

## **HEALTH WARNING**

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## **PRECAUTIONS\***

This PS Vita game card (hereafter called "game card") contains software for the PS Vita system. Never use this game card on any other system, as it could damage it. Read the PS Vita system's instruction manual carefully to ensure correct usage. Be sure to insert the game card in the proper orientation. Game cards may present a choking hazard. Keep game cards out of reach of small children to prevent accidental swallowing. Do not touch the terminals of the game card with your hands or with metal objects. Do not bend the game card or otherwise subject it to strong physical impact. Do not allow the game card to come into contact with liquids. Never disassemble or modify the game card. Do not leave the game card near heat sources or in direct sunlight or excessive moisture.

**IMPORTANT:** The data on the game card may be lost or corrupted in the following situations:

- if the game card is removed from the PS Vita system or if the PS Vita system power is turned off while data is being read from or written to the game card.
- if the game card is used where it can be affected by static electricity or electrical noise.

If for any reason data loss or corruption occurs, it is not possible to recover the data. It is recommended that you regularly back up your data.

\*applies to PS Vita card products only

## **PIRACY**

The use of the PlayStation®Vita and this game card are governed by software licence. The PS Vita system and this game card contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the game card. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law. If you have any information about pirate product or methods used to circumvent our technical protection measures please email [anti-piracy@eu.playstation.com](mailto:anti-piracy@eu.playstation.com) or call your local Customer Service number, given at the back of this manual.

## **SYSTEM SOFTWARE UPDATES**

For details about how to perform System Software updates for the PS Vita system, visit [eu.playstation.com](http://eu.playstation.com) or refer to the PS Vita system's instruction manual.

By following the on-screen instructions, you can update the System Software of the PS Vita system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the game card.**
- **Do not cancel the update before completion as this may cause damage to the PS Vita system.**

## **CHECKING THAT THE UPDATE WAS SUCCESSFUL**

Select "Settings" from the Home Screen, and then select the "System" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

## AGE RATINGS

An age rating is displayed on the packaging for this game. An age rating system protects children and teenagers from games unsuitable for their particular age group. It allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. PLEASE NOTE: Age rating is not a guide to gaming difficulty. Depending on your country, one of the following age rating systems will apply.

### PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

Comprising three parts, the first part of a PEGI age rating is an age icon:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. The age rating of the game reflects the intensity of this content. The descriptors are:



For further information visit [www.pegi.info](http://www.pegi.info)

Some games may also display the PEGI Online logo. This logo may be used only by online game providers who have committed to uphold certain standards which include the protection of children in online gameplay. For further information visit [www.pegionline.eu](http://www.pegionline.eu)



# AUSTRALIAN CLASSIFICATION BOARD AND NEW ZEALAND OFFICE OF FILM AND LITERATURE CLASSIFICATION AGE RATING SYSTEMS

The first part of an age classification in Australia and New Zealand is an age icon:








The classification may also be accompanied by consumer advice indicating the type of content in the game (for example, levels of violence or nudity). The age classification of the game reflects the intensity of this content.













For further information visit [www.classification.gov.au](http://www.classification.gov.au) or [www.censorship.govt.nz](http://www.censorship.govt.nz).

## PARENTAL CONTROL

You can set up the PS Vita system to prevent access to games which may not be suitable for the age of a child using the PS Vita system. You should set the parental controls if you have a child who will be using the PS Vita system who is not old enough to play this or other games you have purchased for the PS Vita system. The age rating for this product appears on the packaging.

The default parental control level on the PS Vita system is 9. You will need to set the parental control level on the PS Vita system to one of 11 levels to prevent your child from accessing content which is not suitable for their age. The relationship between the age rating of a product in your region and the parental control levels on the PS Vita system is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI AGE RATING					

PARENTAL CONTROL LEVEL	9	8	7	3	1
AUSTRALIA CLASSIFICATION					
NEW ZEALAND CLASSIFICATION	 		 		

For example, if your child is 11 years old, you should prevent access to content which is rated as suitable for 12 years and older. In this instance, set the parental control on the PS Vita system to level 3. The lower you set the control, the more restrictive the setting. You can always change the parental control setting to allow play by older users.



In rare cases, the parental control level for this product may be more restrictive (lower) than the level which would normally apply to the age rating in your country. This is due to differences in the age rating systems in the various countries in which this product is sold. You may need to reset the parental control level on your PS Vita system to enable play of this product.

For instructions on how to set the parental controls, please refer to [eu.playstation.com/psvita/support/manuals](http://eu.playstation.com/psvita/support/manuals)

## REGULATORY INFORMATION\*



The manufacturer of this product is Sony Computer Entertainment Inc., 1-7-1 Konan, Minato-ku, Tokyo 108-0075 Japan. The Authorised Representative for EMC and product safety in Europe is Sony Deutschland GmbH, Hedelfinger Strasse 61, 70327 Stuttgart, Germany.

\*applies to PS Vita card products only

For Help & Support please visit: [eu.playstation.com](http://eu.playstation.com) or refer to the telephone list below.

<b>Australia</b>	<b>1300 365 911</b> Calls charged at local rate	<b>France</b>	<b>0820 31 32 33</b> prix d'un appel local – ouvert du lundi au samedi
<b>Belgique/België/Belgien</b>	<b>011 516 406</b> Tarif appel local/Lokale kosten	<b>Ireland</b>	<b>0818 365065</b> All calls charged at national rate
<b>България</b>	<b>support@sbhbg.com</b>	<b>Ísland</b>	<b>591-5100</b>
<b>Česká republika</b>	<b>0225341407</b>	<b>Italia</b>	<b>199 116 266</b> Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
<b>Danmark</b>	<b>90 13 70 13</b> support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21	<b>Κύπρος/Kıbrıs</b>	<b>22352282</b>
<b>Deutschland</b>	<b>01805 766 977</b> 0,14 Euro/Minute	<b>Latvija</b>	<b>670 46049</b>
<b>Eesti</b>	<b>654 3484</b>	<b>Liechtenstein</b>	<b>(0049) 1805-766-977</b>
<b>España</b>	<b>902 102 102</b> Tarifa nacional	<b>Lietuva</b>	<b>373 38655</b>
<b>Ελλάδα</b>	<b>801 11 92000</b>	<b>Luxembourg/Luxemburg</b>	<b>0820 313 233</b>

<b>Malta</b>	<b>234 36 000</b> Local rate	<b>Россия</b>	<b>8 800 200 7667</b>
<b>Nederland</b>	<b>0495 574 817</b> Interlokale kosten	<b>România</b>	<b>support@sbhbg.com</b>
<b>New Zealand</b>	<b>09 415 2447</b> National rate	<b>Slovenija</b>	<b>151 03130</b>
	<b>0900 97669</b> Call cost \$1.50 (+ GST) per minute	<b>Slovensko</b>	<b>232 112 209</b>
<b>Norge</b>	<b>820 68 322</b> 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt	<b>Suisse/Schweiz/Svizzera</b>	<b>0848 84 00 85</b> Tarif appel national / Nationaler Tarif / Tariffa Nazionale
<b>Österreich</b>	<b>0820 44 45 40</b> 0,116 Euro / Minute	<b>Suomi</b>	<b>0600 411 911</b> 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 12–18
<b>Polska</b>	<b>0801 230 000</b>	<b>Sverige</b>	<b>900-20 33 075</b> support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15
<b>Portugal</b>	<b>707 23 23 10</b> Serviço de Atendimento ao Consumidor / Serviço Técnico	<b>UK</b>	<b>0844 736 0595</b> National rate

If your local telephone number is not shown, please visit [eu.playstation.com](http://eu.playstation.com) for contact details.



# FIFA 15

**FIFA**  
Official  
Licensed  
Product

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

## ATTACKING

### DRIBBLING

<b>Move player/Jog</b>	left stick
<b>Sprint</b>	<b>R</b> button (hold)
<b>Stop ball/Shield</b>	left stick (release) + <b>R</b> button
<b>Stop ball and face goal</b>	left stick (release) + <b>L</b> button
<b>Dummy</b> (when receiving ball)	<b>L</b> button (hold)
<b>Send teammate on a run</b>	<b>L</b> button (double tap)

## DRIBBLING (CONT.)

Skilled dribbling	<b>L</b> button (hold) + <b>R</b> button (hold)
Pace control (when in possession of ball)	<b>L</b> button (hold)
Knock on	right stick
Skill move modifier	right stick + <b>R</b> button (hold)

### COACHING TIP: Shielding

To protect the ball from your player's marker, release the left stick and hold the **R** button. Your player will get between his marker and the ball, and try to hold him off.

## SHOOTING

Shoot/Volley/Header	⊙ button
Finesse/Placed shot	▣ L button + ⊙ button
Chip shot	▣ L button + ▣ R button + ⊙ button
Fake shot (in opposition's half)	⊙ button (hold), then ⊗ button



## PASSING

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

## PASSING (CONT.)

Trigger run from pass	<b>L</b> button + <b>X</b> button (double tap)
Fake lob	<b>□</b> button (hold), then <b>X</b> button










### COACHING TIP: Give and Go

To initiate a one-two pass, press the **X** button while holding the **L** button to make your player pass to a nearby teammate, then release the **L** button and move the left stick to continue his run. Press the **X** button (ground pass), the **△** button (through ball), the **□** button (lobbed pass), or the **L** button + the **△** button (lobbed through ball) to immediately return the ball to him, and time the pass perfectly to avoid conceding possession.

## BALL CONTROL

<b>First touch</b> (while receiving the ball)	right stick (hold for more distance)
<b>Cancel pass/shot</b>	<b>L</b> button + <b>R</b> button
<b>Free Move</b>	<b>L</b> button (hold) + <b>R</b> button (hold)

## CROSSING

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

## SKILL MOVES

Hold the **L** button and move the left stick or right stick (depending on the footwork) to perform the following skill moves.

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

## SKILL MOVES

<b>Body Feint</b>	right stick ← (flick)/right stick → (flick)
<b>Step-over</b>	right stick ↑, ←/right stick ↑, →
<b>Reverse Step-over</b>	right stick ←, ↑/right stick →, ↑
<b>Ball Roll</b>	right stick ← (hold)/right stick → (hold)
<b>Drag Back (standing only)</b>	left stick ↓ (flick)
<b>Heel Flick</b>	right stick ↑ (flick), ↓
<b>Flick Up</b>	right stick ↑ (flick), ↑, ↑ (flick)
<b>Roulette</b>	right stick ↓, ←, ↑, →/ right stick ↓, →, ↑, ←
<b>Fake Left &amp; Go Right</b>	right stick ←, ↓, →

## SKILL MOVES (CONT.)

<b>Fake Right &amp; Go Left</b>	right stick →, ↓, ←
<b>Heel to Heel Flick</b>	right stick ↑ (flick), ↓
<b>Simple Rainbow</b>	right stick ↓ (flick), ↑, ↑
<b>Advanced Rainbow</b>	right stick ↓ (flick), ↑ (hold), ↑ (flick)
<b>Feint Left and Exit Right</b>	right stick ←, ↓, →
<b>Feint Right and Exit Left</b>	right stick →, ↓, ←
<b>Elastico</b> (requires high skill level)	right stick →, ↓, ←
<b>Drag Back Fake and Exit Left</b> (standing only)	left stick ↓, →, ↓, ←

## SKILL MOVES (CONT.)

<b>Drag Back Fake and Exit Right</b> (standing only)	left stick ↓, ←, ↓, →
<b>Heel Chop</b> (running only)	right stick ↙, ↘ / right stick ↘, ↙
<b>Scoop Turn</b> (standing only)	right stick ↙, ↘ / right stick ↘, ↙
<b>Hocus Pocus</b>	right stick ↓, ←, ↓, →
<b>Triple Elastico</b>	right stick ↓, →, ↓, ←
<b>Ball Roll &amp; Flick</b> (running only)	right stick → (hold), ↑ (flick) / right stick ← (hold), ↑ (flick)
<b>Sombrero Flick</b> (standing only)	right stick ↑ (flick), ↑, ↓



## SKILL MOVES (CONT.)

<b>Turn &amp; Spin</b>	right stick ↑ (flick), ← (flick)/ right stick ↑ (flick), → (flick)
<b>Ball Roll Fake</b> (standing only)	right stick ← (hold), → (flick)/ right stick → (hold), ← (flick)
<b>Rabona Fake</b> (sprinting only)	Ⓚ button/Ⓛ button, then ⊗ button + left stick ↓
<b>Ball Juggle</b> (standing only)	Ⓡ button (tap)
<b>Sombrero Flick Backwards</b>	left stick ↓ (hold)
<b>Sombrero Flick</b>	left stick ← (hold)/left stick → (hold)
<b>Around the World</b>	right stick clockwise/counterclockwise







## SKILL MOVES (CONT.)

In Air Elastico	right stick → (flick), ← (flick)
Flick Up For Volley	left stick ↑ (hold)
T. Around the World	right stick counterclockwise, ↑ (flick)

**NOTE:** In *FIFA 15*, players are capable of many more flicks, tricks, and skill moves than are listed here! Get out on the pitch and start experimenting, and then put those skills to use!

## DEFENDING

### DEFENDING

<b>Move player</b>	left stick
<b>Switch player</b>	 button (tap on release)
<b>Directional player switch</b>	right stick
<b>Sprint</b>	 button (hold)
<b>Press</b>	 button (hold)
<b>2nd defender press</b>	 button (hold)
<b>Sliding tackle</b>	 button
<b>Jockey</b>	 button (hold)

## DEFENDING (CONT.)

Running jockey	<b>L</b> button (hold) + <b>R</b> button (hold)
Jockey press	<b>L</b> button (hold) + <b>X</b> button (hold)

**COACHING TIP: Running Jockey and Jockey Press**

If an opponent is moving quickly, hold the **L** button and press the **R** button to control your defender's speed and position him for a tackle. If you don't want him to dive in using the Press control, hold the **L** button and press the **X** button to Jockey Press. Your player keeps his opponent in front of him and doesn't commit to a tackle. Then, at the first sign of a bad touch, release the **L** button to make him move in for the ball.

## GOALKEEPING

<b>Charge</b>	△ button (hold)
<b>Move/Aim kick or throw</b>	left stick
<b>Throw</b> (while holding the ball)	⊗ button (hold to pass to the further of two players)
<b>Drop kick</b> (while holding ball)	⊙ button/⊠ button
<b>Drop the ball</b> (while holding ball)	△ button

## SET PIECES

### DIRECT FREE KICK

<b>Aim</b>	left stick
<b>Shot</b> (hold for increased power)	⊙ button
<b>Lob pass</b> (hold for increased power)	Ⓚ button
<b>Add spin to ball</b> (while powering kick)	left stick
<b>Change kick taker</b>	▢ R button
<b>Call lay-off man</b>	▢ L button
<b>Lay-off man shot</b>	▢ L button + ⊙ button
<b>Lay-off man pass</b>	▢ L button + ⊗ button

## DIRECT FREE KICK (CONT.)

Jump wall (defense only)	△ button
Move wall (defense only)	L button/R button
Charge kick (defense only)	⊗ button

### 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).

## GOAL KICK





<b>Aim</b>	left stick
<b>Lob pass</b> (hold for increased power)	□ button
<b>Ground pass</b>	⊗ button

## THROW-IN

<b>Aim throw</b>	left stick
<b>Short throw</b> (to nearest player)	⊗ button
<b>Manual short throw</b> (in direction you're facing)	△ button
<b>Long throw</b>	□ button
<b>Switch receiver</b>	L button



## CORNER

<b>Lob cross</b> (hold for increased power)	 button
<b>Add spin to lob cross</b> (while powering kick)	left stick
<b>Low cross</b>	 button (double tap)
<b>Ground cross</b>	 button (triple tap)
<b>Call for a short corner</b>	 button

## PENALTY KICK

<b>Aim shot</b>	left stick (hold to aim further in any direction)
<b>Driven shot</b>	⊙ button
<b>Finesse/Placed shot</b>	L button + ⊙ button
<b>Chip shot</b>	L button + R button + ⊙ button
<b>Dive (goalkeeper only)</b>	right stick
<b>Move on goal line (goalkeeper only)</b>	left stick

## COACHING TIP: Penalties

**Aiming:** By default, your player starts aiming at the middle of the goal. From the moment you start powering up for a shot, you can hold the left stick to move the aim anywhere inside the goal. The longer you hold the left stick in any particular direction, the farther your player's 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 your player to miss the goal.

**Saving:** Committing to a save direction early allows your goalkeeper 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

### ATTACK OFF THE BALL

Call for/Suggest pass	⊗ button
Suggest through pass	△ button
Suggest cross	⊞ button
Suggest shot	⊙ button
Toggle camera target	<b>SELECT</b> button

## DEFENDING OWN BOX

Dive	right stick/left stick + ⊗ button (hold)
Auto-position	■ L button (hold)
Slow movement facing the ball	left stick + ■ L button
Charge/Punch	⬆ button (hold)
Dive at feet	⬆ button
Anticipation save	■ L button + ■ R button
2nd defender press	⊙ button (hold)
Toggle camera target	SELECT button
Sprint	■ R button

## **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.

## **TOUCH CONTROLS**

Use the touch controls to take shots, free kicks, throw-ins, penalty kicks, and corner kicks. You can also use touch controls to make passes and switch defenders.

## SHOOTING

To take a quick shot on goal, simply touch the goal on the touchscreen. The longer you hold the touch, the more powerful your shot is.

You can also use the rear touch pad to take shots. Think of the entire rear touch pad as the goal, and touch where you want to aim. Your aim indicator is a solid dot that changes color according to your shot meter. After you have taken a shot, the results indicator, displayed as a crosshair, shows where the ball ended up.

Keep in mind that the defensive pressure combines with the direction and speed of your dribble to determine the accuracy of your shot.

**NOTE:** When using touch controls, the white icon in the top center of the touchscreen indicates that your fingers may be resting on the rear touch pad. You can only trigger the rear touch pad shooting controls in the offensive third of the pitch when your fingers are not resting on the rear touch pad.

## FREE KICKS

To take a free kick, align the camera to face the direction you want to kick, and then swiftly drag your finger across the touchscreen. As soon as you touch the touchscreen, your player begins powering up for the shot. You can track his power with the colored line. The type of curve you draw on the touchscreen determines the bend and topspin. Keep in mind that a right-footed player can bend the ball better to the left than to the right. The opposite goes for a left-footed player.

To take a free kick with the rear touch pad, simply touch where you want to aim your kick. The rear touch pad allows you to aim directly at the goal, but if there is a wall in the way, consider using the touchscreen to curve the ball around the defenders.



## THROW-INS

Touch where you want to throw the ball to perform a throw-in. If your player has the Long Throw-in or the Giant Throw-in trait, then he can throw the ball farther than others.

## PENALTY KICKS

Use the touchscreen to make perfectly composed penalty kicks. Time your shot according to the Composure Meter and touch it when it's in the green for maximum control. Then, touch where you want to aim. The duration of the touch determines your power, which is indicated by the Shot Power Meter.

## CORNER KICKS

During corner kicks, touch a teammate to pass the ball. To lob your pass, hold your touch.

## PASSES

Touch a player to pass the ball, or touch an open space to pass to a specific point on the pitch. To lob a pass, hold your touch. Hold your touch even longer to clear the ball.

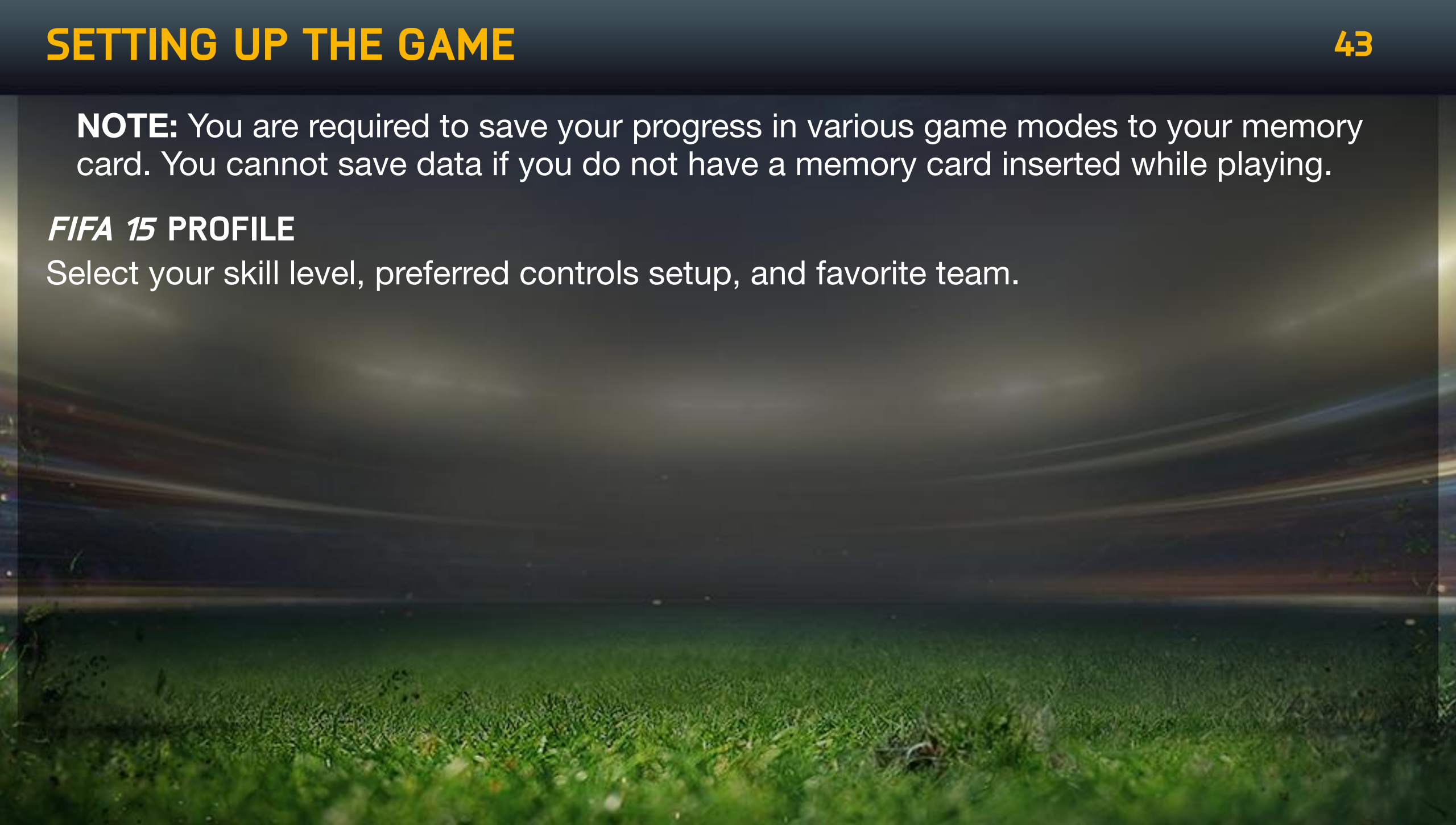
## SWITCH DEFENDERS

When on defense, there are times when you need to switch defenders quickly. To do so, touch the defender you want to control.

**NOTE:** You are required to save your progress in various game modes to your memory card. You cannot save data if you do not have a memory card inserted while playing.

## ***FIFA 15* PROFILE**

Select your skill level, preferred controls setup, and favorite team.



## GAME SCREEN

Score

Match clock

Controlled player

Radar

Stamina/Fitness level



## SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, make sure you save your progress (or unsaved information will be lost). You can access the Load screen from most game mode menus to load files manually.

**NOTE:** *FIFA 15* features an autosave feature.

## KICK-OFF

Select EXHIBITION MATCH to head onto the pitch with your default settings (which can be changed in CUSTOMISE > SETTINGS > GAME SETTINGS) or select BE A PRO: GOALKEEPER or BE A PRO: PLAYER to take on the role of a single player.

## BE A PRO: GOALKEEPER

Play as the goalkeeper and feel the tension of acting as your team's last line of defense against the opposition's hungry strikers. Make calls to the rest of the team when the ball is off the pitch and stick to the Indicator when the opposition gets close.

## CAREER MODE

Every player, no matter how talented, eventually has to leave the action of the pitch. In Career Mode you can expand your player's football career through three roles: Player, Player Manager, and Manager. Start as a player and progress through all three roles, or begin as either a Player Manager or Manager. Your player's success in each role determines his value in the eyes of the football world!

## PLAYER CAREER

Take control of a career-minded professional footballer as you play in multiple league, cup, and continental competitions. You may play as a real player, a created player, or your Virtual Pro. Make every action on the pitch count and work your way up from prospect player to club legend!

## PLAYER MANAGER CAREER

Player Managers have an impact on and off the pitch, and must strike a perfect balance between action and team management. Play as a created player or your Virtual Pro. Your player's focus rests on managing the line-up, including formation, playing style, training, and starting players, as well as taking to the pitch during key games.

## MANAGER CAREER

The role of a Manager is to pick the best possible squad for each match and make sure that, based on the opponent, the right tactic is in place. Play as a created player or your Virtual Pro. Your Manager is in control of the team's finances and must manage the budget, including transfers, negotiations, and player contracts. Win prestigious cup matches and your league to rise to prominence and keep the board pleased.

## MANAGEMENT TIPS!

- Review your lineup before simming 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 keep in mind how much the player wants for a successful signing.
- Take notice of your assistant coach's player assessment. His analysis of every player's talent lets your Manager know which young players deserve more time on the pitch.
- Keep an eye on your Player Level/Manager Reputation as your Manager progresses through a season. This determines his standing within the club as well as potential job offers at the end of the season.



## 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 15* gives players over 50 tournaments to choose from. Choose 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, you can fine tune tournament rules and set parameters for the Auto Fill function.

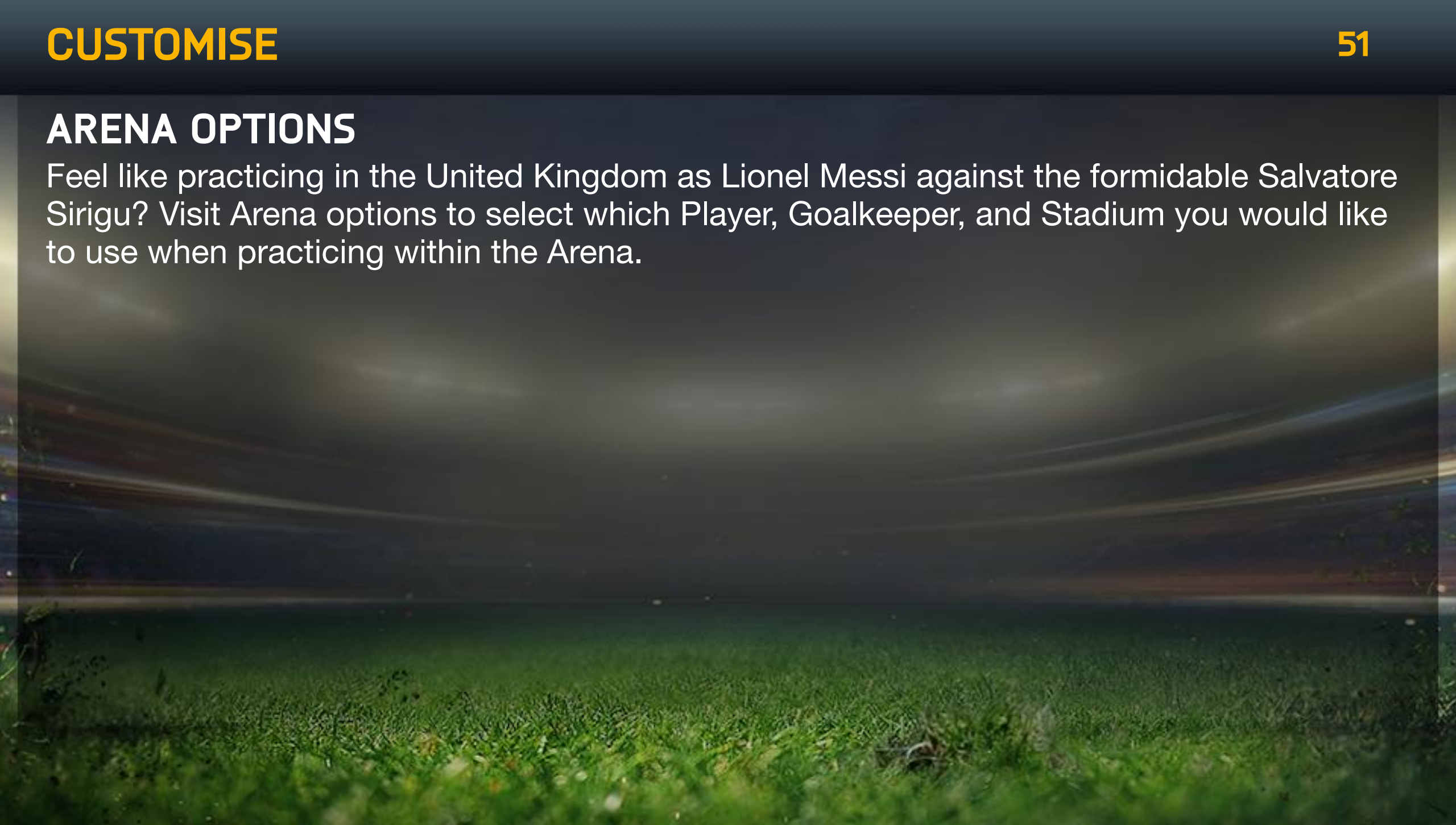
Take to the pitch as an all-new player in *FIFA 15*'s Virtual Pro mode. Begin your career and build your reputation from the ground up! Decide the stats of your Virtual Pro then take to the field and attempt to become a superstar.

You can use your Virtual Pro in any of the game modes, including Career Mode and Kick-Off. Use your Virtual Pro efficiently to earn rewards, upgrade his stats, and create a true superstar.







## ARENA OPTIONS

Feel like practicing in the United Kingdom as Lionel Messi against the formidable Salvatore Sirigu? Visit Arena options to select which Player, Goalkeeper, and Stadium you would like to use when practicing within the Arena.





## 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. 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 save your new tactic to a selected slot 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 direction, and press the  button. Then, select your new tactic and press the  button again to assign it to your chosen direction.

**NOTE:** If your default configuration uses the directional buttons for player movement, then 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.

First, choose a formation and press the  button to edit it. Then, choose a player from the selected formation and press the  button. Finally, decide which aspect of his game you want to alter (Player Base Position, Player Work Rate, or Player 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 press the  button to encourage them to attack.

*FIFA 15's* Practice Arena is the place to hone your skills before getting into a game. Here you can fine-tune striking, keeping, and set pieces.

The Practice Arena defaults to one-on-one action, so you can dribble around and shoot whenever you please. You can use it to practice skill moves, find the perfect angle of attack, or even figure out your own weaknesses. This is an excellent location to practice the touchscreen commands as well.

In addition, you can decide how many attackers and defenders are on the pitch during your practice session. Choose SET PIECES to practice free kicks, penalties, throw-ins, and corner kicks. To practice your skills without the pressure of playing in a real match, you can choose PRACTICE MATCH from the Practice Arena menu. There is no score and no game clock, so you can play for as long as you like.

**NOTE:** Press the **SELECT** button while in the Arena to bring up the Practice Arena menu.