

FIFA 08

Game Guide

by guides.gamepressure.com



Html version of this guide can be found at:
<http://guides.gamepressure.com/fifa08>

User comments for this guide can be submitted and read at:
<http://guides.gamepressure.com/fifa08/comments.asp>

More game guides can be found at: <http://guides.gamepressure.com>

Copyright © GRY-OnLine.pl for Gamepressure.com. All Rights Reserved. All trademarks, brands, logos and images are copyrighted by their respective owners. This document or any of its part may not be reproduced, modified or merged with other documents. [10/18/2007]

Table of Contents:

Introduction	3
Manager mode	4
Sponsorship	5
Friendly matches	6
Club	7
Office - Calendar	8
Office – Talents	11
Office – Infrastructure	13
Working with players	14
Transfers	18
Be a Pro	20
Beginning	20
Skills	23
Before match	24
Match	25
Dress-room	29
Controls	31
Dribbling	31
Crosses	34
Passes	36
Shots on target	41
Defense play	43
Tactic	48
Free kicks, penalties	50
Useful moves	54

Introduction



Welcome to the unofficial FIFA 08 game guide. This article was made for inexperienced players, who have never played this type of game or did it rarely. It is divided into three parts for more consecutive information seeking. Also, I recommend you to look through the manual. There are some tips and hints about basic controls.

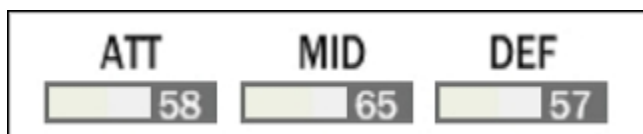
All move descriptions were prepared with classic button configuration on the keyboard. Directions in this guide are flexible and work without any problems on every position on the pitch. I used [front] and [back]. Directions in normal brackets mean that another variant of a move is possible.

I hope you'll enjoy this guide. Good luck!

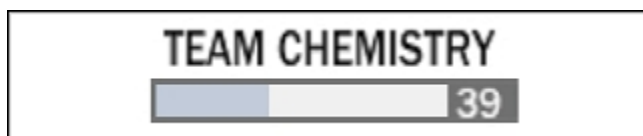
Adam „eJay” Kaczmarek

Manager mode

At the beginning you need to create a new manager. Choose your photo, fill all the gaps and define the game's currency. Now, choose your team. There are some available jobs in every country, so pick your favorite club carefully. **3 parameters** describe squad strength: Attackers (Att), Midfielders (Mid) Defenders (Def). **Team Chemistry** is low for now, but will rise as soon as good results come in. You should take a look at your **Starting Budget**.



Squad strength



Team Chemistry

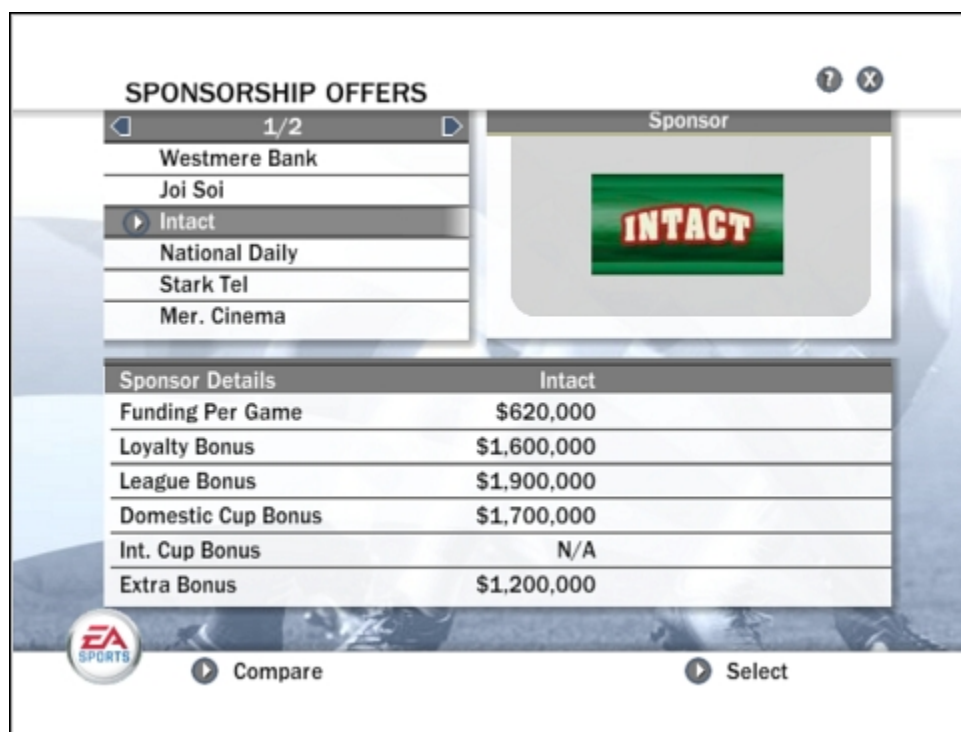
Check your emails from head directors, club owner and coaches. You need to find out about board expectations, youth academy reports and friendly matches proposals.



Email box is the fastest way to communicate with board.

Sponsorship

Finding a sponsor is the best way to keep your club in a good financial condition. There is more than one offer. Choose one, which match your sporting ambitions.



Read offers carefully. Every sponsor has different suggestions.

Funding Per Game – regular cash paid for match;

Loyalty Bonus – extra money for sponsorship contract renewal;

League Bonus – prize for league championship;

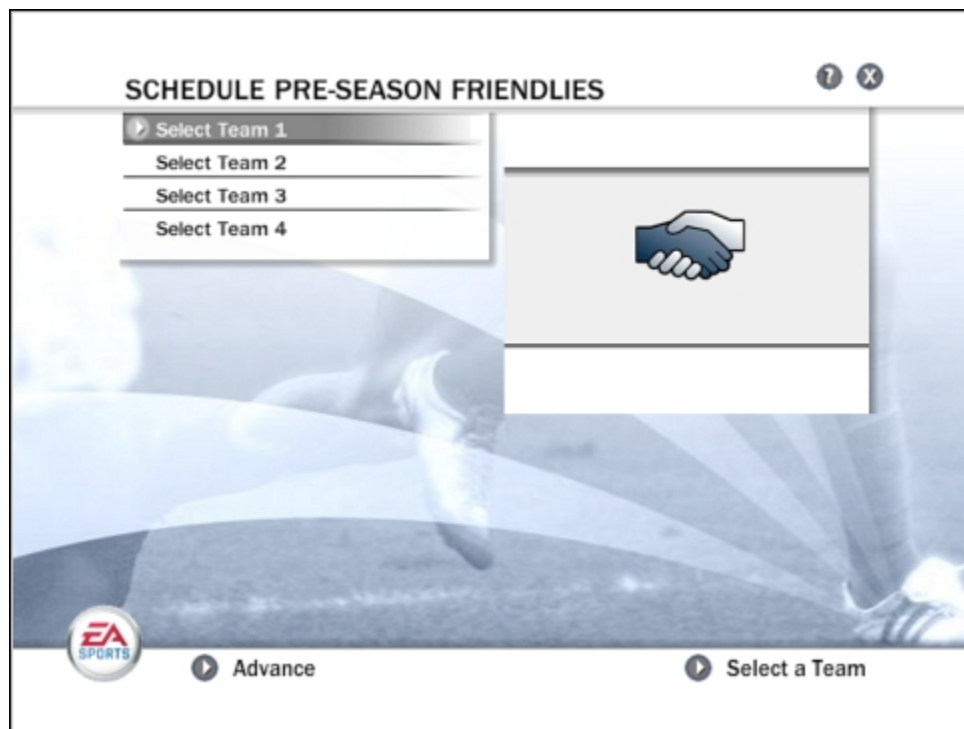
Domestic Cup Bonus – extra cash for winning the domestic cup;

Int. Cup Bonus – Reward for winning In European cups like UEFA Cup;

Extra Bonus – cash paid for special achievements;

Rich club doesn't need regular cash per game. Search for bonuses, especially for winning in European competitions. If you picked a team with low reputation and low budget, choose the sponsor with highest Funding Per Game offer.

Friendly matches



Invite teams for friendly matches!

The new thing in FIFA 08 is Friendly matches schedule system. Remember! Your team is completely scattered at the start. Pick your opponents wisely. Change your starting eleven frequently, after each friendly match. Prepare your stars for a difficult season. Save strengths and use your bench.

Club

First window In Manager mode looks a bit more complicated than others. I'll try to describe all options on the picture below.



Manager Mode main menu.

1. Major player options: Next match, Office, Team Managment, Statistics, Transfers, Save Manager Mode.
2. Financial status bar.
3. Manager reputation and club logo.
4. Club statistics: Team Chemistry, Job Security, Fan Support. All indicators will rise with winnings. Fan Support will affect on stadium attendance and tickets selling.
5. Next match information.

Office - Calendar

Office is the most important option. From this level you can check all the high priority tasks.



Calendar – main source about all matches dates. Also, it's training programmer base.

Scouting – you can send your club scout to watch for young players.

Youth Academy – if one of youngsters shows a great deal of potential, coach will inform you as quick as possible. Contracting is completely free, just offer him a nice contract.

Staff Upgrades – increasing club quality.

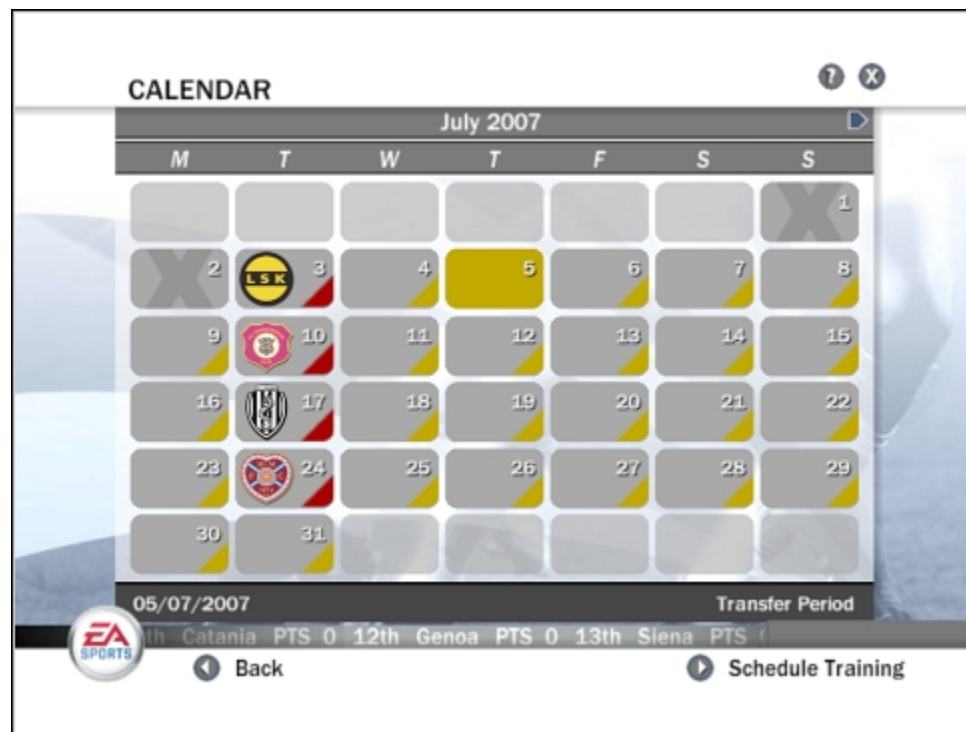
Sponsor Details – sponsorship contract insight.

Manager History – your activity archive.

Financial Prediction – Thanks to the prediction, you can change tickets price. Fans will pay more if team force meets expectations.

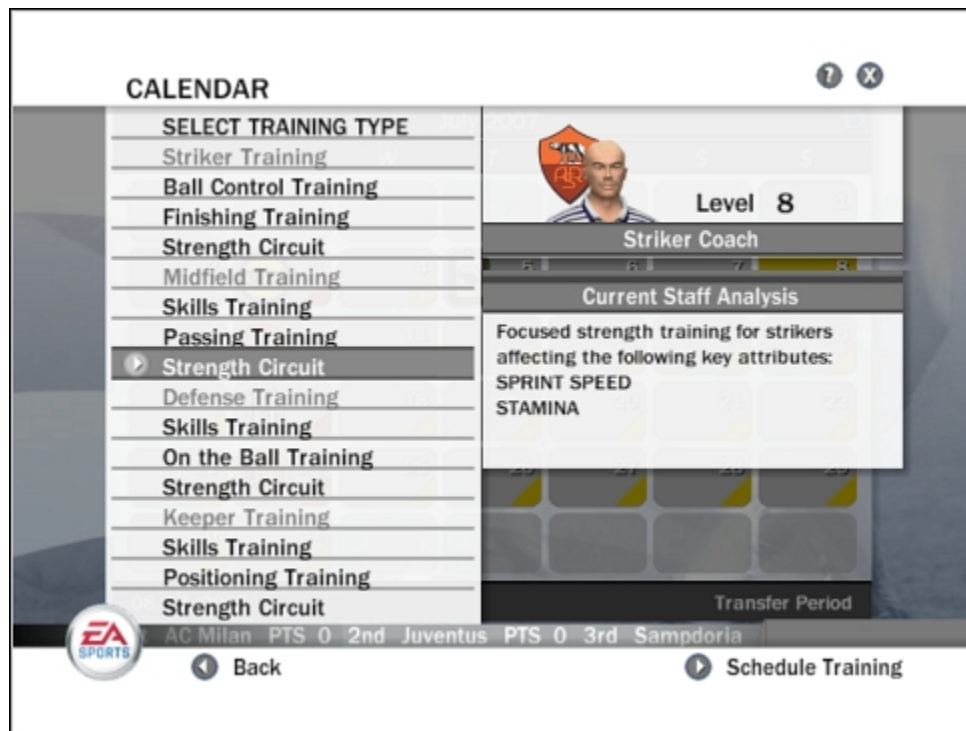
Board Expectations – your season targets.

Now, take look on your Calendar.

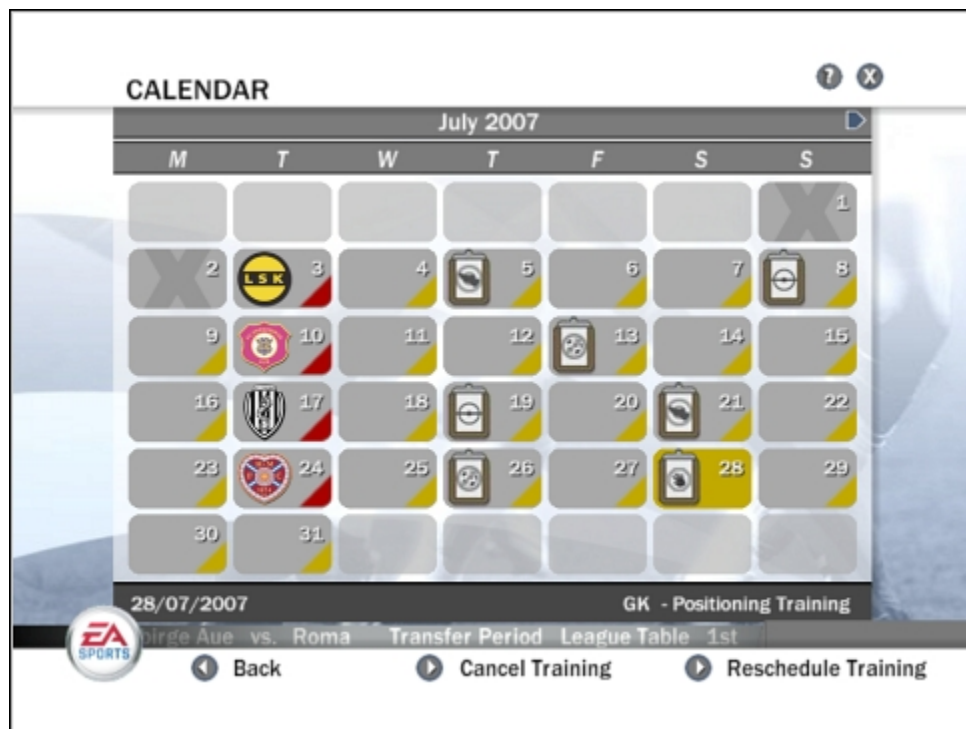


Calendar before schedule.

Dates marked as red are unavailable to you. Yellow dates are free. **In one week you can use only 3 types of training.** Higher number of sessions affect players condition. Choosing a session is simple. Click on a desired day, then „Schedule Training”.



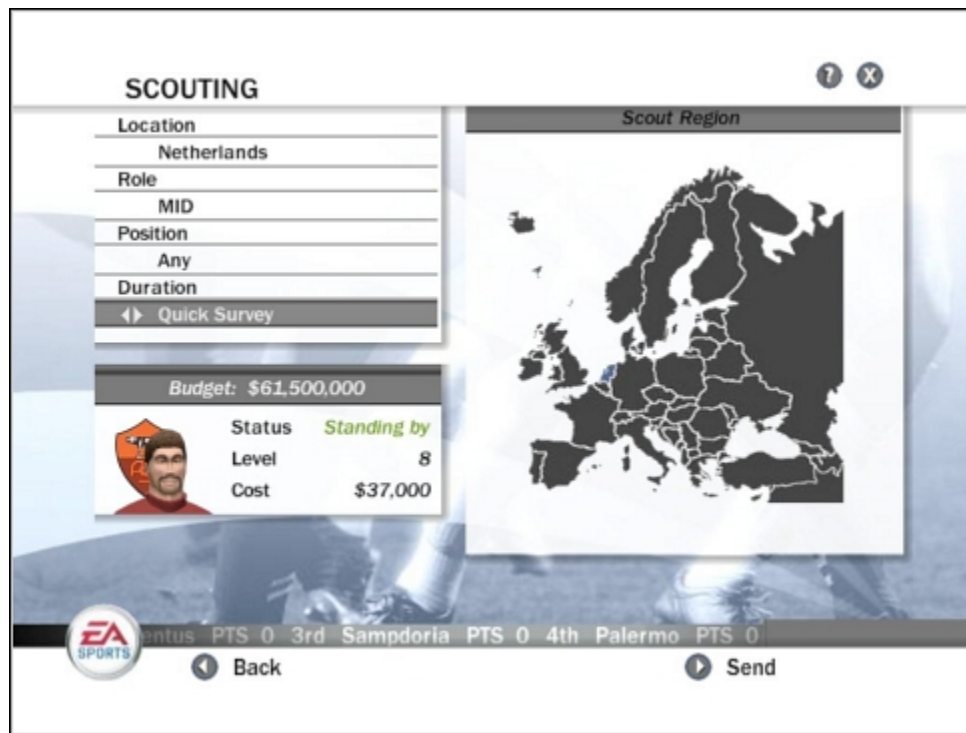
A new window appears. Training is divided into formations. More than one session is available for all the positions. Main differences are: Finishing Training for attackers, Passing Training for midfielders, On The Ball Training for defenders and Positioning Training for goalkeepers. If you look for development, change sessions every week. Various schedules are the key to skill growth. Watch for coach abilities. Don't use Goalkeeper Coach in strikers training.



Calendar after schedule.

Office – Talents

One way to save a lot of money is scouting. Sending scouts to other countries may help your squad buy both good and cheap footballers. This move requires investments, but it'll be profitable.



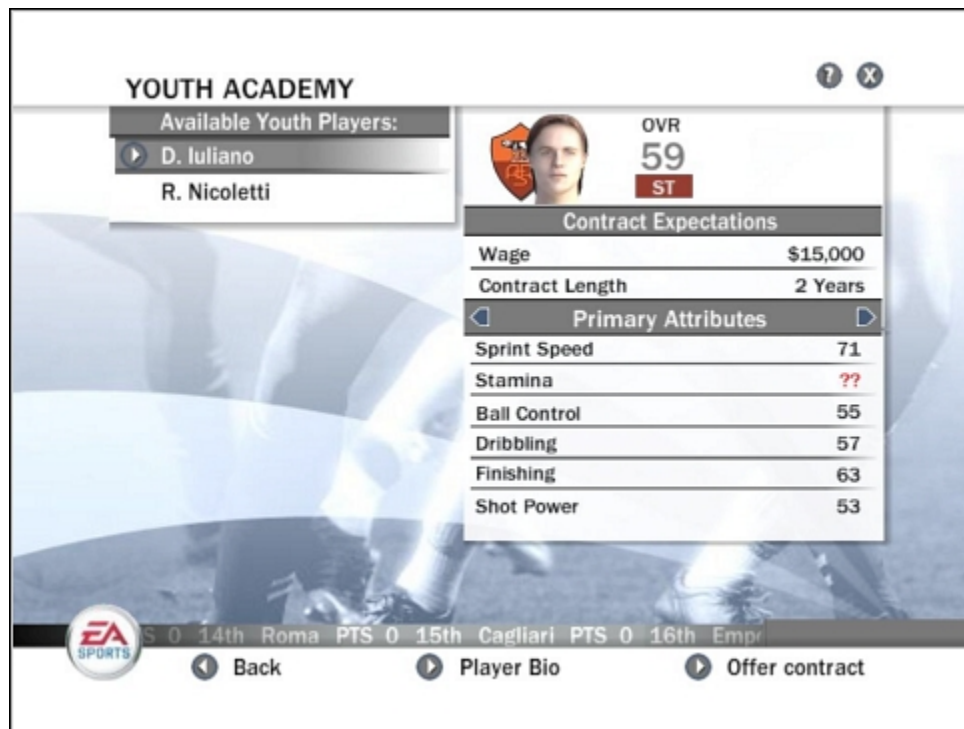
Location – Choose country or whole continent.

Role – main position we are looking for – Striker, Midfielder, Defender, Goalkeeper.

Position – detailed position, for example: left winger, defensive midfielder.

Duration – time for searching. Longer scouting cost more money, but we'll get better results.

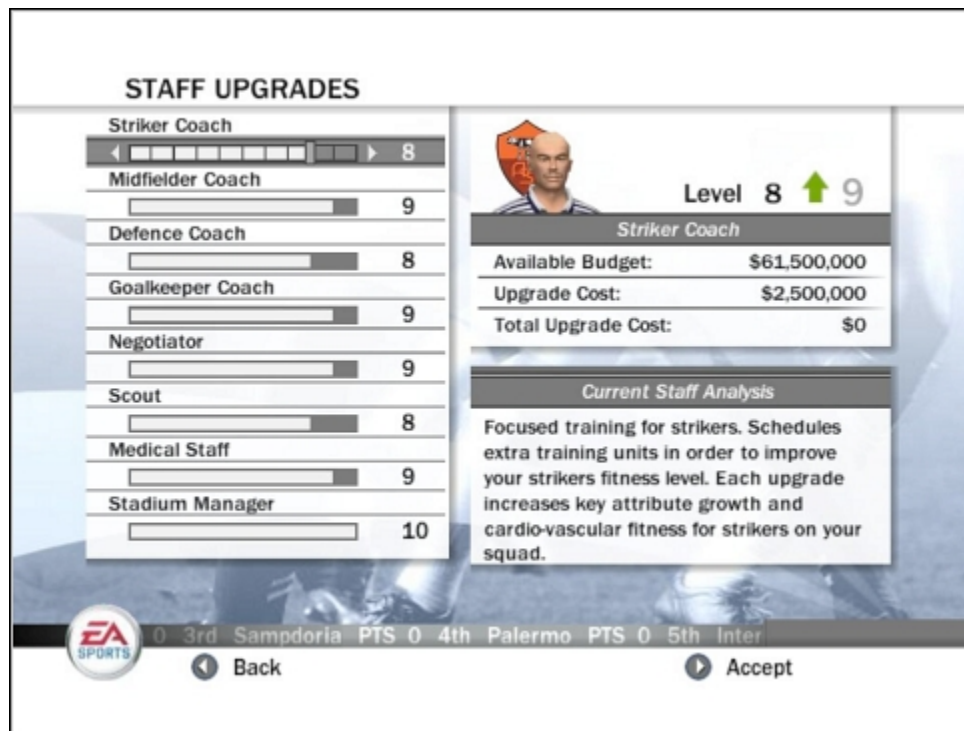
Second method of signing young players is **Youth Academy** in the club. Youngsters have poor skills, but have some potential. To sign beginners just offer them a contract with low salary.



Some attributes are hidden. Pick a youngster for a match and play with him from time to time. After a few matches attribute will change from a question mark to a certain value.

Office – Infrastructure

Club success depends on squad strength, but also on stadium expansion. Board will inform you about their expectations. Long-term investments will improve Team Chemistry and morale.



Striker Coach – train players from front formations. Keeps eye on strikers condition and finishing skill.

Midfielder Coach – upgrades midfielders passing and technique skills.

Defense Coach – work only with defenders.

Goalkeeper Coach – improves goalkeepers' Positioning skill.

Negotiator – buy players for less money.

Scout – gives more detailed reports about players.

Medical Staff – helps player to recover from injury.

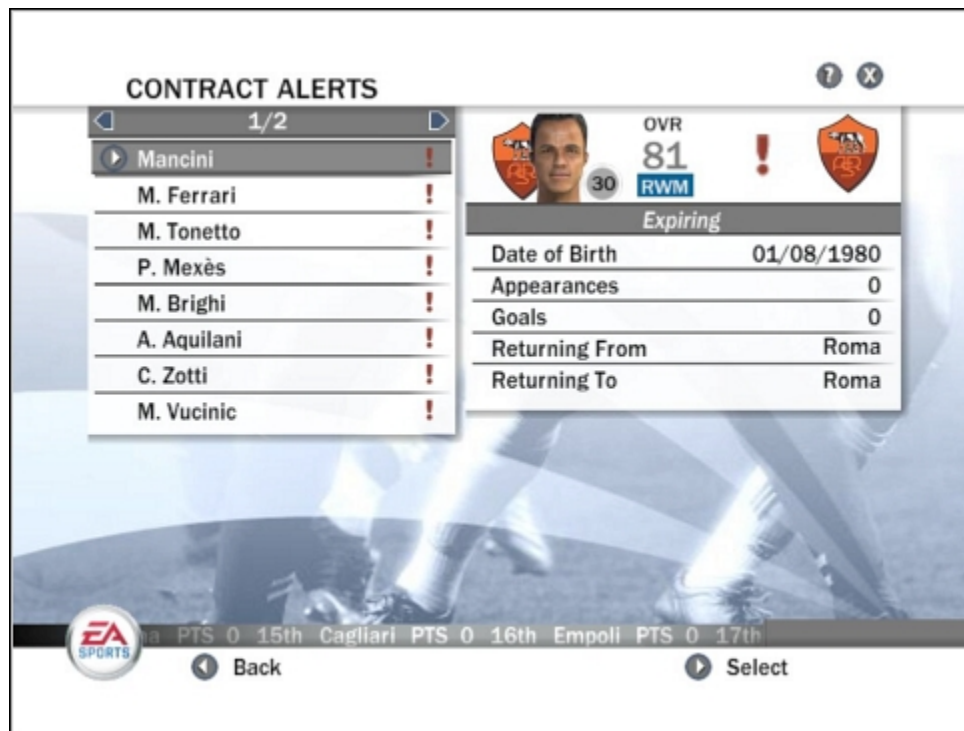
Stadium Manager – improves stadium capacity.

In best clubs most of these upgrades are on highest level. There are 10 levels, and the higher the level, the greater the cost. The most expensive upgrade is a Stadium Manager. In teams with low budget I recommend coach upgrades and Negotiator factor. After some kind of enrichment you can invest on stadium expansion.

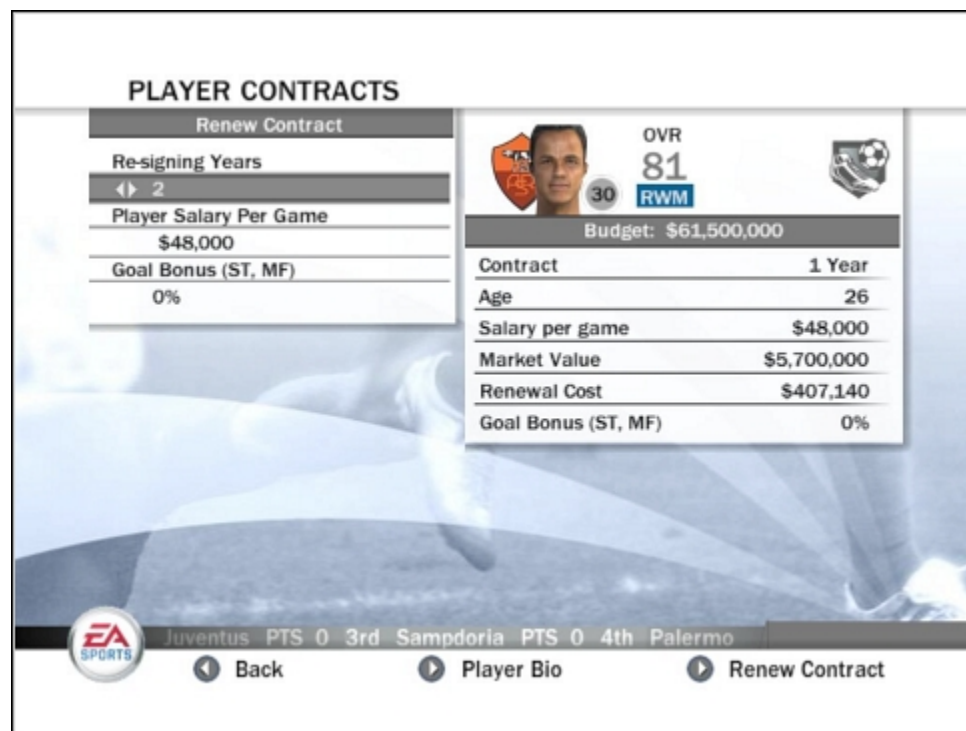
Working with players

Contract renewals

First squad must have at least 18 players. Below this your team is incomplete and you can't play any matches. That means that opponent will win by a walk-over. Take care of the squad and renew some contracts. If you forget, board will nail you down to do that.

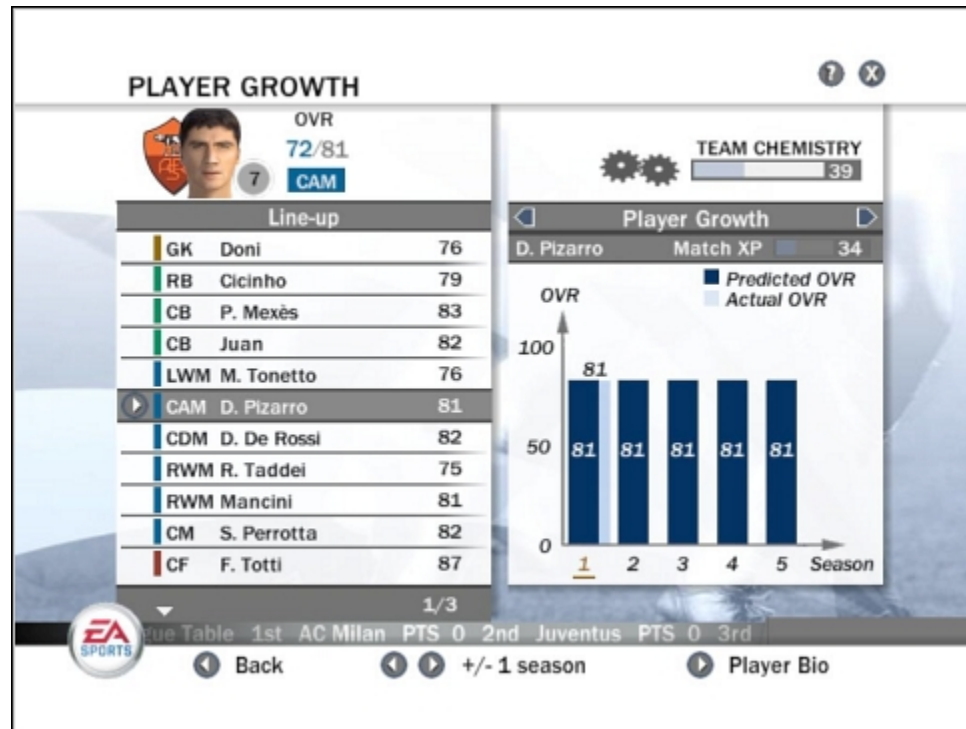


Contract Alerts menu will inform about contracts expiring in next months. Analyze which player plays main role in first squad and renew contract with him. Note, that new offer should be more attractive.



Now, let's check **Players contracts**. Pick one player and click on **Renew Contract**. Now, you should see new term conditions: **Re-signing Years**, **Player Salary per Game**, **Bonuses** (for scoring goals, clean sheet etc.). There is a chance that footballer won't renew his contract with the club. If you want to keep better players, offer them fairly better financial conditions.

Players growth



You'll see players' skill progress in **Player Growth** menu. Notice the next 5 years prediction. Older players tend to lose some skills during next seasons. Younger players gain match experience and overall development. If you send a player to reserve, his morale will go down and training results could be worse than predicted. Skills will rise with solid match performances. After a match, you can check each player's experience.

MATCH FACTS

90:00

LSK 2 - 3 Roma

Player Growth				
Pos	Name	Match XP	OVR	MR
GK	Doni	<div><div></div></div> +3	76	7.5
RB	Cicinho	<div><div></div></div> +3	79	7.5
RCB	P. Mexès	<div><div></div></div> +2	83	8.0
LCB	Juan	<div><div></div></div> +3	82	8.0
LB	M. Tonetto	<div><div></div></div> +2	76	7.5
RDM	D. Pizarro	<div><div></div></div> +3	81	8.5
LDM	D. De Rossi	<div><div></div></div> +2	82	8.0
RAM	R. Taddel	<div><div></div></div> +4	75	8.0
LAM	Mancini	<div><div></div></div> +2	81	8.0
CF	S. Perrotta	<div><div></div></div> +2	82	8.5
ST	F. Totti	<div><div></div></div> +2	87	10.0
				1/2

Lillestrøm vs. Roma

Erzgebirge

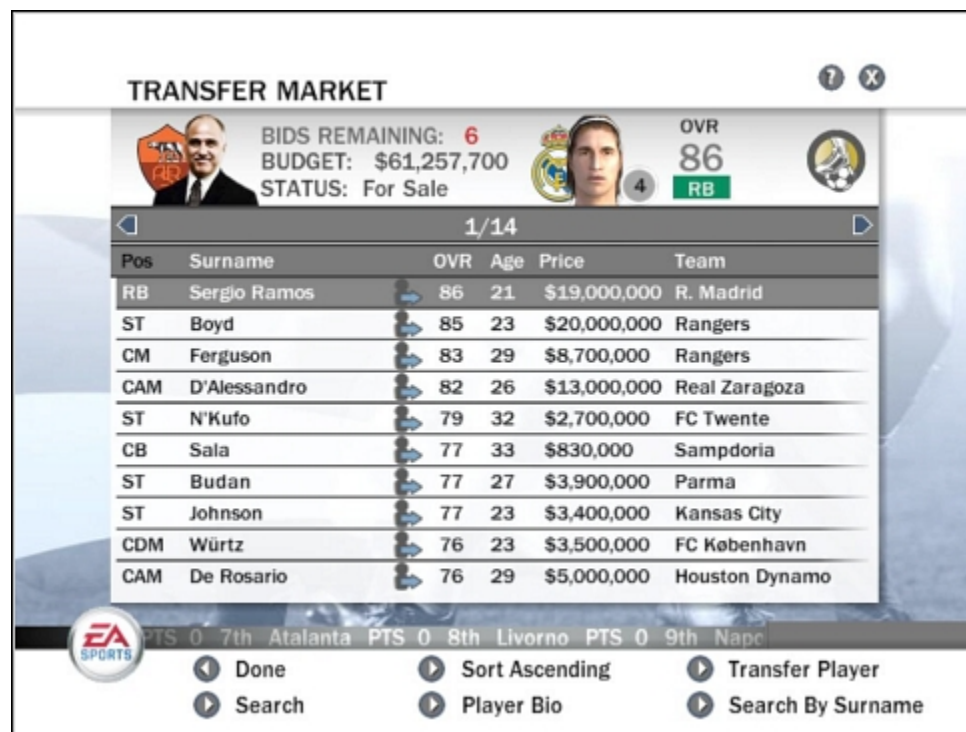
Growth Information

Advance

Click on player **Growth Information**. Now, you can notice some kind of description. Find out, which player still has a potential to become good footballer.

Transfers

Buying, selling and loaning players are typical actions taken to strengthen your squad. If you want to buy a player go to **Transfers** menu, then **Transfer Market**.



Blue arrow means you can buy this player. Offers with yellow arrows are loans. We can use **Search** and **Search by Surname** options to find a required player. Now, we'll try to make an offer.

? X

CONTRACT CONDITIONS

Budget: \$61,257,700

Status
Buy
Transfer Fee
\$3,519,000
Player Salary Per Game
↔ \$21,630
Contract Length
2 Years
of bids
2
Goal Bonus (ST, MF)
0%

OVR

72

16

ST

Details	
Name	L. Suárez
Market Transfer Fee	\$5,100,000
Market Salary	\$21,000

Primary Attributes	
Sprint Speed	74
Stamina	??
Ball Control	72
Dribbling	69
Finishing	73

AC Milan

PTS 0

2nd

Juventus

PTS 0

3rd

Sampdoria

PTS

Cancel

Shortlist

Submit Bid

Successful negotiations depend on our Negotiator and player's morale. He can leave previous club if he wants. Contract details:

Status – do you want to buy or loan the player?

Transfer fee – cash paid for the player.

Player Salary per Game – money you pay to the player every match. Try to offer as little as possible.

Contract length – determine how long the footballer will play for you. I suggest not to sign players for more than 3 years.

of bids – number of offers in order to reach our target.

Bonus – extra cash for special achievements.

How to sell or loan our men to other clubs? It's simple. Go to **Club Transfer List** and click on a desired player. Change his status to Listed for transfer/Loan. Loan is a great deal for young players. They need match experience. If we have a few beginners, send them to lower league clubs.

Be a Pro

Beginning

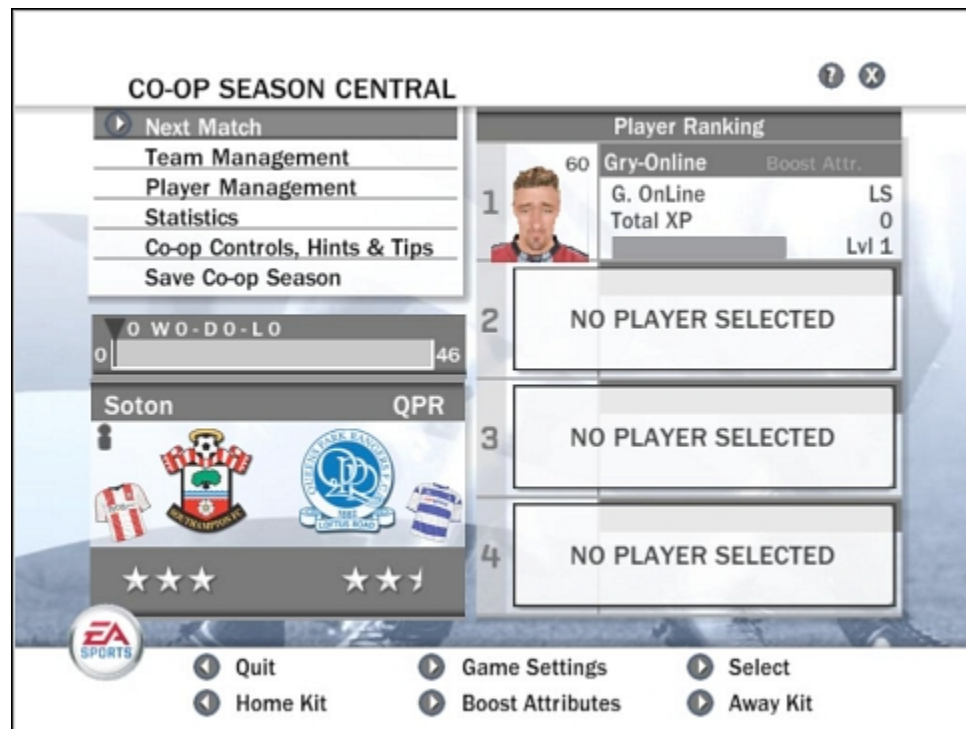
Be a Pro is a new mode in FIFA series. User takes control of one footballer. At start your alter ego has low skills, so try choose a minor club. Now, road to victory is easier than ever...



Now, it's time to create your own footballer. Fill the gaps with personal info, make appearance, choose position and confirm your selection.



Created player must play in the first eleven. Watch the Team Chemistry factor and replace – depends on formation – the worst partner, with **lowest Overall value**.



Main option screen in Be a Pro mode is similar to Manager mode.

- Next Match
- Team Management (replacing players)
- Player Management (check for players' experience and skills)
- Statistics
- Co-op Controls, Hints & Tips
- Save Co-op Season

Below, you see match statistics (wins/draws/loses) and two teams' comparison. In the top-right there is a player's menu which can be expanded to up to 4 players in this mode.

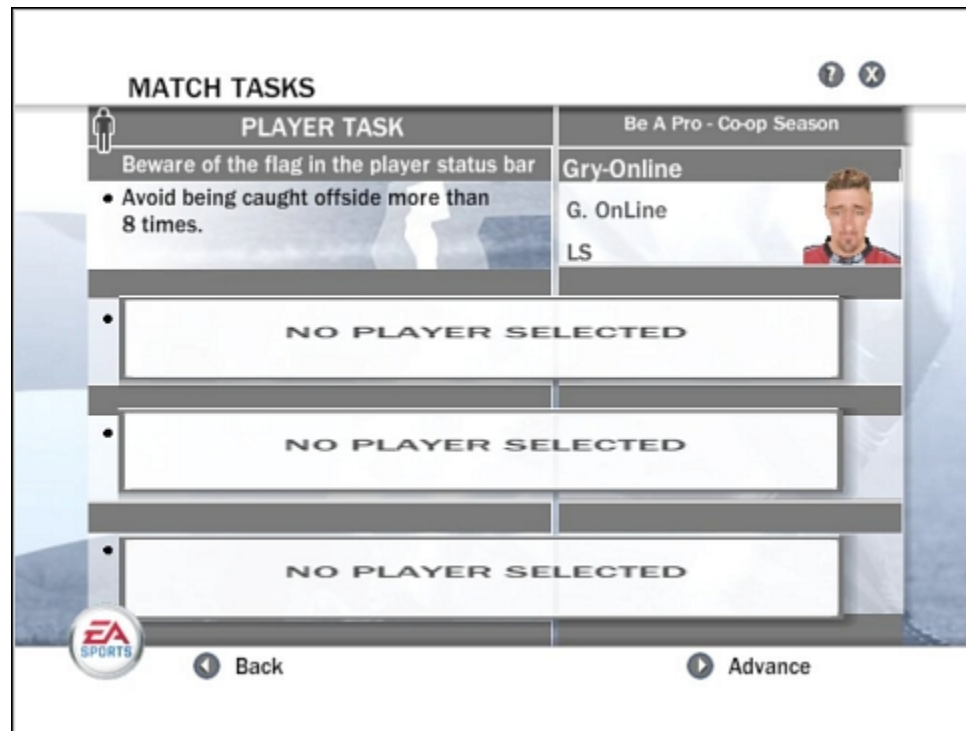
Skills

Take some time to boost the player's attributes. Mental skills will rise through next kick-off, so don't worry about them.



Boosting skills affects an **Overall** attribute value. I suggest to boost Sprint Speed, Stamina and Finishing. At the beginning of a career these are the most important skills used on pitch.

Before match



Before a match you'll receive 2 objectives. First is a team-objective, required to gain experience points. Second type of objective is for individuals, for example – score a goal from 30 meters, or keep ball on feet for 5 minutes. Now, start the match and remember... You control only one player!

Match

On the pitch you must fight for the ball. AI command system is useful, if you want do so more than jogging...



Press **[S]**, if you want to receive a pass from a teammate. Seek for good position, because AI doesn't play well if you run behind.



Press **[W]**, if you want to receive through ball. Watch your position! AI often plays with line defense and leave the enemy striker on offside.



Press **[A]**, if you want a high, long ball. Try to lose your marker!



If your partner controls the ball in short distance from enemy goalkeeper, you can force him to try a shot. Press **[D]**.






Good dribbler and striker is a big threat. Press **[S]** to implement pressing to your defense line.





If you feel lost, just press **[Z]** to back to your normal position.


Dress-room


Take a look on post-match analysis screen. Game will calculate your advantages and weaknesses.



MATCH RESULTS										?	X
		Team Task		Player Task		Match Rating			Total Match XP		
	64		+ 10		+ 0	7.5	+ 5	+ 0	Lvl 1		
									<div><div></div></div>		
G. OnLine									+ 15	15	
NO PLAYER SELECTED											
NO PLAYER SELECTED											
NO PLAYER SELECTED											
NO PLAYER SELECTED											



 Boost Attributes

 Match Tasks

 Match Details

MATCH DETAILS - SHOTS/HEADERS						?	X
1/9	Ball Contacts	Possessing Minutes	Meters Run With Ball	Calls For Ball	Successful Ball Calls		
 64	25	4	437	52	15		
G. OnLine							
	NO PLAYER SELECTED						
	NO PLAYER SELECTED						
	NO PLAYER SELECTED						
							
	Back	Match Tasks	Co-op Season Central				
		Toggle Stats					

Next window is pure statistic menu. Find a reason of lost match and poor performance. Maybe you are too harsh for your teammates? Did you dribble too much?

Controls

Dribbling

Dribbling is one of the most important skills used in football. Keep in mind, that it could be used in defense and attack formations. Well trained player uses the ball to find adequate space to pass or shoot. Also, he can hold up all action and waste some time (if results are beneficial for his team).



Use all players' skills to keep the ball far from enemy defense. Press **[E]** and choose direction. Footballer will run with ball as fast as he can.



Running with ball without **fakes** is useless. The easiest way to fake is to change direction immediately after defender's move. Second fake is a rapid move. Press [Shift] and choose direction. It's not difficult to do that, but you need to watch your opponents.



Player's speed can be also used in another simple way. Press **[Shift] + direction**. Footballer will kick the ball ahead and will run to it. It's good trick to avoid slow defenders and cross

ball to attackers.



Holding up the ball is the best way to waste some time. Press **[C]** to do it. Player will move the ball with low speed and control the pace of the game.

Crosses

Crossing skill is a basic, preeminent tactic move. Use this quick display and kick ball into rival's box where your striker should try to score a goal.



Press and hold **[A]**, fill the power gauge. In right moment – release the button.



Second type of the cross is a low-ball. Press **[A]**, fill power gauge then **press this button again**. Footballer will pass the ball from the wing just few inches above grass.

Passes

Use passes to leave your rival confused. Making passes is based on a basic teamwork system.



To make an easiest pass just press **[S]**. Holding this button a bit longer will affect on power and accuracy.



Through pass is my favorite one. At first, force interested player to run - press **[Q]**. Watch for him and if you feel, that he found free position send him the ball - press **[W]**. Use this move when you notice rival's defense formation in line.



Another quick play is one-two pass. Press **[Q] + ([S], [S])**. Player pass ball to teammate and immediately run from his zone. Partner will send the ball as fast as he can. It's a nice trick to leave the defender who marked our striker.



Long ball is good choice when you plan a counterattack. Press **[Q] + [W] (and hold it!)** while moving with the ball in main defense zone. Striker will run and try to catch a ball. Use this combination but fustar. Footballer will send the ball short and high.



The short-and-high ball can be executed with the **[A]** button. Press it for a second. Hold **[A]** to use more powerful and high pass with low accuracy.

Shots on target

Without shots, there's no goals. Let's take a look on shot-system In *FIFA 08*.



First method to defeat rival goalkeeper is based on power. Press **[D]** to use individual strength skill to kick the ball. If you kick from distance you'll need more power to surprise the keeper.



Other way to score a goal is a technique shot. Press **[Q] + [D]** and fill power gauge.



Last method is a lob shot. It's a good trick in one-on-one situations. You can perform a lob shot with 2 combinations. First - press **[A]** while standing a few meters from the goalkeeper or press **[Z] + [D]**.

Defense play

Appropriate zone covering causes a lost possession in rival formation. Try to control your players. Press **[S]** to switch between them.



Press **[D]** when you get close to opponent. It's called **conservative tackling**. It's a safe move and you shouldn't be punished with a free kick.



Second way is a traditional tackle – press **[A]**. Remember that this type of play has some risk. Referee can punish you with a foul and a yellow or red card. Don't try it when you're running from behind!



Striker in possession of the ball is a big threat. Force him to resign from dribbling. Press and hold **[D]** button to use pressing move. Selected players will run to him and try to regain possession.



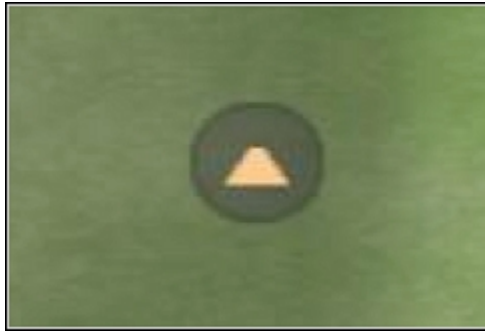
Fight for the ball to keep your team in possession. Situation on the screen above is quite typical – two players take part in a duel. Press and repeat **[S]** button as fast as you can. Quicker footballer will pass to his teammate by impressive tackle.



Do not forget about positioning on the pitch. Especially when opponent has throw-ins. Switch to a desired player and move him towards a spot on rival's front. It's a smart move to gain possession and use counterattack to score a goal.

Tactic

Various tactics setting affects team play style. Quick change from defensive attitude to all-out-attack leaves opponent in surprise. Also, changing style to defensive should be trained as well.

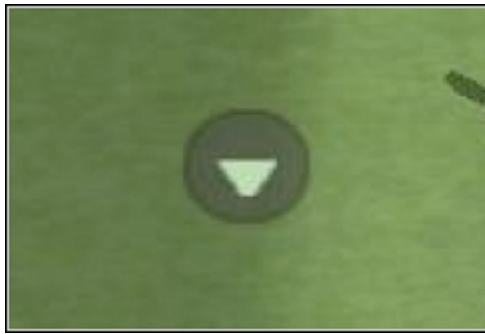


Press **[5]** to choose offensive play. All your players make a few steps forward. Now it's time to modify tactic details.

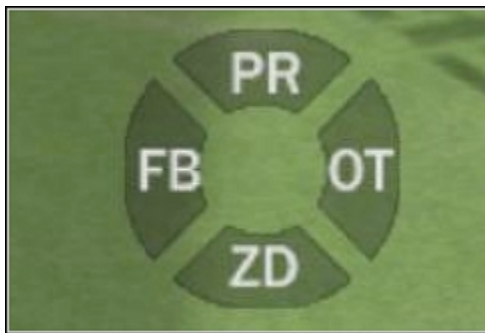


- **[2]** call players to massive attack (BO);
- **[4]** call for help (MR);
- **[6]** call for more wings play (WP);
- **[8]** call for counterattack (CA).

Now, change style to defensive one. Again, press **[5]** key.



Defensive style changes can be modified with **[Q] + numpad keys**.



- **[Q] + [2]** call zonal defense (ZD)
- **[Q] + [4]** call defenders to create line (FB)
- **[Q] + [6]** call defenders to use offside trap (OT)
- **[Q] + [8]** call defenders to use pressing (PR).

Free kicks, penalties

Free kicks are divided into two types. First is indirect free kick, which can be dedicated in long distance from goal or hand play. Secondary, direct free kick could be useful in scoring goals. Take note that rival can pick a few players to make a wall.



Look at screen above. It's typical direct free kick camera position. To kick the ball use **[D]** key. With combination **[Q] + [D]** you can kick the ball with more power on surface. **[S]** key respond for pass and **[A]** for slight, high pass. **[E]** key is useful when you need to change the kick taker. Simple shot is easy to reflect by keeper, so use rotation on the ball. Direction keys are responsible for this. Use **[E]** key to choose quick free kick.



Although, you can call second player. Press **[C]** (hold [C] and use directions keys to change player position).



Additionally, player can roll the ball to free kick taker. Use **[C] + [S]**. If you want to pass with high ball, **instead of [S] press [A]**.



...or shoot on goal – **[C]** + **[D]**.



Now, take a look on corners. Press **[A]** or **[D]** to send the ball to the rival box. Use arrows to set the desired direction. You can call for a partner to play the ball quickly - press **[C]**.

Penalties are the easiest way to score a goal. Press **[D]** and direction key to perform penalty kick. If you hold an arrow for too long, the ball will miss the goal.



If you're playing as a goalkeeper, use arrows to dash. Hold **[Shift] + up**, to wale your arms. **[Shift] + down** is knee bend. Finally, **[Shift] + left/right** is Dudek-dance.

Useful moves



When you receive the ball press **[Shift] + direction**. Footballer will roll the ball to a better position. Very handy trick.



Luis Figo's fake - **2 x [Shift]**, or in sprint **[Shift] + 2 x front**.



„Rolling” ball on pitch and fake - **[Shift] + left-right or right-left** (select direction).



Dynamic, fast fake – **[Shift] + front + right (left)**.



Next rapid fake with rolling the ball – **[Shift] + right + right (or left + left)**.



Zidane Roulette – **[Shift] + front + front/left or right (squinty) + left or right.**



Ball over player– receive the ball and **[Shift] + rear + up + front.**



Press **[Shift]** while opponent has free kick, corner or throw-in if you want to play as goalkeeper. Press **[W]** for goalkeeper rush.

Best Game Guides on Net at:
<http://guides.gamepressure.com>

