</b> (double tap)
Standing and point to sky	<b>L1</b> (hold) + right stick <b>↑</b> (hold)
Standing archer	<b>L1</b> (hold) + right stick <b>→</b> (hold)
Knee slide fall on back	<b>L1</b> (hold) + right stick <b>↓</b> (hold)
Punch and dodge	<b>L1</b> (hold) + right stick <b>←</b> (hold)
Chest slide	<b>L1</b> (hold) + right stick <b>↓</b> (flick), <b>↑</b> (flick)

## FINISHING MOVES (CONT.)

Bow	<b>L1</b> (hold) + right stick <b>↑</b> (flick), <b>↓</b> (flick)
Head shake	<b>L1</b> (hold) + right stick <b>←</b> (flick), <b>→</b> (flick)
Standing arm sweep	<b>L1</b> (hold) + right stick <b>→</b> (flick), <b>←</b> (flick)
Arms to crowd	<b>L1</b> (hold) + right stick <b>↑</b> (flick), <b>↑</b> (flick)
Walking back flip (agile UCC)	<b>L1</b> (hold) + right stick <b>↑</b> (flick), <b>↑</b> (flick)
One knee fist pump	<b>L1</b> (hold) + right stick <b>→</b> (flick), <b>→</b> (flick)
Kneel and point to heavens	<b>L1</b> (hold) + right stick <b>↓</b> (flick), <b>↓</b> (flick)
Fall to knees	<b>L1</b> (hold) + right stick <b>←</b> (flick), <b>←</b> (flick)
Roll and punch	<b>L1</b> (hold) + right stick <b>↑</b> , <b>→</b> , <b>↓</b> , <b>←</b>
Hand spring (agile UCC)	<b>L1</b> (hold) + right stick <b>↑</b> , <b>→</b> , <b>↓</b> , <b>←</b>
Roll	<b>L1</b> (hold) + right stick <b>↑</b> , <b>←</b> , <b>↓</b> , <b>→</b>
Double back flip (agile UCC)	<b>L1</b> (hold) + right stick <b>↑</b> , <b>←</b> , <b>↓</b> , <b>→</b>
Uppercut jump punch	<b>L1</b> (hold) + <b>R3</b>
Shoe shine	<b>L2</b> (hold) + <b>⊙</b>
Violinist	<b>L2</b> (hold) + <b>⊖</b>
Spanish archer	<b>L2</b> (hold) + <b>△</b>
Knee slide spin	<b>L2</b> (hold) + <b>⊙</b> (double tap)
Hands on ears	<b>L2</b> (hold) + <b>⊖</b> (double tap)
Heel taps	<b>L2</b> (hold) + <b>△</b> (double tap)
Knee slide arms out	<b>L2</b> (hold) + right stick <b>↑</b> (hold)
I can't hear you	<b>L2</b> (hold) + right stick <b>→</b> (hold)
Side slide	<b>L2</b> (hold) + right stick <b>↓</b> (hold)
Brick fall	<b>L2</b> (hold) + right stick <b>←</b> (hold)
Fall to knees and hold face	<b>L2</b> (hold) + right stick <b>↓</b> (flick), <b>↑</b> (flick)
Knee slide	<b>L2</b> (hold) + right stick <b>↑</b> (flick), <b>↓</b> (flick)
Samba dance	<b>L2</b> (hold) + right stick <b>←</b> (flick), <b>→</b> (flick)
Who am I	<b>L2</b> (hold) + right stick <b>→</b> (flick), <b>←</b> (flick)
Torero	<b>L2</b> (hold) + right stick <b>↑</b> (flick), <b>↑</b> (flick)
Front flip (agile UCC)	<b>L2</b> (hold) + right stick <b>↑</b> (flick), <b>↑</b> (flick)
Thigh point	<b>L2</b> (hold) + right stick <b>→</b> (flick), <b>→</b> (flick)
Knee slide to sit	<b>L2</b> (hold) + right stick <b>↓</b> (flick), <b>↓</b> (flick)
Bird walk	<b>L2</b> (hold) + right stick <b>←</b> (flick), <b>←</b> (flick)
Cart wheel	<b>L2</b> (hold) + right stick <b>↑</b> , <b>→</b> , <b>↓</b> , <b>←</b>
Flip (agile UCC)	<b>L2</b> (hold) + right stick <b>↑</b> , <b>→</b> , <b>↓</b> , <b>←</b>
Cartwheel and roll	<b>L2</b> (hold) + right stick <b>↑</b> , <b>←</b> , <b>↓</b> , <b>→</b>
Twist flip (agile UCC)	<b>L2</b> (hold) + right stick <b>↑</b> , <b>←</b> , <b>↓</b> , <b>→</b>
Robot	<b>L2</b> (hold) + <b>R3</b>

### CAREER AND ONLINE PRO UNLOCKABLE FINISHING MOVES

Slide on back	R1 (hold) + ⊕ (double tap)
Flying dive	R1 (hold) + right stick ↑ (hold)
Karate kicks	R1 (hold) + right stick → (hold)
Jump kick	R1 (hold) + right stick ↓ (hold)
Ice skating	R1 (hold) + right stick ↓ (flick), ↑ (flick)
Golf swing	R1 (hold) + right stick ← (flick), → (flick)
River dance	R1 (hold) + right stick ↑ (flick), ↑ (flick)
Break dance	R1 (hold) + right stick → (flick), → (flick)
Backwards worm	R1 (hold) + right stick ↑, ←, ↓, →
Cockroach	R1 (hold) + R3
Knee walk	R2 (hold) + ⊕
Cradle swing	R2 (hold) + △
Back flips	R2 (hold) + ⊕ (double tap)
Baby	R2 (hold) + △ (double tap)
Many bows	R2 (hold) + right stick ↑ (hold)
Pardon	R2 (hold) + right stick → (hold)
Fall to knees and beg	R2 (hold) + right stick ↓ (hold)
Praise on knees	R2 (hold) + right stick ← (hold)
Dance 1	R2 (hold) + right stick ↓ (flick), ↑ (flick)
Dance 2	R2 (hold) + right stick ↑ (flick), ↓ (flick)
Dance 3	R2 (hold) + right stick ← (flick), → (flick)
Dance 4	R2 (hold) + right stick → (flick), ← (flick)
Spin and fall	R2 (hold) + right stick ↑ (flick), ↑ (flick)
Rowing on knees	R2 (hold) + right stick ← (flick), ← (flick)
Seated rowing	R2 (hold) + right stick → (flick), → (flick)
Uncontrolled back flip	R2 (hold) + right stick ↑, →, ↓, ←
Handstand	R2 (hold) + right stick ↑, ←, ↓, →

### EA SPORTS™ FOOTBALL CLUB UNLOCKABLE FINISHING MOVES

If I catch you	R2 (hold) + R3
Why always me	R1 (hold) + △ (double tap)
Surfer	R1 (hold) + right stick ← (hold)
Muscle flex	R1 (hold) + right stick ↑ (flick), ↓ (flick)
Push ups	R1 (hold) + right stick → (flick), ← (flick)
Kiss the pitch	R2 (hold) + ⊙ (double tap)
Pit bull	R1 (hold) + ⊙
The salute	R1 (hold) + △
Water hose	R2 (hold) + right stick ↓ (flick), ↓ (flick)
Prancing bird	R1 (hold) + ⊕
Peacock	R1 (hold) + ⊙ (double tap)
Telling off	R2 (hold) + ⊙
Moonwalk	R1 (hold) + right stick ← (flick), ← (flick)
Forwards worm	R1 (hold) + right stick ↑, →, ↓, ←
Dance	R1 (hold) + right stick ↓ (flick), ↓ (flick)

## GAMEPLAY: TIPS AND TRICKS

### NEW COMPLETE DRIBBLING

While facing up to an opponent, you can make precise dribble touches with 360° directional mobility. Your player contextually faces up while dribbling in order to keep you better oriented to take on defenders in one-on-one battles. To manually face up while dribbling, hold the **L2** button and the **R2** button to make your player face up to the nearest goal-side defender. Performing the action manually allows you to change direction quicker at lower speeds and explode past defenders.

### NEW 1ST TOUCH CONTROL

With more realistic control over difficult passes, your player's first touch is now more important than ever. Opponent pressure, incoming ball speed, player skill, and many other factors, all contribute to the success of your player's first touch. Control the ball while moving at slower speeds to keep the first touch closer. For an even more refined touch, hold the **L2** button as your player receives a difficult pass to control the ball at a slow speed.



## NEW TACTICAL FREE KICKS

You can now call a second and third kick taker during a free kick. Each kick taker can pass, shoot, or run over the ball. Utilize dummy runs and lay off passes to create dangerous and unpredictable free kicks. Opponents can counter by adding or subtracting players to the wall, creeping the wall forward, or sending a bullet man to intercept the pass or block the shot. For free kicks that are farther away, you also have the ability to call a second player to come short by pressing the **L2** button.

## NEW LATERAL CONTAIN

You now have more freedom and lateral mobility while containing an opponent. Use Contain to place your defender in front of the opposing team's attacker by holding the **X** button. Move your defender left or right while containing in order to shepherd an opponent to less dangerous areas of the field or onto his weaker foot.

## NEW SEAL OUTS

While defending, you now have the ability to dispossess an opponent by using your defender's body to win back possession of the ball. With good anticipation, you can use your defender's size and strength to seal out an opponent who attempts to dribble past him. In situations where there is separation between the dribbler and the ball, press the **O** button to launch a Seal Out and use your player's body to step in front of your opponent.

# SETTING UP THE GAME

Before heading out onto the pitch, create a *FIFA 13* profile to save all of your memorable achievements and accomplishments to the PlayStation®3 system. Create an Origin Account (EA) to enjoy the online features in *FIFA 13*.

## FIFA 13 PROFILE

- ▶ An active User Profile saves career achievements in various game modes to your PlayStation®3 system. To create one at the start of the game, select a Difficulty Level, your preferred Controller Setup, and your favorite team. Autosave is on by default.

## ORIGIN ACCOUNT (EA)

- ▶ To create an Origin Account (EA), enter a valid email address and password when prompted at the title screen. The name and password are required to access online features in EA games and game-specific content on [www.easports.com](http://www.easports.com).

# PLAYING THE GAME



## SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, make sure you save your progress to your PlayStation®3 system. Unsaved information will be lost. Load files manually by accessing the Load screen from most game mode menus.

**NOTE:** *FIFA 13* features an Autosave feature. When ON, game information is automatically saved to your PlayStation®3 system.

## EA SPORTS FOOTBALL CLUB MATCH DAY

EA SPORTS Football Club Match Day introduces regular updates with real world data, stats, and stories to bring your single player game experience to life!

Players' form in game reflects their real life form and teams have to cope without injured, suspended players, and those away on international duty. The league table positions, facts, and figures drive the commentary that you hear. So when your club has that vital top of the table clash or relegation battle, it is reflected in game.


### LIVE FIXTURES

The details of each team's next four real opponents are stored in-game. Use this option to short cut to an upcoming match and play out your anticipation for the big game.

### GAMES OF THE WEEK

Each week, a small number of Live Fixtures become Games of the Week. Check out these massive encounters in this dedicated section.

### TURNING EA SPORTS FC MATCH DAY ON/OFF

By default, the live data is used for your game as long as you are connected to EA Servers. If you wish to use your local customized database instead, then toggle EA SPORTS FC Match Day feature by pressing the  button on the Select Teams screen.

## NEW EA SPORTS FOOTBALL CLUB

EA SPORTS FC continues to evolve in *FIFA 13* with the introduction of EA SPORTS FC Match Day (see above) and the EA SPORTS FC Catalogue. Earn all-new Football Club Credits (FCC) as you play the game, and redeem them in the Catalogue to unlock in-game items—such as historic kits, gameplay celebrations, and FUT coin boosts. You'll continue to earn XP to build your Level, and your Level from *FIFA 12* carries over to *FIFA 13* so that your season starts as strong as it finished.

Also, all-new Facebook integration allows you to push news events and custom messages directly to Facebook.

All of the major features from *FIFA 12* continue on: News, Leaderboards, Support Your Club, and of course, Challenges, pulled from current events, continue to follow the heartbeat of the real football world.

## NEW FIFA ULTIMATE TEAM

Join the millions of fans who have built their club in FIFA Ultimate Team. FIFA Ultimate Team is a massive online community of football fans from around the globe, building their own dream squads and competing in Tournaments, Seasons, and in our global Auction Market for players.

### GETTING STARTED

When you first start FIFA Ultimate Team (FUT) you are given a starter pack of players. This pack contains everything you need to start playing in Tournaments and earning coins. You'll receive 22 players from various leagues around the world, a manager, and some player contracts.

### BUILDING CHEMISTRY

Having a team of star players is great, but having a team with excellent chemistry is what you're after. A squad with good team chemistry can play above their ratings, while great players with poor chemistry won't be at their best. To build chemistry, look at the links between players on the pitch.

### BUILDING CHEMISTRY LINKS

Players gain chemistry when playing in the correct formation, playing in a position that they prefer, and linking to other players who come from the same country, league, or club.

Formation bonuses are added when a player is in a formation they like. For example, a striker with a 4-4-2 preference gets the best bonus for playing in a 4-4-2, but if you put them in any formation with two strikers, such as a 5-3-2, they'll receive a partial bonus.

A position bonus is earned by playing a player in the correct position on the pitch. Playing a center midfielder in a CM spot in a formation grants a full position bonus to a player. However, putting a center midfielder into a CDM (center defensive midfielder) or CAM (center attacking midfielder) spot yields a partial bonus. You even get a small bonus by playing them in LM (left midfielder) and RM (right midfielder) spots.

Linking to other players is the way to get your team chemistry to maximum. Links between players are made by connecting players with the same nationality, players who play in the same league, and players who play at the same club. For example, if you put an Italian striker from the Serie A next to a Spanish striker from the same club, you would get a strong link for having two players who play in the same league and club side by side.

There are many ways to reach high team chemistry, so experiment with different combinations of players and have fun creating unique squads.

**TIP:** When building your squad, include Bronze players with good chemistry early on. This helps you earn more coins in the early completions and eventually get better players.

## MANAGING YOUR SQUADS

The Squad screen is where you manage your players, give players contracts, improve their fitness and morale, and optimize your teams' chemistry.

### CONTRACTS

In FIFA Ultimate Team, your players need contracts to play a match. Each player has seven contracts when they're found in a pack. Every time you play a match the contracts remaining for a player is reduced by one. A player loses one contract by coming on the pitch; if the player is in your subs but does not play they keep their contract for the match.

A player contract can be Bronze, Silver, or Gold. Applying a contract to a player with the same quality rating is always the best value. So, when a Bronze player runs out of contracts picking up a Bronze pack or a Bronze contract on the trade market is your best bet. To apply a contract item to a player bring up the Actions menu and select APPLY CONSUMABLE.

### FITNESS




To get the most out of your players in matches, make sure your squad is match fit and ready to play. Check your players for fitness and morale in the Squads screen by moving the right stick and changing to the Status view.

Ideally, fitness for players should be as high as possible (maximum 99) to ensure they can run for the full match. Fitness can be recovered two ways—resting the player for a match or playing a fitness recovery item. Try to keep your players above 75 fitness to get a full 90 minutes from them. To apply fitness items to a player bring up the Actions menu and select APPLY CONSUMABLE. Fitness items can be found in packs or on the Auction market.

### MORALE

Morale for a player starts out neutral and goes up or down based on their performance in matches. A player with high morale gains benefits during gameplay, while a player with low morale has a small decrease to their performance during the match.

Aim to keep your player morale at neutral or above when starting a match. A player's morale trends toward neutral naturally. If you find a player is not in good spirits, you can rest him in matches or play a morale training item on that player. To apply a morale item to a player, bring up the Actions menu and select APPLY CONSUMABLE. Morale items can be found in packs or on the Auction market.

**TIP:** To swap players, highlight one player, press the  button, and then highlight another player and press the  button again. To look at the players in your club, press the  button to open the Player Actions menu, and then select the Swap with Club option.

## NEW SEASONS

The most popular mode in FIFA is back for *FIFA 13*! Play with any club you want in 10-game online seasons, with the goal of reaching promotion and climbing up the divisions. Can you reach Division 1? There are now all-new Division Titles, which exist in each division. Not only is promotion a goal, but also the glory of being the best in your division and collecting silverware. What better way to show off your success than your own Trophy Cabinet. The more success you have, the better your cabinet can get.

Also new is the ability to save your team management changes for future Seasons games. In addition, there are more matchmaking options, which give you added customization, so that you can play the way you want against who you want.

Lastly, co-op play is back in FIFA Seasons! Grab a friend for some 2v2 action and work together to glory.

## PLAYING IN CUPS

Every few weeks the cup window opens. Based on your current division, you qualify for cups and choose which to enter during the window. Each is a dynamic 16-team tournament. Can you fill up your Trophy Cabinet?

## NEW CAREER

Decide how you wish to begin your career—as a player or as a manager. Your success in each mode determines your value in the eyes of the football world!

## CHOOSE YOUR JOURNEY

### PLAYER CAREER

Take control of a created up-and-coming starlet or choose to be a current professional football player as you embark on your journey in multiple league, cup, continental, and, potentially, international competitions in the hopes of becoming a world-class star.

You can choose two different types of players in your Player Career:

**Real Player** Select any real player from any team. You start at whatever the player's status is with the club and country (if applicable).

**Create Your Pro** Create your own professional player, starting as a young player for any team. You can select any club, as there are many paths to take in your journey to creating a world-class star. Select a low-tier club and work your way up through leagues to play for the best clubs in the world, or choose to start your journey with one of the best clubs. Be warned, if your player is deemed not to have qualified to make the starting lineup, your club may put him out on loan to build up his skills and experience. Once he has met the requirements, he'll become a regular starter.

## CREATE A PRO

Create a player and grow over the seasons with over 500 accomplishments. Each player you create has his own individual journey, enabling you to play multiple player careers in different positions and play for different clubs.

### Player Objectives

In your Player Career, keep track of manager-assigned objectives. These objectives, completed in your league, include goal-scoring targets, chances created, winning tackles, and passing efficiency.

Your player is also given short-term targets, which are pulled from the league objectives given by his manager. These targets are based on the skill level of your player's opposition and whether the team is home or away.

### Request Transfer or Loans

If you feel it's time for a change or want more playing time to build up your player's skills, you can request your club for a transfer or go out on loan for a season. To do this, go to My Actions and select any of the options. Be warned, your club ultimately decides what they want to do, so you may not get what you wish for.

## MANAGER CAREER

You are in control of the team's finances and must manage the budget, including transfers, negotiations, and player contracts. Play as a manager and reach ultimate glory at the domestic and international level. Rise to prominence and keep the board pleased by winning prestigious cups, winning your league, and managing a national team to win major tournaments.

### MANAGEMENT TIPS!

- ▶ Be sure to review your line-up before playing a game! Every player can make a difference to the outcome.
- ▶ Use all the search options to find the right player to complete your squad, and listen to feedback that your negotiator provides for a successful signing.
- ▶ Take notice of your assistant coach's player assessment. His analysis of every player's talent lets you know which young players deserve more time on the pitch.

## TAKE CONTROL

### INTERNATIONALS

Whether you're a player or a manager, you may be eligible to participate in international competition with your national team. As a player, you have to put in strong performances with your club to get noticed by your national team's manager. As a manager, offers to coach national teams are based on how well you are performing at the club level.

## CAPTAIN/FITNESS/FORM/MORALE

The decisions you make in Career Mode can have a direct effect on the morale of your players, leading to a change in their performance on the pitch. Form and energy also play a big part in your team's performance, so view the Squad Report and Squad Ranking screen to stay up to date on everyone's key indicators. Players can go beyond good or bad form into extreme good or bad form if key statistical indicators such as goals, assists, or clean sheets per game also support their match ratings. The captain you choose affects on the organization of your team on the pitch, so ensure you select a wise head to lead your team once they cross the white line.

## EUROPEAN COMPETITION IN THE FIRST SEASON

Start the Champions Cup and Euro League right away in the first season. To enable this, select the option in the Career Mode introduction flow and decide what clubs you want to have participating in either competition.

## PLAYER ACTION POPUP

In your Player Career, use the Action Popup to submit transfer/loan requests or decide to retire. In your Manager Career, use the Action Popup to view more information about a player, or quickly submit enquiries or transfer bids. Use this as your hub to take actions on players you hear about or transfer targets that you have.

## REQUEST FUNDS

If you need more money to make a big signing to improve your squad, submit a proposal to the board. Be careful, as you may need to promise a better season end result to have the board accept the request.

## TRANSFER SHORTLIST

Shortlist any transfer targets that you have and compare their attributes in the Transfer Shortlist screen.

## YOUTH ACADEMY

Build up your club's youth system so you can grow from within and find the best young talent to set you up for the future. Having a healthy youth squad is integral to building a strong team. Send scouting agents to locales all over the world to discover and hire new players.

## TALK TO PRESS

A good manager takes care of his team on every level. Before games, you have a chance to speak to the press. Use this time to make statements about individuals, teams, or the opposing team or manager and affect their performance in the next game.

## TRANSFER DEADLINE DAY

Expect to see major transfers and a lot of excitement as star players shift teams as the clock counts down each hour. Use this day to make last minute transfer improvements to your squad.

## NEW SKILL GAMES

Skill games are all about learning football skills of from beginner to expert level. There are eight skills to master, each with Bronze, Silver, Gold, and Skill Challenge levels. Can you become legendary in all the skills? Compare your high scores with those of your friends and the world to see who is the best.

Your default player in Skill Games is your Arena player (in the main menu). Before each match, you can choose him or another player from that team's starting 11. If you want to try a different team, choose SELECT TEAM/PLAYER from the Skill Games menu and pick a different player on a new team.

## ONLINE

### NEW PRO CLUBS SEASONS

The popular Seasons format is now in Pro Clubs! Try to earn enough points each season with your teammates to be promoted into higher divisions, win titles, and play for cups.

Create your Online Pro and grow your skills online by playing with other *FIFA 13* gamers. Your Online Pro's progression is specific to Pro Clubs Seasons; there are over 300 accomplishments to earn in club matches and drop-in games. Create or join clubs and participate in organized games in monthly seasons. Play on a club with Friends to have fun, or be competitive and take on the world. Personal and club glory is on the line. Can you become one of the best virtual football players in the world? Can you and your teammates compete against the top clubs each month? Pro Clubs Seasons is the ultimate stage to show off your skills on the pitch as a player.

### ONLINE FRIENDLIES

Love playing your Friends online, but want a way to track your rivalries? Online Friendlies allows you to play your Friends in five game seasons to prove who is the best. In the hub, see all your Friends and their status, invite who you want to play, and try to get a win for three points. Earn the most points in five games to hoist the trophy, and then start all over again the next season to try to defend your title.

**NOTE:** In order to play online, you must read and accept the EA SPORTS Privacy Policy and Terms of Service. You are asked to read and accept these documents when playing for the first time. You may choose not to accept, but this will bar use of *FIFA 13*'s online features.

**NOTE:** An Online Pass is required to access all online features. When playing for the first time, you are asked to input the Online Pass found on the back of the manual. If you don't have an access code, or it has already been redeemed, you can purchase the Online Pass or begin a free limited trial. Online Pass is the EA SPORTS Premium Online experience, included with all new copies of any EA SPORTS game.

## NEW PLAYSTATION®MOVE

Become the conductor with the PlayStation®Move motion controller and use this unique control method to take control of teammates and trace run paths for them.

Now you can start down the pitch with the ball, and while still keeping possession, move the motion controller to select a nearby teammate and have them make a run to open space. On defense, you can mark a man and specify which opposing player you want the nearest teammate to cover.

Set players to run to open areas before taking a corner kick or other set piece.

### PLAYSTATION®MOVE MATCH

PlayStation®Move Match is where you play with the motion controller. Play single player, against your friends, or co-op where one player creates running paths for teammates and the other feeds those players. You can play with up to two motion controllers and two wireless controllers at once.

**NOTE:** The motion controller acts as a standard controller in all areas but within PlayStation®Move Match.

### SETUP

#### CONNECTION

Ensure your PlayStation®Eye is connected. This is required to utilize the motion controller's function. If a PlayStation®Eye is not plugged in, the motion controller has limited capabilities. When a motion controller is turned on, it is registered by the game and has standard controller functionality. When you enter PlayStation®Move Match, you are prompted to calibrate the motion controller. Calibration can also occur in game at the pause menu. Follow the instructions onscreen to properly calibrate your motion controller.

### SIDE SELECT

*FIFA 13* supports a maximum of two motion controllers in the Side Select screen. When you enter the screen there are controller slots displayed in the center of the screen. Detected motion controllers are in the bottom two slots. When motion controllers are connected the controller icons in applicable ports switch to motion controller icons. At this point, press the **Move** button to calibrate a connected motion controller. An icon with a lighted ball matching the color of your motion controller then switches out with the standard motion controller icon. When holding the **T** button, gestures can be used to move your icon to one side of the screen or the other. When you return to Side Select from the calibration screen, you are informed of this. You can also manually switch ports.

## HELP SCREEN

You can view the PlayStation®Move button commands in the pre-match settings screens under Button Help. You can also view them in the pause menu within SETTINGS > MOTION CONTROLLER HELP. Here you can view Button Help, Skill Moves, and Celebrations.

## PAUSE MENU

Press the **START** button on a motion controller during gameplay to pause the game. Once paused, you can navigate the pause menu with gestures combined with pressing the **T** button. However, you cannot use your motion controller in Instant Replay.

## CONTROLS

### PLAYER MOVEMENT INDICATOR

When using a motion controller, an indicator is shown on-pitch. A line with a shadow below it connects the indicator with the player that is being controlled. The indicator and line match the color of your motion controller.

The color gradient on the connecting line is more transparent when your player is jogging. It becomes solid as you pull the indicator away from the player and the player begins sprinting.

#### BASIC NAVIGATION

<b>Dribble</b>	Move the indicator in any direction
<b>Sprint</b>	Move the indicator farther away from a player. The farther away from the player, the faster he will run.

#### ATTACKING

<b>Pass/Through ball</b>	Point the motion controller where you want to pass or send a through ball and press the <b>Move</b> button
<b>Play runs</b>	<b>T</b> button and draw a line with the motion controller to send the closest player to the start of the run
<b>Lob/Cross</b>	Point the motion controller to location and press <b>X</b>
<b>Shoot</b>	Point the motion controller at the net and press <b>O</b>
<b>Chip shot</b>	Move the motion controller up while shooting
<b>Add spin to shot</b>	Twist the motion controller while shooting
<b>Skill moves</b>	<b>Ⓞ</b> (hold while performing gesture)
<b>Tactics</b>	<b>△</b> (hold) to bring up tactics overly and gesture in the direction of the desired tactic

#### DEFENDING

<b>Conservative tackle/Contain</b>	<b>Move</b> button (hold to contain)
<b>Mark a man</b>	<b>T</b> button and point the motion controller at an opponent
<b>Switch player</b>	<b>X</b>
<b>Slide tackle</b>	<b>O</b>

#### CELEBRATION

<b>Signature running move</b>	<b>X</b>
<b>One arm raised</b>	<b>Ⓞ</b> (hold)
<b>Thumb stick</b>	<b>Ⓞ</b> (hold)
<b>Ear twist</b>	<b>△</b> (hold)
<b>Finger points</b>	<b>Ⓞ</b> (tap), <b>Ⓞ</b> (hold)
<b>Arms out</b>	<b>Ⓞ</b> (tap), <b>Ⓞ</b> (hold)
<b>Wrist flick</b>	<b>△</b> (tap), <b>△</b> (hold)

## SKILL MOVE

While you are attacking and your player has the ball, hold **Ⓞ** while completing a gesture to do a skill move. All of the following gestures are performed with the motion controller.

<b>Body Feint</b>	Left, center	Right, center
	body feint left	body feint right
<b>Step-over</b>	Quarter circle left	Quarter circle right
	step-over left	step-over right
<b>Reverse Step-over</b>	Quarter circle up, starting on the left	Quarter circle up, starting on the right
	reverse step-over left	reverse step-over right
<b>Ball Roll</b>	Left (hold)	Right (hold)
	ball roll left	ball roll right
<b>Heel Flick</b>	Up, down (flick)	
<b>Roulette</b>	Twist motion controller left to right	Twist motion controller right to left
	<b>Fake</b>	Half circle starting right and going left
	fake right and go left	fake left and go right

## OTHER GAME MODES

### TOURNAMENTS

The crowning glory of reaching the top of a tournament reigns in the anticipation and excitement of both players and football fans alike. *FIFA 13* gives players over 50 tournaments to choose from. Select the country and the specific tournament you'd like to compete in, and then decide which team(s) you'd like to control in the fight for supremacy.

### CREATE TOURNAMENT



Create your very own tournament! Choose from LEAGUE, KNOCKOUT, or GROUP & KNOCKOUT, and then set the number of teams and whether or not you'd like to choose each competing team yourself or have them filled in automatically. Once you're happy with all of the settings, save your tournament and then see if you can come out a winner.




**NOTE:** For even more control over your tournament settings, toggle Advanced Settings ON. You are then taken to the Advanced Settings screen after accepting the basic setup. Here, fine tune tournament rules and set parameters for the Auto Fill function.

## CUSTOMIZE FIFA



### TEAM MANAGEMENT

#### CUSTOM TACTICS

Select CUSTOM TACTICS on the Team Management screen of any club to customize defensive and attacking play. Check out their default tactics, and then press the  button to view other preset tactics (Counter Attack, High Pressure, Possession, and Long Ball) as well as your own customized tactics (see below). To choose one of these as your default tactic, select it and press the  button.

To create a new tactic, select one as a template and use the sliders to tweak its individual components. Then press the  button or the  button to choose a slot to save your new tactic to and press the  button to confirm.

### QUICK TACTICS



To use your tactics on-the-fly in games you must assign them to the directional buttons. To do this, select QUICK TACTICS on the Team Management screen, choose a directional button, and press the  button. Then select your new tactic and press  again to assign it to your chosen direction.



**NOTE:** You can share your customized tactics with friends—or the entire FIFA community—by entering the PLAYER HUB through MY FIFA ONLINE, selecting SHARED TACTICS, and following the on-screen instructions.

**NOTE:** If your default controller configuration uses the directional buttons for player movement, the left stick must be used to select Quick Tactics.

### FORMATIONS

Get out the tactics board and start fine-tuning team formations and player roles by selecting FORMATIONS in the Team Management screen of any team.

First, choose a formation and press the  button to edit it. Then, select a player from the selected formation and press the  button. Finally, decide which aspect of his game you want to alter (Base Position, Work Rate, or Positioning) and follow the on-screen instructions.

**NOTE:** Press the directional buttons to change your team's mentality on-the-fly. Press the  button to make your players more defensive or the  button to encourage them to attack.

### MY MUSIC & CHANTS


Personalize your *FIFA 13* sounds by importing your own audio or customizing the EA SPORTS Trax. To upload personal audio tracks, from the main menu select CUSTOMISE FIFA > MY MUSIC & CHANTS > CUSTOM MUSIC & CHANTS to determine which game mode's audio you want to adjust. Select a game event and then choose the corresponding playlist.

### CREATION CENTRE

Create, share, and bookmark players, teams, leagues, and tournaments for download on your console at [www.easportsfootball.com/cc](http://www.easportsfootball.com/cc) and then visit the Creation Centre Gallery to view and download the bookmarked content. Downloaded teams can be used in tournaments, exhibition matches, and unranked head to head online. Downloaded players can be assigned to any club.






# MY FIFA 13

## REPLAY THEATRE

Both online and offline saved replays and highlights are stored here. Press the  button to upload favorites to [www.easportsfootball.com](http://www.easportsfootball.com).

## VIDEO UPLOAD

Share your moments of glory—or shame—with the rest of the world by uploading your videos to EA SPORTS Football World.

To capture footage of your skills, pause the game and select INSTANT REPLAY. To set a keyframe, press the  button, and press the  button/ button to move it to your desired position (to delete a keyframe, press the  button). Once you're happy, press the  button to upload your video and share it with the Football World community.

## KEYFRAMES

Ensure you capture all the action with keyframes. These are individual sections within your video that you can treat differently to the rest of your footage. For instance, you can use a different camera, viewing angle, and speed so that, when you get to a key moment, you can zoom in on the action and capture your moment of glory in slow motion.

## FIFA 13 STORE

Purchase downloadable content in the FIFA 13 Store, and use your pre-order codes to unlock special items. Augment your Creation Centre experience with additional editing options, more download slots and the ability to bring Creation Centre Leagues into Career. EA SPORTS Season Ticket is also available, providing early access to EA SPORTS titles, as well as free content in the store and reduced prices in FIFA Ultimate Team.