

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

### **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

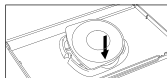
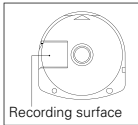
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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

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

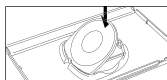
#### **Use and handling of UMD™**

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



#### **Ejecting the disc**

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



#### **Storing the disc**

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

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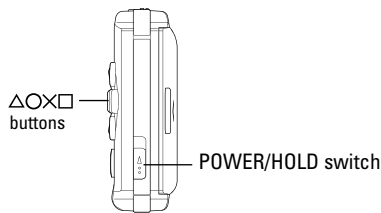
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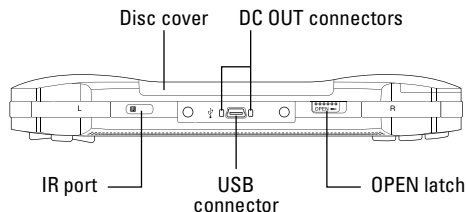
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## GETTING STARTED

### RIGHT SIDE VIEW



### FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the **OPEN** latch to open the disc cover. **INSERT** the *UEFA EURO 2008™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **ⓧ** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

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

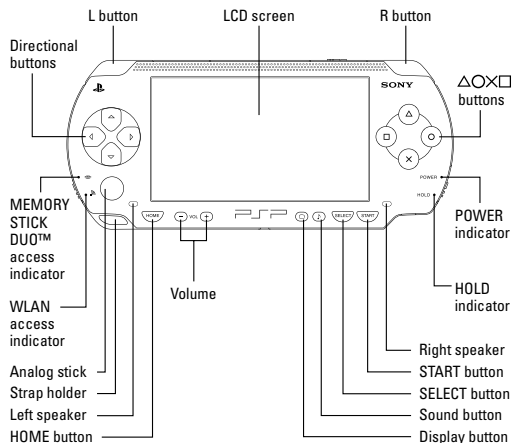
### MEMORY STICK DUO™

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

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

## STARTING THE GAME

### PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



## COMPLETE CONTROLS

The controls listed in this manual correspond to the Classic Analog Dribble configuration. However, you can change your configuration from Classic to Digital or Combined controls from the MY UEFA EURO 2008 menu (GAME SETTINGS > CONTROLS).

### BASIC CONTROLS

Move player	Analog stick
Sprint	<b>R</b> button (hold)
Offensive tactics	D-button
Defensive tactics	D-button + <b>L</b> button
Pause game	START button

### ATTACKING

Knock on	<b>L</b> button + Analog stick (while running)
Stop ball	Analog stick (release) + <b>R</b> button
Send teammate on run	<b>L</b> button (double tap)
First touch	<b>L</b> button + Analog stick (before receiving the ball)
Tricks (see p. 5)	<b>L</b> button + Analog stick
Pace control ON/OFF	<b>R</b> button (tap)

### PASSING AND CROSSING

Pass (manual)	<b>L</b> button + <b>X</b> button
Short pass (assisted)	<b>X</b> button
Through ball	<b>△</b> button
Lobbed through ball	<b>L</b> button + <b>△</b> button
One-two pass	<b>L</b> button + <b>X</b> button (double tap)
Cross/Lob	<b>□</b> button (hold for increased power)
Ground cross	<b>□</b> button (double tap)
Early cross	<b>L</b> button + <b>□</b> button
Early ground cross	<b>L</b> button + <b>□</b> button (double tap)

### SHOOTING

Shot/Header	<b>○</b> button
Finesse shot	<b>L</b> button + <b>○</b> button
Chip shot	<b>○</b> button + <b>L</b> button (tap while power bar fills)

### TRICKS

Press the **L** button + the Analog stick to showcase your awe-inspiring ball control.

### DRIBBLING

Step-over	↑, ↑
Lane-change right	↑, ↗, →
Lane-change left	↑, ↖, ←
Lane-change right, cut left	→, ←
Lane-change left, cut right	←, →
360/Roulette left	↓, ↘, ←, ↖, ↑
360/Roulette right	↓, ↙, →, ↗, ↑
Flick ball up	↑, analog stick (release), then ↓, ↑

### FAKES

Fake shot	<b>○</b> button (hold) + <b>X</b> button (as power bar fills)
Fake cross	<b>□</b> (hold) button + <b>X</b> button (as power bar fills)

### DEFENDING

Switch player	<b>X</b> button
Tackle/Clearance	<b>○</b> button
Sliding tackle	<b>□</b> button
Press attacker	<b>○</b> button (hold)
Call secondary defender	<b>L</b> button

### AUTO SWITCH

When defending, the Auto Switch feature automatically switches you to the player closest to the ball. To adjust your Auto Switch settings, select MY UEFA EURO 2008 > GAME SETTINGS > GAME OPTIONS.

### GOALKEEPING

Move/Aim kick or throw	Analog stick
Throw	<b>X</b> button
Kick	<b>□</b> button/ <b>○</b> button (hold for increased power)
Drop ball	<b>△</b> button
Control Goalkeeper (when the opposition has possession near your goal)	<b>△</b> button
Goalkeeper charge	<b>△</b> button (hold)
Punch/Catch	<b>□</b> button/ <b>○</b> button
Squat (penalty kick)	Analog stick ↓
Wave arms (penalty kick)	Analog stick ↑
Move/Dive (penalty kick)	Analog stick ←/→

## SET PIECES

### CORNERS

Lob cross	Ⓜ button (hold for increased power)
Driven cross	Ⓞ button (hold for increased power)
Low cross	Ⓛ button + Ⓞ button
Short corner	ⓧ button
Lay-off man	Ⓡ button (hold)

### FREE KICKS

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



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

## DEFENDING FREE KICKS

Select player in wall	ⓧ button
Move wall	Analog stick ←/→

## THROW-INS

Move receiver	Analog stick
Switch receiver	ⓧ button
Leading throw	Ⓢ button
Direct throw	Ⓜ button

## PENALTIES

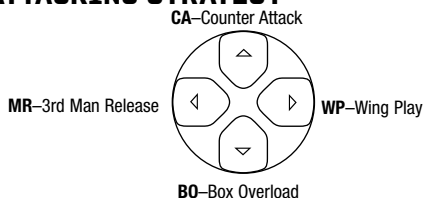
Aim kick	Analog stick
Driven shot	Ⓞ button (hold for increased power)
Placed shot	Ⓛ button + Ⓞ button

## TACTICS

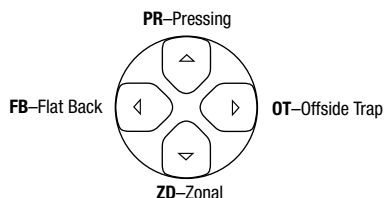
Press the D-button to make adjustments to your team's attacking strategy on the fly. To change your defensive strategy, press the Ⓛ button + D-button.

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

## ATTACKING STRATEGY



## DEFENSIVE STRATEGY



## PLAYING THE GAME

### CONTROLLER CONFIGURATION

There are six different options to choose from: CLASSIC ANALOG DRIBBLE, NEW ANALOG DRIBBLE, CLASSIC DIGITAL DRIBBLE, NEW DIGITAL DRIBBLE, CLASSIC COMBINED DRIBBLE, and NEW COMBINED DRIBBLE. Make sure you select the configuration that you're most comfortable with, because it can affect how well you play the match.

### USER PROFILE

Before taking the pitch, you must create a user profile in order to track and save game stats and player development throughout *UEFA EURO 2008*.

### ON THE PITCH

#### EXPERIENCE LEVEL

At the beginning of the match you will be asked to select your Experience Level. Here are the three options:

- Beginner** This level is for the first-time player who has limited experience with soccer games. The game defaults to the Amateur Difficulty Level with Auto-Switching ON and Manual Through-Ball/Crossing OFF.
- Intermediate** This level is for the casual player who has played soccer games before. The game defaults to the Semi-Pro Level with Auto-Switching set to the minimum and Manual Through-Ball/Crossing OFF.
- Experienced** This level is for the experienced player who has played numerous soccer games. The game defaults to the Professional Difficulty Level with Auto-Switching set to the minimum and Manual Through-Ball/Crossing ON.

**NOTE:** For the ultimate challenge, you can increase the difficulty level further by selecting the World Class setting via the Game Settings screen.

#### PLAYER STATUS BAR



#### MOMENTUM

When the momentum is with your team, its overall performance and scoring ability is boosted. Goals and shots on-target help build momentum.



### CRITICAL MOMENT AI

The all-new Critical Moment AI lets you find the players on your team that have a reputation for scoring the clutch last-minute goals that are synonymous with big tournaments like UEFA EURO 2008.

If your team is down a goal or drawn in the 80<sup>th</sup> minute, keep an eye out for special player indicators that appear under the players on your team that are proven match winners.

During this time, it's critical to get the ball to these highlighted players. They are given a temporary ratings boost, and possess the superior shot power and finishing ability to save the day and win the match for you.

### FORWARD FINDER

When in possession of the ball on your opponent's side of the pitch, press and hold the **L** button and press the **Ⓢ** button to send long ball towards the left forward. Press and hold the **R** button and press the **Ⓢ** button to send long ball towards right forward.

### SAVING AND LOADING

To save your career manually, select SAVE CAMPAIGN from inside Campaign Central; to save your tournament manually, select SAVE TOURNAMENT from the Tournament Central hub menu; to save squad changes, select SAVE SQUADS from the MY UEFA EURO 2008 menu.

### LOADING

To Load a campaign, go to the New/Load Campaign screen; to load a saved tournament, select LOAD TOURNAMENT from the Tournament menu.

## PLAY NOW

Choose from any of the 53 countries in *UEFA EURO 2008* to play with, then pick an opponent and get right on the pitch for an action-packed match. You can randomize your selection by pressing the **Ⓢ** button.

You can adjust your Game Settings before taking the pitch via the Pre-Match Central screen. From there, you can adjust the half length, difficulty level, game speed, injuries, offsides, and bookings.

The last option you have to make before taking the pitch is selecting a home or away kit. Once your choice is made, you're ready to play!

## UEFA EURO 2008™

From the first qualifier to the Final in Vienna, the entire UEFA EURO 2008 experience awaits you. Take any of the 53 European nations through the complete Qualification round schedule or jump directly to the Finals and play as one of the 16 teams that will be vying for the title of champions of Europe in the summer of 2008.

## EUROPEAN CAMPAIGN

National pride is on the line as you take part in a rigorous tour of Europe that features team- and player-based objectives. From penalty shootouts to knockout matches, develop your players and fill your Sticker Book as you dominate the European countries and become the best soccer nation on the continent.

### STICKER BOOK

When playing the European Campaign mode you will earn credits to purchase packs of stickers to fill your Sticker Book. Each pack adds five new collectable stickers to your Sticker Book. You can acquire free bonus packs of stickers by completing countries, and can also receive trophy stickers by completing tournament final challenges in your campaign. Sticker items such as balls and stadiums, once collected, are unlocked for use in Play Now. You can access the Sticker Book via the EA SPORTS™ Extras screen.

## GAME MODES

Put the pride of your country on display and take the pitch with confidence in each of the exciting game modes in *UEFA EURO 2008*.

### JUGGLING

Keep the ball in the air as long as possible without letting it hit the ground. Focus on the Juggling Target meter as the ball travels from your feet to your knees and head. To perform a basic kick, press the D-button in the appropriate direction when the ball is within the red guide. For a perfect kick, press the D-button in the appropriate direction when the ball is directly under the button icon. Perfectly timed kicks mean more points and faster progression through the levels. Find a rhythm and stick to it.

### WALL ATTACK

Test your skill at different shots and destroy the wall within the time allotted. Build your multiplier meter, target bonus blocks, and avoid red card blocks to boost your score.

<b>Aim</b>	Analog stick
<b>Full shot</b>	⊙ button
<b>Lob shot</b>	Ⓚ button
<b>Low shot</b>	⊗ button/△ button

### QUIZ MODE

Put your soccer knowledge from past and present to the test as you navigate your way through brain-teasing UEFA EURO 2008 questions. Dribble down the pitch by answering questions correctly. Choosing to pass when facing a challenge can get you out of sticky situations, as too many wrong answers will force you to rely on your goalkeeper to bail you out. Enough right answers will bring you to your opponent's net where you can shoot your way into the history books! How well do you know your heroes? How well do you know your champions? It's time to put your money where your mouth is!

## MULTIPLAYER MODE

### AD HOC MODE

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

### MULTIPLAYER JUGGLING

Fire off trick balls against your opponent in an attempt to put him off his game. Each type of player (ST, MF, DF, GK) has a different arsenal of tricks.

<b>Feather ball</b>	Slow motion effect for three kicks.
<b>Hyper ball</b>	Everything moves faster for three kicks.
<b>Spin ball</b>	Directional arrow spins, but stops before you have to hit the button.
<b>Small ball</b>	Target area decreases for five kicks.
<b>Delayed ball</b>	Delays appearance of directional arrow.
<b>Flip ball</b>	Colors invert on the directional arrow and directions are reversed.
<b>Shield ball</b>	Cancels one attack.
<b>Mirror ball</b>	Any tricks used against you reflect back to your opponent.
<b>Thief ball</b>	Steals your opponent's trick.
<b>Mystery ball</b>	Initiates a random trick.
<b>Life ball</b>	Regains a lost ball life.

## MY UEFA EURO 2008™

Access each of the following screens via this menu: Team Management, Game Settings, Controls, Profile Manager, Tactics Help, and Load.

## LIMITED 90-DAY WARRANTY

### Electronic Arts Limited Warranty

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

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

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

US 1 (650) 628-1001

### EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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