



**WARNING** Before playing this game, read the Xbox 360° console, Xbox 360 Kinect° Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

#### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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# COMPLETE CONTROLS

## **CONTROLS**

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

MOVEMENT	
Move player	0
First touch / Knock-on	RI + (3)
Sprint	(hold)
Stop and face goal	(release) + (B)
Protect / Slow dribble / Jockey	(hold)
Face up dribbling	LT + RT
Skill moves	0
Stop ball	(release) + RT

ATTACKING (SIMPLE)	
Short pass / Header	A
Lob pass / Cross / Header	⊗
Through ball	•
Shoot / Volley / Header	<b>B</b>
Chip shot	<b>1</b> + <b>3</b>
Finesse shot	RB + B
Low shot / Downward header	③ (hold) + ⑤ (tap)
Fake shot	B, A + <b>(</b>
Fake pass	<b>⊗</b> , <b>△</b> + <b>⑤</b>

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## ATTACKING (ADVANCED)

Al IAGINING (AD IANGED)	
Protect ball (when dribbling)	ш
Lobbed through ball	■ + <b>Y</b>
Threaded lobbed through pass	RB + (LB + Y)
Bouncing lob pass	RB + <b>⊗</b>
Low cross	<b>⊗</b> (double tap)
Ground cross	<b>⊗</b> (triple tap)
Early cross	<b>1</b> 8 + <b>⊗</b>
Call for support	<b>®</b> (tap)
Dummy a pass	(hold)
Super cancel	u + a
Driven ground pass	RB + A
Flair shot	<b>□</b> (hold) + <b>③</b>
Fancy pass	<b>u</b> + <b>4</b>
No touch small feints	<b>13</b> + <b>3</b>
No touch big feints	LB + RT
Manual protect	IB + II
Quick get up (after slide tackle)	⊗
Threaded through pass	RB + <b>(Y</b> )

<b>TACT</b>	ICS

Offside trap	ô,ô
Team press	ô, ♀
Swap wings	ô,≪
CB joins attack	ô,⇔

## DEFENDING

Change player	(LB)
Switch player (manual)	0
Tackle / Push or pull (when chasing)	<b>3</b>
Pull and hold (when chasing)	(hold)
Sliding tackle	⊗
Clearance	<b>3</b>
Jockey	🏮 (pull and hold)
Contain	(hold)
Teammate contain	(hold)
Running jockey	□ + <b></b> (hold)

## GOALKEEPER

• • · · · · · · · · · · · · · · · · · ·	
Drop kick	<b>③</b> / <b>③</b>
Throw / Pass	<b>@</b>
Charge / Drop ball	•
Switch to GK	0
Driven throw	RB + A
Driven kick	RB + <b>(X</b> )

	FRE	E KI	ICKS
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Ground pass	<b>②</b>
High pass / Cross	⊗
Curled shot	<b>B</b>
Driven shot	1B + B
Wall jump (when defending)	•
Wall charge	<b>②</b>
Move wall	u / RI
Wall creep	RB
Apply curl during run up	0
Adjust position	0
Add kick taker	RB / JT

## FREE KICKS (ADVANCED)

Select player	RI
Call 2nd kick taker	П
2nd kick taker curled shot	<b>5</b> + <b>3</b>
2nd kick taker layoff pass	<b>u</b> + <b>A</b>
2nd kick taker layoff chip	<b>□</b> + ⊗
2nd kick taker run over ball	<b>u</b> + <b>B</b> , <b>A</b>
Call 3rd kick taker	RB
3rd kick taker curled shot	RB + B
3rd kick taker run over ball	™ + B, A

<b>CORNERS AND THROW INS</b>	
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Corners (lob cross)	⊗
Corners (pass)	۵
Change player	(LB)
Aim kick	0
Apply kick power	⊗
Call player short	П
Short throw in	۵
Short throw in (manual)	•
Long throw in	⊗
Move throw in receiver	0

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Goalkeeper move side to side

Move player	0
Adjust position	0
Stutter / Slow jog	ш
Sprint	RT
Aim	0
Select kick taker	RT
Shoot	0
Finesse shot	RB + B
Chip shot	<b>1</b> B + <b>B</b>
Goalkeeper dive	0

(move side to side)

## **SKILL MOVES**

**NOTE:** Only the most skilled players can complete the more challenging moves.

## 1 STAR MOVES

Ball juggle (while standing)	<u>□</u> (hold) + №
Foot fake (while standing)	(hold)

## 2 STAR MOVES

Body feint (left or right)	(0 / 0) (flick)
Stepover (left or right)	6, 6, 6 / 6, 6, 6
Reverse stepover (left or right)	(O, O, O, O, O,
Ball roll (left or right)	( (hold)
Drag back (while standing)	₱ + <b>()</b> (flick)

## 3 STAR MOVES

Heel flick	<b>6</b> , <b>0</b> (flick)
Flick up	<b>6</b> , <b>6</b> , <b>6</b> (flick)
Roulette (left or right)	0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
Fake left and go right	(O, (O, O, O, O)
Fake right and go left	<b>⊙</b> , <b>⊙</b> , <b>⊙</b> , <b>⊙</b> , <b>⊘</b>

## 4 STAR MOVES

Ball hop (while standing)	∰ (tap)
Ball roll cut left	(hold), (19 (hold)
Ball roll cut right	( (hold), (hold)
Heel to heel flick	<b>6</b> , <b>0</b> (flick)
Simple rainbow	@, <b>@</b> , <b>@</b> (flick)
Advanced rainbow	(flick), 🙃 (hold), 🙃 (flick)
Feint left and exit right	(O, (O, O, O, O)
Feint right and exit left	⊕, ⊕, ⊕, ⊕, ≪
Spin left	<b>0</b> , <b>0</b>
Spin right	<b>9</b> , <b>9</b>
Stop and turn left / right (while running)	<b>6</b> , <b>(8</b> (flick) / <b>6</b> , <b>(9)</b> (flick)

## 5 STAR MOVES

0), 0, 0, 0, 0
(0, (0, 0), (0), (0)
@, @, <0, @, @, @, Ø)
⊕, ⊕, ⊕, ⊕, ⊕, ⊕
(hold), 🙃 (flick)
( (hold), 6 (flick)
(hold)
0, 0, 0 (flick)
<b>6</b> , <b>6</b> (flick) / <b>6</b> , <b>6</b> ) (flick)
( (hold), ( (flick)
(hold), (() (flick)
<b>5</b> + <b>3</b> / <b>3</b> , <b>4</b> + <b>3</b>
<b>0</b> , <b>(0</b> (flick)

5 STAR JUGGLING TRICKS	

Elastico chop right

Laces flick up	r + № (hold)
Sombrero flick backwards	(hold)
Sombrero flick left	( (hold)
Sombrero flick right	(hold)
Around the world	0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
In air elastico	(flick)
Flick up for volley	<b>⑥</b> (hold)
Chest flick	📵 🐞 (tap), 🏟 (triple tap)
T. around the world	0 .0 (0 0 0 0 0 0 0 0 (flick)

(flick)

## **STARTING THE GAME**

## **GET ONTO THE PITCH**

Get ready to experience the high energy of real-world FIFA football in FIFA 19.

During your first Kick Off match as a new player to FIFA, the difficulty level will auto-adjust to help determine your skill level in FIFA 19.

#### FIFA TRAINER FOR NEW PLAYERS

If you're new to FIFA 19, use the FIFA Trainer onscreen assistance, which you'll see for moves such as passing, tackling, crossing, and shooting. The button prompts will help you make smart plays as you learn!

## **CHOOSE YOUR CLUB**

The first time you launch FIFA 19, you'll have the opportunity to select your favourite team. Your favourite club will appear as your default team when you play a Kick Off match.

## EARN REWARDS FOR PAST FIFA EXPERIENCE

Playing previous FIFA games will carry over your EA SPORTS™ Football Club level, XP, and Football Club Credits (FCC) to FIFA 19. You'll also receive rewards for past progress in FIFA 18 modes such as Ultimate Team or Online Seasons. Use Football Club Credits to buy items from the EA SPORTS Football Club catalogue or send them as gifts to your friends.

## **PLAYING THE GAME**

## **MAIN MENU**

Home Gain quick access to your most recently played game modes, as well

as the Catalogue.

Play Dig into the many game modes available in FIFA 19, including

Career, Tournaments, and Ultimate Team.

Online Jump into online modes such as Seasons and Online Friendlies.

Customise Fine-tune your FIFA 19 experience here. Adjust settings, review the controls, edit your teams, and even customise your music playlist in

EA SPORTS™ Trax.

#### **EA SPORTS FOOTBALL CLUB**

Throughout the game, you can access EA SPORTS Football Club (EASFC) from the widget located in the upper right corner of the screen when signed in to EA servers. The EASFC widget shows your current Football Club Level, XP, and Football Club Credits (FCC). Press to access it. The EASFC Catalogue can also be accessed from the dedicated tile present in the HOME section of the FIFA 19 main menu.

## **GAME SCREEN**



## **MATCH PREPARATIONS**

Before you head out onto the pitch, you can customise your Game Settings in the Settings screen—Choose the half length of your matches, difficulty level, match conditions, and the ball you use, among many other details. You can also toggle rules ON or OFF such as injuries and offsides, depending on how realistic you want your matches to be.

#### **CAMERA TIPS**

Don't neglect the camera settings in the Game Settings menu! Each type of match has a customisable camera option with up to seven types of cameras to choose from. This lets you view the pitch and experience each match from a perspective that works for you.

## Team Management

This is where you set up your team so they're ready for their next match. Create your Squad, adjust formations, assign roles, and manage tactics. Import Team Sheets or create new ones, and fine-tune formations before getting back onto the pitch.

#### SAVING AND LOADING

FIFA 19 uses an autosave feature that automatically saves your progress and most recent Settings. Do not turn off your Xbox 360 while the autosave icon is displayed, or you will lose all unsaved information.

## FIFA ULTIMATE TEAM (FUT)

NOTE: All modes associated with FIFA Ultimate Team (FUT) require a connection to the EA servers.

FIFA Ultimate Team is back! Create your dream team, compete in a variety of single-player and online modes, and acquire Players to build Squads with high Chemistry. Find Players in Packs, or purchase and sell items through the Live Transfer Market to build your Ultimate Team.

### **CHFMISTRY**

Chemistry is essential to make your Ultimate Team successful. Although an all-star team can help you shine on the pitch, your Squad should also have the right Chemistry to maximize performance. The higher your Chemistry, the better your team performs during matches, giving you a better chance of winning games.

While viewing your Active Squad, your team's Chemistry Rating appears in the upper right corner. Place Players in their preferred positions and match Players' Nationality, League, and Club to improve your team's Chemistry Rating—green lines indicate strong links between Players. Having the right Manager and earning Loyalty can also help improve your Chemistry.

Swap your Players around on the Active Squad screen or add new ones from your Club or the Transfer Market to find the ideal balance for your team!

### **Chemistry Styles**

Each Player in Ultimate Team has a Chemistry Style. Combine complementary Chemistry Styles to best improve your team's overall tactics. Arrows appear beside potentially affected attributes based on specific Chemistry Styles, changing from white to green as your Player Chemistry improves.

Styles used to upgrade Player attributes will remain with them until a new Style is applied. Chemistry Styles are found in Packs and through the Transfer Market.

## CONTRACTS

Before Players can excel out on the pitch, they need Contracts to play matches. When viewing your Active Squad, highlight a Player, access the Actions menu, and then select APPLY CONSUMABLE to apply a Contract to a Player. Move to switch to the Status View to display the remaining Contracts for every Player. The Suggested Consumables feature can show you when you'll need to apply a Contract to a Player.

Players found in Packs start with seven Contracts. To give you a head start, each Player from your Starter Pack comes with special long-term Contracts (45 matches). Each match played uses up one Contract, but if a Player in your subs or reserves doesn't head onto the pitch at all, he won't use a Contract for that match.

## **FITNESS**

As you play matches with your Squad in FIFA Ultimate Team, your Players will tire and their Fitness levels will start to drop. Players who have a low Fitness level won't perform at their full potential, and they also risk getting injured in a match.

When viewing your Active Squad, highlight a Player, access the Actions menu, and then select APPLY CONSUMABLE to apply a Fitness consumable item. Move to switch to the Status View and see the Fitness level of every Player. The Suggested Consumables features can show you when you'll need to apply a Fitness item to someone.

Another way to recover a Player's Fitness level is placing them in the Substitutes and Reserves section of your Squad. If they're not used in a match, these Players recover some of their Fitness.

NOTE: Players found in Packs start at full Fitness.

## TOURNAMENTS, SEASONS, AND FRIENDLY SEASONS

Challenge your team and reap the rewards in Tournaments, Seasons, and Friendly Seasons.

Tournament matches are always a four-round knockout that you can play in either singleplayer or online multiplayer competitions. Win matches to earn Coins, or take your team to the top and win a Tournament to gain Trophies, Coins, and even Packs!

Seasons consist of 10 games, playable in single-player or online multiplayer competitions. Try to make it through and win the Season or division/league titles, or gain promotion! In this mode, the promotion, hold, and relegation system means that losing a match doesn't eliminate your team from the season, giving you the opportunity to bounce back from defeat. Earn bigger rewards as you work your way up from the 10th division to the 1st—the higher you rank, the bigger the reward.

Friendly Seasons allows you to challenge your friends in a five-match season format. Keep track of your record and other stats against every one of your friends, and win seasons to earn the Current Title Holder position and the bragging rights that come with it.

### DRAFT MODE

Draft mode is another way to play FIFA Ultimate Team, giving you the ability to play with Players you don't own. You'll have the opportunity to draft a random selection of all Players available in FUT, including In Forms! Fill in each position to build the Squad you'll use to compete with in either single-player or online multiplayer four-round elimination format competitions.

The higher you finish in the competition, the bigger the rewards will be.

## TRANSFER MARKET

The Transfer Market is the hub for purchasing, listing, and selling items, as well as finding new Players to increase your Squad's overall rating and Chemistry Rating. Filter Players by Name, Nationality, League, Club, Quality, Position, Chemistry Style, or Pricing to easily find the ideal footballer to complement your Active Squad.

## **CONCEPT SQUADS**

Concept Squads is a powerful Squad Planning tool that lets you create Squads using every Player available in FUT.

Select a Player or empty slot in the Active Squad screen, and then access the Actions menu to choose SWAP/ADD PLAYER. Use Concept Squads to plan your next moves. Find replacements for a Player, test out the Chemistry of an entirely new midfield, or try a whole new Squad before investing in the Transfer Market.

## SQUAD BUILDING CHALLENGES

This is a new way to play Ultimate Team! Test your Squad building abilities by building Squads to match specific requirements. Once you meet the requirements, you can exchange your Squad for exciting rewards.

Play Squad Building Challenges on your console, or take it with you and play on the Mobile Companion App, to improve your Club!

### **STORE**

Purchase Packs from the Store to find new Players for your Squad. You can even earn Packs from winning Tournaments or as a special reward at the end of a Season. Keep an eye on the Store, as new promotions are frequently added.

## MY CLUB

As you purchase or win new Players from either the Transfer Market or Packs, you will have more than enough Players for one Squad. My Club stores all of the Players not in your current Squad, as well as your Consumables and other Items.

## **LEADERBOARDS**

Check out the Leaderboards to see how you rank against your friends or the top 100 FUT users across the globe as you build your Ultimate Team, play Tournaments and Seasons, and grow your Club.

## **KICK OFF**

Select KICK OFF in the Play screen to jump straight onto the pitch and take on any club or national team in the game. The latest squads and updates require a connection to the EA servers.

## **CAREER**

Career is an immersive experience that offers you the chance to play through a lifelong football career. Career is split into two different areas—Manager and Player.

## **PLAYER CAREER**

Create a Player, or take control of a single professional footballer as you play in leagues, cups, and continental competitions to improve your skills and ultimately represent your national team. You'll receive in-game email from your team's Manager and Board about their expectations and how to improve your skills for the season. You may also choose to retire and continue your career as a Manager.

### MANAGER CAREER

Take control of the financial side of your favourite Club and please the Board. Scout for high potential Players, keep Players happy, manage the budget, and make key Player and Squad decisions as you take your club to the top. If you do well, you will also get the chance to manage a national team and compete in international competitions, such as the FIFA World Cup.

Here are a few things you can expect to be in charge of as a Manager:

Train Players to ensure they're prepared for game day. Various drills cover all categories your Players need to be successful on the pitch. Monitor your team's trainable Attributes, Current Growth, and Potential Growth.

#### Total Club Management

Send scouts to different countries to scout the leagues, and set Scouting Instructions to find Players who fit your criteria. Once you've found possible recruits, assign a scout to watch them and make the best decision for your team.

#### Team Sheets

You can create multiple match day Squads to fit any scenario you encounter out on the pitch. You can create a Squad for your league, domestic cup, or European cup. Just visit the Squad panel and rename your Squads to suit their styles and help you remember when to put them to use!

## Pre-Season Tournaments

When you begin your Manager career, you can choose to accept an invite to a pre-season friendly tournament. This is the time to learn more about the Players in your Squad and prepare for the season ahead. Do well, and you may win prize money too!

## **BE A PRO PLAYER**

Play to win and bring the crowd to its feet in Be A Pro Player mode. You can take control of a specific player or goalkeeper on the field and follow all the action with the player-focused 3rd Person Cam. Select BE A PRO PLAYER or BE A PRO GOALKEEPER from Play panel to get started.

NOTE: The 3rd Person Cam is only available when playing as a single player in Be A Pro modes. When playing with your friends, the normal Be A Pro camera is used.

## **SKILL GAMES**

Improve your football skills by completing challenges that test specific maneuvers such as chip shots, free kicks, and dribbling. As you master these abilities, you unlock Skill Challenges to become Legendary at each proficiency. Compare yourself to friends, and others on the leaderboards for extra motivation as you progress through the levels.

## PRACTICE ARENA

From the Play screen, select PRACTICE ARENA (under Learn to Play) to perfect your dribbling and shooting skills against the goalkeeper, or practice set pieces by pressing  $\mathbb{Q}$ ,  $\mathbb{O}$ ,  $\mathbb{O}$ , or  $\mathbb{O}$  while on the practice pitch. You can even choose whom to play with on the field to test your abilities against real-life player skillsets, and adjust your settings for your perfect practice session.

## **ONLINE**

## **SEASONS**

Seasons offers ranked online matches and the most competitive gameplay. As you play through 10 games per season, try to earn enough points to avoid relegation and gain promotion to the next division—or even win the division title. It won't be easy! Higher divisions mean tougher competition and promotion thresholds, so get ready for a true football challenge.

## **ONLINE FRIENDLIES**

Invite a friend to play a match online, and track your rivalry through five-game seasons to prove who has the most skills on the pitch—earn the most points in five games to hoist the trophy. Keep the competition going with a new season as you try to defend your title or take it away from your friends!

## **LIMITED 90-DAY WARRANTY**

NOTE: Warranty does not apply to digital download products.

#### **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") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was 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 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 resulted from abuse, mistreatment or neglect, or if the Recording Medium 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 Warranty Information: http://warrantyinfo.ea.com

**EA Warranty Mailing Address:** 

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

#### **Notice**

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

## **NEED HELP?**

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  - Twitter & Facebook Support Need a quick tip? Reach out on Twitter to @EAHelp or post on facebook.com/EAHelpHub/.