



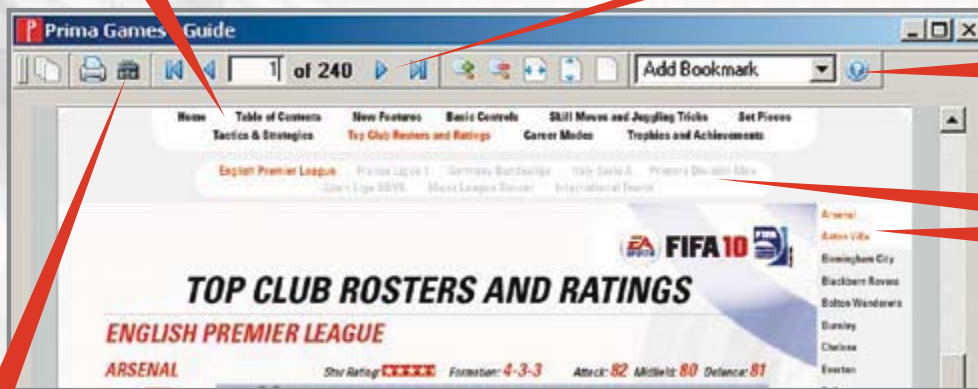
HOW TO USE THIS EGUIDE

FIFA 10 expands on the already incredible gameplay of last year's game to provide gamers with the ultimate football experience. With the introduction of the new Virtual Pro, Pro Club Championship, 360° dribbling and more, you'll enjoy hours and hours of great gaming. This eGuide will take you through the fundamental controls all the way through making tactical changes, utilising skill moves and creating your very own set play masterpieces. Here's how we have organised all of the information in this eGuide for easy reference:

This FIFA 10 eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for FIFA 10 at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.



For any other questions about your FIFA 10 eGuide, check out the help button.

Within each eGuide section, all sub-sections are displayed for easy navigation.

NEW FEATURES

Enter keywords to find a specific word or phrase.



Chapter 1: New Features explains all of the exciting new features that have been added to FIFA 10 this season. From the ball roll fake to Manager Mode, this year's game has something new for everyone.



HOW TO USE THIS GUIDE



FIFA 10

BASIC CONTROLS

STOP THE BALL (UNMARKED)
 PlayStation 3: RB (or X) to stop the ball
 Xbox 360: X (or A) to stop the ball
 You control when you make a ball stop anywhere on the field. It's like to use the manual controller with directional sprinting and a similar direction. The change of pace often proves very effective in slowing your opponent. If you receive possession while you are marked, you will transition into a shield move.

STOP THE BALL - FACING GOAL
 PlayStation 3: L2 (or Left) to stop the ball
 Xbox 360: LB (or Left) to stop the ball
 This will stop the ball when you are facing the goal.

SPRINTING
 PlayStation 3: R2 (or Right) to sprint
 Xbox 360: R2 (or Right) to sprint
 Press the sprint button to make your player sprint. The sprint button makes your player sprint in the direction you are facing. The sprint button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

SHIELD-ON
 PlayStation 3: R2 (or Right) to shield-on
 Xbox 360: R2 (or Right) to shield-on
 Press the shield-on button to activate your player's shield. The shield button makes your player shield in the direction you are facing. The shield button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

PAGE CONTROL
 PlayStation 3: L1 (or Left) to page control
 Xbox 360: LB (or Left) to page control
 Press the page control button to activate your player's page control. The page control button makes your player page control in the direction you are facing. The page control button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

360° Dribbling
 PlayStation 3: R2 (or Right) to 360° dribble
 Xbox 360: R2 (or Right) to 360° dribble
 Press the 360° dribble button to activate your player's 360° dribble. The 360° dribble button makes your player 360° dribble in the direction you are facing. The 360° dribble button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

CANCEL TRAP
 PlayStation 3: L1 (or Left) to cancel trap
 Xbox 360: LB (or Left) to cancel trap
 Press the cancel trap button to activate your player's cancel trap. The cancel trap button makes your player cancel trap in the direction you are facing. The cancel trap button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

ATTACKING CONTROLS - DRIBBLING
 Once the ball has been stopped at your player's feet, it's time for your attacking controls to take over. Dribbling in FIFA 10 will impact everything from the way you play to the way you score. You can use the left stick to control your player's movement. Press the left stick to move your player in the direction you want to go. Press the right stick to move your player in the direction you want to go. Press the left stick to move your player in the direction you want to go. Press the right stick to move your player in the direction you want to go.

PERFORMANCE TIPS | www.primagames.com

Chapter 2: Basic Controls serves as your virtual training ground. You'll learn all the controls for offence, defence and goalkeeping with tips on how to use them in every situation you encounter.



FIFA 10

2 STAR SKILL MOVES

BALL ROLL
 PlayStation 3: R2 (or Right) to ball roll
 Xbox 360: R2 (or Right) to ball roll
 This is a really simple move, but it can be very effective in a 1v1 situation. Press the ball roll button to activate your player's ball roll. The ball roll button makes your player ball roll in the direction you are facing. The ball roll button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

DRIFT KICK LEFT OR RIGHT
 PlayStation 3: R2 (or Right) to drift kick left or right
 Xbox 360: R2 (or Right) to drift kick left or right
 Press the drift kick button to activate your player's drift kick. The drift kick button makes your player drift kick in the direction you are facing. The drift kick button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

DRAG BACK
 PlayStation 3: R2 (or Right) to drag back
 Xbox 360: R2 (or Right) to drag back
 Press the drag back button to activate your player's drag back. The drag back button makes your player drag back in the direction you are facing. The drag back button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

3 STAR SKILL MOVES

360° ROULETTE
 PlayStation 3: R2 (or Right) to 360° roulette
 Xbox 360: R2 (or Right) to 360° roulette
 Press the 360° roulette button to activate your player's 360° roulette. The 360° roulette button makes your player 360° roulette in the direction you are facing. The 360° roulette button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

REVERSE STEPOVER
 PlayStation 3: R2 (or Right) to reverse stepover
 Xbox 360: R2 (or Right) to reverse stepover
 Press the reverse stepover button to activate your player's reverse stepover. The reverse stepover button makes your player reverse stepover in the direction you are facing. The reverse stepover button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

STEPS
 PlayStation 3: R2 (or Right) to steps
 Xbox 360: R2 (or Right) to steps
 Press the steps button to activate your player's steps. The steps button makes your player steps in the direction you are facing. The steps button will also be activated if you are in a 1v1 situation. If you receive possession while you are marked, you will transition into a shield move.

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Chapter 3: Skill moves will train you to execute every single trick in the game. In addition, we provide you with power combinations you can use to break free from your defender. We have all the juggling moves covered for you as well.

NEW FEATURES





Chapter 4: Set Pieces

This chapter provides a comprehensive look at all of the restart options in the game. It includes detailed instructions and diagrams for various set pieces:

- GROUND KICKS:** Explains how to perform a regular ground kick during the normal run of play, including the importance of the left button for accuracy.
- CHANGING KICK TAKER:** Details how to switch between different players to take a kick.
- SHOOT CORNER/CALL PLAYER:** Shows how to call a player into the box or onto the field during a set piece.
- FREE KICKS:** Provides instructions for taking a free kick, including how to aim and shoot.
- QUICK RESTART:** Explains how to use the quick restart feature to get the game back in play quickly.
- SHORT PASS:** Details how to execute a short pass to a nearby player.
- SHOOT:** Provides instructions for taking a shot on goal.
- LOW PASS:** Explains how to use the low pass feature to move the ball into the attacking half.

Chapter 4: Set Pieces gives you a comprehensive look at all of the restart options in the game. We'll teach you how to use the new Create-A-Set Piece feature and provide you with several great custom plays to get your started.

NEW FEATURES

Chapter 5: Tactics and Strategies

This chapter breaks down all 16 formations that are available in FIFA 10. It includes diagrams of each formation and detailed instructions on how to use them effectively:

- FORWARDS:** Explains the role of forwards and provides tips for using them.
- DEFENSES:** Explains the role of defenders and provides tips for using them.
- DEFENSIVE MIDFIELDERS:** Explains the role of defensive midfielders and provides tips for using them.
- ATTACKING MIDFIELDERS:** Explains the role of attacking midfielders and provides tips for using them.
- GOALKEEPERS:** Explains the role of goalkeepers and provides tips for using them.
- FORMATIONS:** Details 16 different formations, including 3-5-2, 4-4-2, 4-3-3, 4-2-3-1, 3-4-3, 3-5-2, and 3-3-2.

Chapter 5: Tactics and Strategies breaks down all 16 formations that are available in FIFA 10. We then provide you with tips and strategies for using Custom Tactics as well as an overview of the tactics used by all the top clubs.



HOW TO USE THIS GUIDE



Club	Formation	Attack	Defence	Goalkeeping	Discipline	Team Chemistry
CHelsea	4-2-3-1	85	82	88	80	85
Everton	4-2-3-1	77	78	79	75	78
Fulham	4-2-2	75	75	75	75	75
MILL CITY	4-2-3-1	77	77	77	77	77

Chapter 6: Top Clubs Rosters & Ratings gives you the attribute ratings for seven of the top leagues in FIFA 10 as well as the best of the International squads. You can scout an entire club at a glance to discover the strength and weaknesses of your opponent as well as your own team.

MEASUREMENTS AT WORK

DEFENCE

ATTACK

GOALKEEPING

DISCIPLINE

TEAM CHEMISTRY

ACCOMPLISHMENTS

Ball Skills

1. Dribble into a penalty area
2. Shoot on target
3. Pass to a teammate
4. Intercept a pass
5. Header on target
6. Clear the ball
7. Kick out of play
8. Take a free kick
9. Take a corner
10. Take a throw-in
11. Take a set piece
12. Take a goalkeeping skill
13. Take a defensive skill
14. Take an offensive skill
15. Take a team chemistry skill
16. Take an accomplishment skill

Chapter 7: Career Modes will provide you with all the tips and strategies you need to know to build your own Virtual Pro or take over and manage the club of your dreams. This chapter includes a list of the hidden gems in the game that you can use to great success in Manager Mode.

NEW FEATURES


FIFA 10


NEW FEATURES

INTRODUCTION

FIFA 09 posted an astounding 250 million online games played last season as it solidified its claim to the throne as the top football video game in the world. It would have been pretty easy for EA SPORTS to rest on their laurels and just churn out a squad update with some slight tweaks. But that is not the way that the development team goes about their business. Having spent hours with them in preparation for the writing of this guide, we can tell you without reservation that they are some of the most passionate footballers we have ever met. *FIFA 10* is all about taking the lessons learnt from all of those online games, and applying them in an effort to create the ultimate football game. This season's offering is packed with new features and the further perfecting of what was already a solid title last year. Let's take a look at what's new in *FIFA 10*.

WHAT'S NEW IN FIFA 10

360° DRIBBLING

Believe it or not, in *FIFA 09* you were only able to move your players in eight different directions. The programming team did a great job of making the game feel fluid and not locked into those directions, but the fact remains that you could really only move in 45° angles. *FIFA 10* brings the first ever true 360° dribbling system into a football game to give you precise control to skilfully play spaces between defenders that previously were not possible. We will cover this new feature more extensively in the Dribbling section of the guide, but we want to hit on a couple of key points right now. You'll really enjoy your ability to slalom through defenders as you make an end-to-end charge at goal. You can also use the right thumbstick to knock the ball on in all directions. This can be used to gain separation and the perfect angle to fire off a shot into the net. With just a slight touch on the stick, you can also switch the ball from one foot to the other.



Rooney slaloms through a batch of defenders

SKILLED DRIBBLING

If you watch any professional game of football, you will often see circumstances where an attacker breaks down the wing and squares up to cross the ball. He will stop facing the defenders and quickly dribble the ball from side to side as he looks for an opening to get his cross in. Skilled dribbling gives you the ability to quickly move the ball laterally as you attempt to get a defender off balance. As soon as he leans too far in one direction, you can explode into the free space to either get the ball into the box, or to charge the goal.



Walcott utilises the new Skilled Dribbling control

PHYSICAL PLAY FREEDOM

Last year's game added some jostling animations as players could fight for possession of the ball. This was a welcome addition to the game, but it wasn't quite perfect. The *FIFA 10* development team has taken this dynamic to yet another level this year. Wider dribble touches and new collision sharing allow for a less predictable yet extended fight for possession, resulting in more realistic battles between the dribbler and his defender. The game factors in momentum and size when it comes to contact between players. If a player is coming in fast and hard (high lateral velocity), he can knock a dribbler off the ball. But be careful; if you come in too fast you'll get called for a foul. We will cover more about wide dribble touches and the collision system in our Dribbling and Defence sections of the guide.





A heavy collision between attacker and defender

BEHAVIOURAL INTELLIGENCE IMPROVEMENTS

This is a fancy way of saying that the players are more aware of the ball and what is happening on the field. Players now avoid passes not intended for them, avoid blocking teammate shots, and throw themselves in the way of a striker's shots in defence. You'll see fewer of your great passes hit the back foot of another teammate, and your defenders will work hard to stuff more shots in front of the goal. This addition to the game really improves the feeling of realism in the game.

CUSTOMISABLE SET PIECES

Design and record your very own dead ball moves on the training ground for use on match day to outwit your opponent. You have complete control over your players, with the ability to assign a specific role and movement to every onfield player on your team one at a time, and then combine them for the perfect set piece. There are eight different regions of the field that you can create set pieces for. Each region can hold up to four custom set pieces for a total of thirty two homebrewed set pieces. Get out your manager's clipboard and prepare to have some fun.



Drawing up our set piece

NEW PRACTICE ARENA

Work on individual skills in a fully featured practice mode before stepping onto the pitch. Select exactly how many attackers and defenders you want in play, and practice set pieces. The 1-on-1 option returns just as in last year's game. You can choose your practice arena and practice player. This year however, several new modes have been added. You can practice your set pieces,

or take the squad onto the pitch for a full practice match. You can play 11 vs. 11, or play your 11 vs. any number of CPU opponents. You are in control! Go 11 vs. just the keeper, or add a few defenders to increase the challenge.



An 11 vs. 11 practice match

Skill Moves in Practice Mode

Most players begin learning the skill moves in the 1-on-1 practice arena. However, unless you are playing as your Virtual Pro, most matches you will play will be from the Telecam view. Use practice match with just the keeper on the pitch for the other team to become adept at executing skill moves using the standard gameplay camera views.

IMPROVED TRAPPING INTELLIGENCE

Players now have a better awareness of where the easiest, most natural trapping position is so they can get the ball on the ground and under control easier and earlier.

ADVANCED POSITIONING

Defenders multi-task and play the pitch more intelligently by covering dangerous spaces left by teammates who are out of position. While attacking, players analyse space more effectively and curve their runs to stay onside. You will really learn to appreciate this new feature if you like to attack with overlapping defenders. If you take one of your full-backs and make a run down the wing, the outside midfielder will slot back in behind you. If you lose possession, you'll have a player covering your space. This is a lifesaver against a team that utilises strong counter attacks. Offensively, your players will move with more intelligence and find clear space on the pitch to receive your passes.

MORE ACCURATE PASSING

Players better analyse space, resulting in pinpoint passes that give their receivers more options and time to outrun defensive pressure. Players will do a better job of finding space when you utilise one-two passes. One additional feature worth noting is the new driven lob pass. When you are looking to make a long lob pass like a side to side switch, the lob pass will have much more pace and a lower trajectory. You can quickly switch sides on the field now and get your attack going down the opposite wing.



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TEAMMATE PRESS

PlayStation 3: ● button

Xbox 360: ⊕ button



Here comes our help

Secondary pressing will cause a nearby defender to come over to assist your attempt to dispossess the dribbler. Two players working together can severely limit the options for the attacker. One of our favourite techniques is to send a secondary defender after the dribbler while we drop back to cover for him. If the attacker makes a mistake, we dive in quickly and sweep the ball away.

SLIDE TACKLE

PlayStation 3: ■ button

Xbox 360: ⊗ button



A bone crunching slide tackle

Slide tackles can be great tools to break down dribblers, but they also have a pretty high risk of either committing a foul or missing the tackle entirely. Make sure you activate a slide tackle when you are in good position relative to the dribbler. You don't want to slide from the back side of the ball carrier. You will want to get as much of the ball and as little of the man as possible. Get too much man and you might receive a yellow card. Get no man at all, and you'll be looking at a straight red.

Try to watch the player you are coming in to attack and time it so the ball is out in front of him on a sprint as much as possible. If you can start your tackle right as he touches the ball, you'll usually arrive before he can get another touch. Players with higher tackling ratings will be more accurate and can execute slide tackles from further away. Players with poor ratings are more likely to take down the dribbler and commit a foul.

CLEARANCE

PlayStation 3: ● button

Xbox 360: ⊕ button



Just get it out of the danger zone

Last year in *FIFA 09*, you could pretty much pass your way out of trouble when your opponent put a cross into the box. While not very realistic, using a pass instead of clearing the ball was an effective way to maintain possession. *FIFA 10* ushers in change in this particular area. You won't be able to use the pass button to get the ball out of situations where you should be clearing it. Instead you will play a very inaccurate ball that most likely will land at the feet of another offensive player. You will find that your defenders are more aggressive about throwing themselves at the ball in an attempt to quickly clear it away. They will use diving headers and off balance kicks in a desperate attempt to get the ball out of the danger zone.

GOALKEEPER CONTROLS

As the last man on defence, the goalkeeper plays a vital role in keeping the ball out of the net. Not only does he have to put his hands to use to make saves, but he has to put his boots to work as well to receive back passes from under pressure defenders and to make distributions after he claims the ball for his own. His positioning is crucial to the success of the team.

RUSH

PlayStation 3: ▲ button

Xbox 360: ⊙ button



Our keeper cuts down the shooting angle

Cutting off the attackers angle is key if you are going to defend the goal in breakaway situations. If you just sit on your line, you


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are going to give up the goal. With that said, you need to learn to time your rush or the attacker will simply ship the ball over your head into the back of the net. Timing is everything!

STAY ON LINE

PlayStation 3: ▲ button (double tap)

Xbox 360: ⬤ button (double tap)

This is a new goalkeeping control added to the game this year. Utilising the stay on the line control will force your keeper to hold his line and not come out after the ball.

DROP KICK

PlayStation 3: ● or ■ with the keeper pointed up field

Xbox 360: ⊕ or ⊗ with the keeper pointed up field

When you want to just boom the ball onto the opposite half of the pitch, you can use the drop kick. It is preferable that you check your radar and try to target one of your players. You can hit drop kicks out to the wings, but they are difficult to keep in bounds. If your opponent is pushing a lot of his players forward to try to pick up a late goal, using a drop kick is a great way to launch a counter attack. However, unless you have a strong target player, you are looking at a 50/50 chance of being able to win possession.

THROW

PlayStation 3: × button

Xbox 360: ⊕ button



We start out the attack with a quick throw

If you are wanting to keep possession and build from the back after your keeper receives the ball, then distributing via a throw is your absolute best bet. Unless you have an obvious counter attack option, take your time to let the offence clear out of the box before you distribute to your defenders. You can aim your throw by using the left thumbstick. Just like a standard pass, holding down the throw button will allow you to hit a target further down the field. If you check the radar and see a player open or on your goal's side of the opponent, judge the distance, face his direction and launch the throw. This is a very accurate way to send a player on a quick counter attack, especially if your opponent has an overlapping full-back pushed up into your defending third.



DROP THE BALL

PlayStation 3: ▲ button

Xbox 360: ⬤ button

As a goalkeeper, you only have six seconds to distribute the ball. Rather than the ref carding you for delaying the game, your keeper will simply automatically punt the ball at the end of six seconds. Six seconds is usually plenty of time to find a quality outlet. There will be times late in the game when you want to stall a bit and take some time out of the game. Once your opponent clears out of the box, you can drop the ball at your keeper's feet and hold it. The six second clock goes away, and you can keep it as long as you are not under pressure. Once your opponent realises what you are up to and presses the keeper, you can get rid of the ball and start building your attack.

GOAL KICK

A goal kick is the keeper's mechanism for restarting the game after the offence knocks it over the goalline. Here are some good tips to remember: If time is running out, then a short kick is not an option. If time is not a concern, it is a good idea to use the short pass to keep possession and build your attack.

Short Pass

PlayStation 3: × button

Xbox 360: ⊕ button

We like to play a possession game and build the attack from the back. Using the short pass guarantees that you can start the play with possession of the ball. Look for the most open defender and work the ball from there. Be aware of attackers lurking in the area as some teams use a very high line with lots of pressure. You will often need to take control of the receiving player and bring him back to the ball once the pass is made.

Lob Pass

PlayStation 3: ■ button

Xbox 360: ⊗ button



Our keeper blasts the ball out to midfield

If it's getting late in the game and you need to get the ball up field in a hurry, you'll want to use the lob pass control to launch the ball out to midfield. You're going to have to fight for possession if you want to win the ball. Tall strikers and central midfielders will help you out in this task.


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SKILL MOVES AND JUGGLING TRICKS

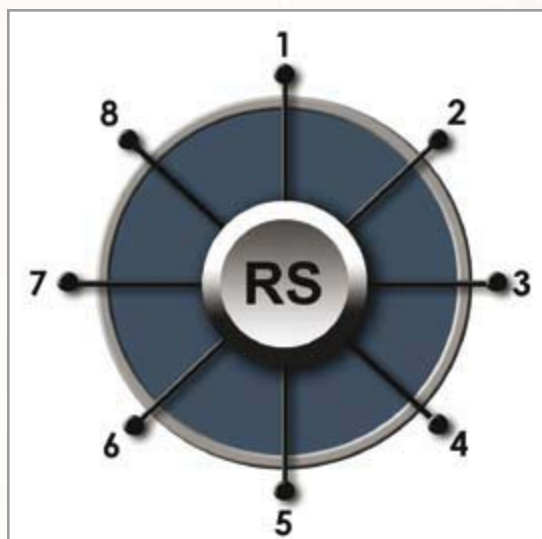
INTRODUCTION

The Skill Move system in *FIFA 10* differs a bit than the one in *FIFA 09*. The controls are basically the same, but now all of the Skill Moves are split up into five categories. Each player in the game has a Skill Move rating of 1 to 5 stars. Players with more stars can perform more difficult tricks. Players like Walcott, Rooney, Ronaldo and Messi can perform every trick in the book. Other players are a bit more limited. Some tricks use the same control. A higher rated player will give you one particular move, while a lower rated player will execute a simpler version, or might fail altogether.

For many of the moves such as Drag Backs, Stepovers and Reverse Stepovers, you can explode out of the move with the Left Thumbstick exit combination. Play around with different Exit Moves as you'll see some very effective options (and slick animations).

We have broken down the Skill Moves into categories based on the number of stars that are required to perform them. Be sure to look at the Skill Move ratings for each player on your team so you can be comfortable with their abilities.

To explain how the moves work, we will use a numbering system corresponding to the directions on the Right Thumbstick. For example if you need to push the Right Thumbstick to the right you will see Push Right (3), with 3 corresponding to the direction on the chart below.



These instructions assume that you are facing forward (like in the Arena) and that you have held down the Skill modifier button (**L2** on PS3 or **LT** on Xbox 360). Unless otherwise specified the instructions refer to the Right Thumbstick movements you must make.

TIP

We recommend practicing these moves in the Arena first, and then in an 11 vs. goalkeeper practice match. You will find that changing the camera view will change the directions you need to move the right stick to execute the moves (these instructions are based on the 1 vs. 1 Arena view). Practice using the camera view that you prefer to play in until you have them down.

1 STAR SKILL MOVES

JUGGLING

Unless you are beating your opponent very badly and just want to rub it in his face a bit, you won't have too many opportunities to juggle in game. However, juggling is a fun way to pass the time in Arena mode as there are numerous tricks that you have at your disposal.

How to Execute: Tap **R1** repeatedly (**RB** on Xbox 360)

Every player has the ability to perform standard juggles. There's not much to say here. Simply tap the button repeatedly to have your player perform kick-ups.

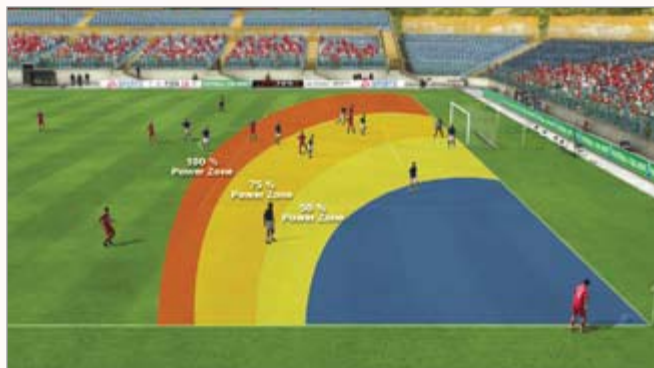

FIFA 10


SET PIECES

On the real life football pitch, set pieces account for 25-35% of all goals scored. Even though this is a pretty substantial number, very few *FIFA* gamers spend time working on their set play skills. In this section of the guide, we are going to break down all the controls you will need to master for set pieces, as well as give you some of our favourite techniques for using the new Create-A-Set Piece feature.

CORNER KICKS

In *FIFA 09*, corner kicks were a pretty effective method for scoring from dead ball situations. Because the restart is always from the exact same position on the field, you can get a pretty good feel for the power needed to serve the ball right where you want it on the pitch. The power meter is the key to hitting your target player, so a "Corner Distance Chart" has been provided to give you a basic understanding of how hard you will need to hit the ball to get it into the desired area. In addition, there are numerous types of corner kicks that you can hit, including lob crosses, low crosses, and ground crosses.



Corner kick power gauge

There are two terms that you need to understand as we begin to take a closer look at corner kicks:

- **Inswinging Kick:** The ball is kicked and bends or curves in toward the goal.
- **Outswinging Kick:** The ball is kicked and bends or curves away from the goal.

LOB CROSS

PlayStation 3: ■ button

Xbox 360: ⊗ button

The lob cross is the default option that you get when you cross the ball for a corner kick. The ball is played high up into the air allowing your target men to jockey for position to put the ball in the back of the net. The power meter will determine how far the ball carries. If the meter is powered up to about 50%, you will get a ball played to the front post area. The back post is around 70% on the power meter. Because the ball spends more time in the air, any spin you put on the ball will have more effect. As you are powering up the cross, you can use the Right Thumbstick to add curve to the ball. One of our favourite techniques is to aim as

close to the goal line as possible, then hit an outswinging corner with tonnes of spin on it. The keeper will freeze on his line as the ball drops into the danger area.



Blanco plays a lob cross

LOW CROSS

PlayStation 3: Double tap ■ button

Xbox 360: Double tap ⊗ button

Most *FIFA* gamers will strictly utilise the lob cross. For a change of pace, try firing off a low cross instead. This type of cross will be driven low with pace and can be whipped in across the face of the goal. It is set up so that you can volley or head the ball into the goal with pace. If you don't have a good angle for a shot, use the Pass button to click the ball to another teammate. Low crosses are most effective when played to the front post as they will not clear too many players due to their lower trajectory.



Hitting a low cross


FIFA 10


advantage. Use caution as you can quickly tire your CB as well as leave holes in the back.

OPPOSING WING ATTACK

This tactic will trigger a player on the opposite side of the pitch to move forward to join the attack. Like the CB attack, this is a great way to increase your attacking numbers and make your team a little tougher to defend. You can use this to make him a target for a big switch or a cross. Even if you don't switch the ball, he can pull a defender out so that another player can exploit the vacated space.

OFFSIDE TRAP

This tactic will cause your defensive line to pull up towards midfield to try and catch a possible opposing target player offside. Look for the forwards making high runs and use this to keep those cherry pickers honest. Once they are caught, they are more conservative next time. Timing is crucial as you do not want to give your opponent a breakaway, either.



Be careful when running the offside trap

TEAM PRESSING

This tactic will give your team a stronger pressing mentality. This will make your team push for the ball harder to win it back and make them much more physical. This is a good idea if time is running out and the other team is in possession mode, killing the clock.

MENTALITY

DECREASE MENTALITY

Decreasing your team's mentality will cause them to be in a much more defensive posture. This is best used to hold onto a lead against a very tough team late in the game.

INCREASE MENTALITY

Increases your team's attacking mentality, causing them to press to create turnovers and scoring attempts. Again this is usually used late in the game to try and get a much needed goal. More players will go forward into the attack. On the Ultra Offensive setting, pretty much everybody but the keeper and centre-backs will go forward. You can also try running this tactic for short spurts during the middle of the game.

ADVANCED TACTICS & STRATEGIES

At this point in the guide, we have covered all of the controls, skill moves, and tactical options that you have at your disposal. You should be well versed in the Custom Tactics system, and know how to make adjustments to your team's formation, player roles, and mentality. In this section of the guide, we are going to combine all of this knowledge and provide you with a detailed method you can use to approach just about every aspect of the game imaginable.

ANALYSING YOUR TACTICS

Everything in *FIFA 10* flows from the capabilities and tactics of your team. You will want to have a firm understanding of how your team is set up to approach the game. You can get this by looking at your team's Custom Tactics settings. As we have mentioned before, the Custom Tactics settings will influence the positioning and pace of your players on the pitch. It is important that you work with your Custom Tactics and not against them. Fortunately, if you don't like your tactics, you have the power to change them. However, no matter what you do, be sure to play according to how you set up your team strategically. It will be next to impossible to play a short passing possession game if your custom tactics are set up for fast build up and long ball runs.

If you decide that you want to dramatically adjust your Custom Tactics, keep one key question at the forefront of your mind. Can your team handle your tactic? Do you have the skills and personnel on your squad to play the way that you want to play. If you are looking to play a fast, short passing game, you will need very technical players. If you want to whack it downfield via Route 1, you had better have a tall target man to win the ball and lay it off for your shooters. Fortunately, if your team isn't up to the task you can either adjust your tactics, or better yet, pick a totally new team that is more suited to what you want to do.



Custom Tactics screen

In games against the CPU, we advise taking a quick look at how their tactics are set up. This scouting report will give you a good idea of what you can expect to see come game time. If you are going to be pressured deep into your own side of the pitch, you had better have a game plan to get out of trouble or you are in for a long day. In the Custom Tactics section above, we provided you with the default tactics for seven different leagues as well as some key International teams. You can refer to these



TOP CLUB ROSTERS AND RATINGS

ENGLISH PREMIER LEAGUE

ARSENAL

Star Rating: **★★★★★** Formation: **4-3-3** Attack: **82** Midfield: **80** Defence: **81**

- Arsenal
- Aston Villa
- Birmingham City
- Blackburn Rovers
- Bolton Wanderers
- Burnley
- Chelsea
- Everton
- Fulham
- Hull City
- Liverpool
- Manchester City
- Manchester United
- Portsmouth
- Stoke City
- Sunderland
- Tottenham Hotspur
- West Ham United
- Wigan Athletic
- Wolverhampton Wanderers

	FOOT	PREF. POSITION	WEAK FOOT STARS	SKILL MOVE STARS	OVERALL	ACCELERATION	AGGRESSION	AGILITY	BALANCE	BALL CONTROL	CROSSING	CURVE	DRIBBLING	FINISHING	FK ACC.	HEADING ACC.	JUMPING	LONG PASS	LONG SHOTS	MARKING	PENALTIES	POSITIONING	REACTIONS	SHOT POWER	SLIDE TACKLE	SPRINT SPEED	STAMINA	SLIDE TACKLE	STRENGTH	TACT. AWARE	VISION	VOLLEYS	GK DIVING	GK HANDLING	GK KICKING	GK POS.	GK REFLEXES	
Fabregas, Cesc	R	CM	5	3	87	75	69	84	77	93	87	79	82	76	80	63	65	95	86	57	74	92	87	96	82	65	73	92	73	66	90	94	76	8	5	7	6	9
van Persie, Robin	R	CF	4	4	85	84	55	84	75	89	90	90	84	90	87	70	56	68	86	23	90	81	79	86	93	21	82	73	32	64	71	84	93	6	7	10	9	8
Arshavin, Andrey	L	CF	5	5	85	88	49	89	77	91	85	70	93	88	75	50	85	80	85	21	80	85	90	84	28	87	29	67	75	86	77	29	67	7	9	6	5	8
Galias, William	R	CF	3	3	84	86	56	60	83	70	81	46	37	24	85	86	59	50	72	25	83	83	65	59	52	83	79	96	86	51	82	42	7	9	9	8	3	
Clichy, Gael	L	LWB	4	4	83	90	72	83	77	81	83	63	82	33	71	71	72	42	80	41	80	78	81	51	86	90	92	81	68	83	70	58	4	8	7	7	7	
Sagna, Bacary	R	RB	4	3	83	83	85	85	79	79	83	65	78	43	46	77	78	73	56	86	46	82	82	81	68	85	84	89	82	83	80	72	55	8	6	2	7	3
Nasri, Samir	R	CAM	5	4	83	83	58	87	79	87	82	82	86	78	80	64	63	82	79	46	81	79	81	87	79	62	80	75	56	61	70	88	78	9	8	7	6	6
Rosicky, Tomáš	R	CAM	5	4	82	79	49	86	77	90	80	88	84	71	81	47	50	79	84	21	78	80	73	90	79	33	76	68	39	50	79	94	81	6	7	8	7	7
Eduardo	L	ST	5	4	82	86	51	87	77	86	71	75	84	90	68	74	71	51	75	13	84	85	87	72	81	23	85	68	29	70	60	75	78	9	8	7	9	7
Almunia, Manuel	R	GK	1	3	81	40	67	53	62	15	16	11	10	12	8	12	75	14	9	16	45	74	20	25	18	52	63	19	83	52	25	10	86	81	77	73	86	
Walcott, Theo	R	LWB	5	3	81	94	62	73	77	81	77	81	58	76	52	59	85	74	59	57	68	79	89	71	73	74	87	75	64	65	69	42	7	9	9	8	5	
Vermaelen, Thomas	L	CB	2	3	79	72	79	63	74	67	62	53	57	46	50	82	84	71	53	81	56	78	81	73	64	80	74	74	82	77	74	64	51	5	11	8	12	10
Song, Alexandre	R	CDM	2	3	79	75	84	63	84	74	54	47	68	44	31	77	74	68	42	78	27	79	85	78	62	81	74	85	83	84	70	76	51	2	5	12	7	
Eboué, Emmanuel	R	RM	4	3	78	85	86	71	85	80	84	51	82	55	30	75	78	61	56	72	49	75	83	74	84	83	86	87	80	88	70	69	61	8	5	8	9	7
Djourou, Johan	R	CB	2	3	78	69	77	57	81	66	47	52	45	34	38	82	84	67	52	78	28	69	64	70	41	80	76	78	81	81	63	65	43	5	8	5	6	6
Diaby, Abou	R	CM	3	2	78	78	81	70	84	80	65	58	81	78	34	71	85	73	63	70	43	82	83	80	83	70	82	83	72	86	70	73	67	3	7	3	6	5
Bendtner, Nicklas	R	ST	3	3	78	72	67	73	77	67	67	74	83	31	89	89	54	64	21	76	78	79	72	78	21	75	76	22	79	68	70	75	7	9	7	7	6	
Denison	R	CM	3	3	84	86	56	60	83	70	81	46	37	24	85	86	59	50	72	25	83	83	65	59	52	83	79	96	86	51	82	42	7	9	9	8	3	
Silvestre, Mikael	R	CB	2	2	76	79	82	59	77	70	68	66	55	31	44	82	84	71	43	40	42	70	73	67	43	81	80	77	77	78	69	64	57	5	10	6	6	6
Senders, Philippe	R	CB	2	2	76	67	78	46	79	51	24	21	26	21	19	85	81	50	25	17	61	74	45	39	80	69	76	82	85	64	41	29	7	6	9	2	6	6
Vela, Carlos	L	ST	3	3	76	84	51	82	57	82	74	58	80	76	67	70	71	74	76	12	56	70	70	73	73	14	84	76	12	64	66	70	72	6	4	8	8	5
Fabiański, Łukasz	R	GK	1	2	75	59	63	67	52	21	13	10	9	11	9	64	13	19	9	27	59	73	19	13	8	47	41	7	79	48	57	16	80	73	66	69	83	
Gibbs, Kieran	L	LWB	1	1	75	81	62	70	60	76	77	63	73	64	51	67	49	74	68	73	61	73	74	76	75	74	76	71	66	68	51	7	7	5	9	1	1	
Ramsey, Aaron	R	CM	3	3	74	79	64	76	68	78	70	64	74	61	66	59	61	75	76	46	65	73	73	80	77	61	78	80	53	66	70	77	71	8	6	7	4	1
Traoré, Armand	L	LWB	5	3	81	94	62	73	77	81	77	81	58	76	52	59	85	74	59	57	68	79	89	71	73	74	87	75	64	65	69	42	7	9	9	8	5	
Wilshere, Jack	R	CAM	4	3	73	80	83	83	72	75	75	70	83	72	64	52	46	69	76	35	53	64	64	76	78	74	74	23	60	46	70	75	4	3	8	8	5	
Mérida, Fran	L	CAM	3	2	72	74	41	76	59	79	75	76	78	58	83	33	52	75	77	29	59	65	66	77	76	30	71	65	34	52	52	77	5	2	7	5	8	
Randall, Mark	R	CM	3	3	71	73	52	75	54	76	62	70	72	65	74	54	58	75	74	38	55	69	62	76	69	31	74	78	35	57	72	80	57	6	8	6	3	8
Hoyte, Gavin	R	CB	2	2	67	87	74	38	51	54	59	38	47	25	25	56	62	39	29	70	32	60	50	49	50	71	88	73	69	74	49	40	34	4	5	8	4	4
Barazite, Nacer	R	CAM	3	3	66	70	48	71	46	74	53	61	73	70	61	32	38	59	68	23	63	42	67	69	72	21	72	70	23	47	61	71	60	6	2	6	7	8
Watt, Sanchez	R	RW	1	3	66	73	50	73	17	68	69	44	70	62	46	44	23	54	47	17	44	51	70	69	47	28	62	51	31	51	36	66	62	9	1	3	8	2
Mannone, Vito	R	GK	1	2	64	50	28	23	10	13	14	11	11	15	14	11	15	14	11	21	36	72	18	21	37	60	46	38	64	58	34	14	68	59	52	57	70	
Cruise, Thomas	R	CDM	3	3	63	56	42	49	43	52	60	38	41	36	72	74	29	56	63	27	62	62	64	68	62	64	68	74	23	60	46	70	75	4	3	8	7	8
Gilbert, Kerrea	R	RB	2	3	62	76	74	61	64	72	41	21	61	35	36	54	63	54	63	23	41	68	61	61	56	85	78	61	68	38	59	62	6	13	6	11	12	
Szczesny, Wojciech	R	GK	1	3	61	50	11	74	56	56	54	45	33	32	13	15	65	59	32	22	55	76	60	66	63	40	54	56	62	56	11	45	68	50	56	51	72	
Emmanuel-Thomas, Jay	L	CDM	1	2	60	72	66	34	57	59	46	37	62	31	32	72	71	54	44	58	27	51	63	63	44	68	73	52	62	66	44	42	43	9	2	4	9	2
Murphy, Rhys	R	ST	1	3	60	80	28	61	36	48	45	43	60	72	49	52	36	32	42	7	46	44	58	45	48	9	75	54	12	31	31	50	55	7	4	6	6	4
Ayling, Luke	R	CB	1	4	60	58	58	54	54	43	30	29	34	17	35	68	72	29	24	56	37	53	64	47	27	68	61	49	36	57	61	49	36	5	8	2	4	8
Sunu, Gilles	R	CF	1	2	60	78	39	66	46	64	43	43	66	62	46	49	39	28	50	10	47	44	54	49	56	14	71	61	19	45	32	49	49	5	7	5	7	5
Coquelin, Francis	R	CDM	3	3	60	75	52	69	63	73	66	63	66	62	46	49	39	28	50	10	47	44	54	49	56	14	71	61	19	45	32	49	49	5	7	5	7	5
Frimpong, Emmanuel	R	CDM	1	3	59	68	77	64	55	58	48	31	32	36	72	48	56	45	68	54	27	58	60	57	76	58	70	75	64	67								

- Atalanta
- Bari
- Bologna
- Cagliari
- Catania
- Chievo Verona
- Fiorentina
- Genoa
- Inter
- Juventus
- Lazio
- Livorno
- Milan
- Napoli
- Palermo
- Parma
- Roma
- Sampdoria
- Siena
- Udinese



ITALY SERIE A

ATALANTA

Star Rating: ★★★★★ Formation: 4-4-1-1 Attack: 77 Midfield: 75 Defence: 73



	FOOT	PREF POSITION	SKILL MOVE STARS	WEAK FOOT STARS	OVERALL	ACCELERATION	AGGRESSION	AGILITY	BALANCE	BALL CONTROL	CROSSING	CURVE	DRIBBLING	FINISHING	FK ACC.	HEADING ACC.	JUMPING	LONG PASS	LONG SHOTS	MARKING	PENALTIES	POSITIONING	REACTIONS	SHORT PASS	SHOT POWER	SLIDE TACKLE	SPRINT SPEED	STAMINA	SLIDE TACKLE	STRENGTH	TACT. AWARE	VISION	VOLLEYS	GK DIVING	GK HANDLING	GK KICKING	GK POS.	GK REFLEXES
Doni, Cristiano	R	CAM	4	3	79	70	74	75	76	83	75	75	77	76	86	66	75	76	80	51	84	83	82	84	74	57	76	74	66	78	80	80	79	12	9	12	15	14
Guarente, Tiberio	L	CM	3	3	78	76	80	78	80	79	74	68	72	69	71	65	75	80	78	69	71	78	81	82	79	71	75	81	72	77	78	80	73	5	8	6	9	4
Acquafresca, Robert	R	ST	3	3	78	78	64	79	76	78	64	63	76	84	58	83	78	61	70	21	79	81	78	70	78	28	78	77	23	74	74	78	79	9	8	7	8	7
Barreto, Edgar Osvaldo	R	CM	3	4	77	78	80	79	75	78	76	73	76	69	81	54	63	77	82	69	77	78	82	80	82	74	76	83	75	70	76	76	78	10	11	20	10	12
Tiribocchi, Simone	R	ST	3	3	76	76	77	70	85	70	53	36	69	78	60	76	66	48	71	33	72	76	81	66	83	40	74	76	45	84	75	70	76	5	6	6	7	14
Garies, György	R	RWB	3	3	76	81	73	74	70	74	78	54	70	62	50	67	62	68	45	75	50	73	78	75	74	76	81	80	75	68	68	70	66	9	14	11	8	11
Bellini, Gianpaolo	R	LB	2	3	75	77	71	79	71	70	71	34	64	47	55	71	68	70	61	78	64	73	80	70	69	78	81	81	77	67	74	71	37	10	12	10	14	5
Valdés, Jaime Andrés Zapata	R	CAM	4	3	75	75	76	72	64	81	67	66	82	70	70	65	67	65	67	44	74	75	77	76	75	57	76	78	63	69	74	76	73	10	10	10	10	6
Ferreira, Adriano Pinto	R	RW	4	3	75	73	64	75	72	77	78	72	77	68	69	65	67	71	75	28	70	73	71	77	75	45	72	74	47	70	71	74	71	11	13	13	8	11
Caserta, Fabio	R	CM	4	4	75	74	64	77	74	77	76	68	78	65	58	65	54	75	77	53	68	75	74	79	57	64	73	73	68	69	76	75	44	14	15	8	10	11
Manfredini, Thomas	L	CB	2	3	74	75	78	69	75	63	56	52	55	40	64	66	71	50	70	78	51	71	71	61	80	77	73	72	79	74	67	62	47	10	14	13	10	14
Padoin, Simone	L	LM	4	3	74	75	75	74	75	78	76	67	72	61	52	53	66	70	63	62	61	71	77	76	67	64	76	78	63	73	77	70	64	10	12	11	15	5
Consigli, Andrea	R	GK	1	3	74	62	61	56	52	23	12	24	25	15	23	72	22	18	12	21	45	64	22	45	19	59	51	17	64	47	52	19	74	71	70	76	77	
Bianco, Paolo	R	CB	2	3	73	64	78	64	70	60	46	47	40	38	37	74	71	53	43	75	49	76	71	60	52	72	68	75	74	78	70	68	46	8	6	7	14	7
Coppola, Ferdinando	R	GK	1	2	71	45	37	42	49	32	41	34	38	43	37	15	45	39	15	31	41	41	65	39	43	44	55	46	41	40	55	38	41	72	69	73	71	10
Pellegrino, Maximiliano	R	CB	2	2	71	67	69	59	72	49	58	57	47	39	64	79	76	47	65	71	50	65	68	51	69	68	68	75	79	80	71	71	50	5	7	6	7	10
Costinha	R	CM	3	3	70	71	73	65	76	70	71	52	67	62	58	75	79	69	65	71	76	75	66	68	72	69	72	73	72	68	74	71	57	7	9	8	6	5
Talamonti, José Leonardo	R	CB	2	3	70	75	77	68	69	58	57	30	52	24	62	68	71	64	51	70	48	71	69	62	56	70	73	73	72	73	66	60	28	6	14	10	11	13
Ceravolo, Fabio	R	CF	3	3	68	84	64	81	75	65	60	66	63	63	60	60	70	60	61	32	63	67	80	60	72	44	83	70	46	74	68	67	62	9	11	20	10	12
Peluso, Federico	L	CB	2	2	68	74	77	71	78	57	64	27	48	26	32	77	68	61	69	35	61	68	61	48	78	72	78	76	76	58	52	11	9	3	9	1	3	
Radovanovic, Ivan	R	CDM	2	3	64	60	74	59	74	66	52	47	57	31	58	68	49	63	51	44	56	61	67	67	42	61	61	64	68	78	59	57	52	3	2	8	7	6
Layún, Miguel Arturo	R	RWB	1	4	60	74	49	67	52	61	62	44	59	38	42	45	59	50	49	61	39	61	64	57	39	44	72	76	52	45	44	55	55	9	8	7	7	6
Tiboni, Christian	R	ST	1	3	58	68	64	64	72	64	59	61	56	49	61	41	59	53	49	29	58	71	68	61	61	33	77	72	44	78	74	79	46	8	10	22	13	16
Rossi, Francesco	R	GK	1	1	57	22	13	23	20	18	18	21	20	23	21	13	14	11	23	12	13	22	18	16	12	15	16	12	16	19	26	21	15	59	58	61	62	59
Madonna, Nicola	R	CM	2	3	52	53	33	64	38	73	44	53	57	32	49	42	37	39	46	25	55	62	59	47	32	28	56	41	46	35	50	59	38	7	4	9	5	4

BARI

Star Rating: ★★★★★ Formation: 4-4-2 Attack: 71 Midfield: 71 Defence: 69



	FOOT	PREF POSITION	SKILL MOVE STARS	WEAK FOOT STARS	OVERALL	ACCELERATION	AGGRESSION	AGILITY	BALANCE	BALL CONTROL	CROSSING	CURVE	DRIBBLING	FINISHING	FK ACC.	HEADING ACC.	JUMPING	LONG PASS	LONG SHOTS	MARKING	PENALTIES	POSITIONING	REACTIONS	SHORT PASS	SHOT POWER	SLIDE TACKLE	SPRINT SPEED	STAMINA	SLIDE TACKLE	STRENGTH	TACT. AWARE	VISION	VOLLEYS	GK DIVING	GK HANDLING	GK KICKING	GK POS.	GK REFLEXES	
Langella, Antonio	L	LW	3	4	75	80	79	75	69	76	73	70	77	73	64	64	68	70	72	49	73	75	74	74	75	54	82	70	58	69	76	73	75	10	11	20	11	13	
Barreto	R	CF	3	3	75	84	49	83	58	76	70	77	81	74	74	59	54	67	70	20	75	75	80	72	76	24	82	65	29	53	69	73	69	10	10	20	11	13	
Almirón, Sergio	R	CM	3	3	74	76	78	73	73	77	71	62	73	62	72	70	69	74	79	42	71	74	75	77	78	63	72	77	65	75	69	73	66	14	14	6	7	13	
Paro, Matteo	L	CM	3	4	73	72	80	75	72	81	56	51	62	49	47	58	62	76	75	63	64	80	73	79	68	64	70	72	69	63	82	74	57	10	13	10	6	6	
Álvarez, Edgar	R	RW	3	2	73	89	77	84	61	68	71	39	72	43	69	47	51	67	72	24	48	68	80	65	60	65	60	37	88	73	22	62	61	67	7	3	4	1	2
Diamoutene, Souleymane	R	CB	2	2	72	78	82	71	76	55	42	43	49	42	37	78	79	48	36	74	39	61	67	52	70	62	75	74	67	83	63	50	34	10	7	5	12	15	
Masiello, Andrea	R	CB	2	2	71	70	69	67	75	54	50	36	41	47	43	70	74	63	51	73	40	70	72	66	54	69	69	75	73	78	63	68	51	35	25	24	23	24	
Gillet, Jean Francois	L	GK	1	2	70	52	37	62	37	27	52	23	33	51	9	15	56	32	11	23	11	11	66	38	51	31	48	49	36	46	57	39	37	67	73	63	70	75	
Gazzi, Alessandro	R	CDM	2	2	70	68	81	74	79	68	31	34	61	38	39	54	78	69	58	69	46	73	63	73	78	66	67	76	75	75	68	66	26	7	14	8	7	10	
Parisi, Alessandro	L	LWB	3	3	70	72	63	66	58	72	75	52	61	27	77	69	64	51	86	67	56	78	72	73	79	68	68	78	63	70	69	69	36	5	7	11	9	5	
Ranocchia, Andrea	R	CB	2	2	70	64	66	57	75	64	36	33	35	27	29	73	74	66	25	73	28	66	63	61	56	71	65	75	72	75	74	43	23	5	6	10	7	9	
Kutuzov, Vitaliy	R	ST	3	3	69	71	63	69	75	79	67	58	79	75	67	35	77	43	65	35	70	66	72	59	79	29	69	64	34	70	70	59	78	8	10	8	11	8	
Antonelli Agomeri, Filippo	R	RM	2	4	69	75	60	71	55	65	69	64	67	56	60	52	60	69	68	32	59	69	74	68	74	40	73	70	41	51	71	72	57	20	23	23	23	23	
Meggiorini, Riccardo	R	CF	3	4	69	69	61	68	74	72	44	38	74	75	47	69	73	40	65	32	68	71	70	51	71	39	71	74	38	75	59	57	66	8	11	12	9	8	
Greco, Giuseppe	L	CF	2	3	68	68	53	64	64	72	37	58	69	78	45	62	58	38	72	16	71	67	68	50	70	24	66	66	25	68	41	6							



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WRITTEN BY: VG SPORTS
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Prima Games

An Imprint of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

www.primagames.com



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 Stephanie Sanchez & Suzanne Goodwin
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 Layout: In Color Design
 Copyeditor: Samantha Browning

ACKNOWLEDGEMENTS:

Prima Games and the authors would like to thank Enrico Bongo, Sam Cooper, Thiago Andrade, Aman Dosanj, Aaron McHardy, Gary Paterson, Kentcho Doskov, Mike Takla, Marcel Kuhn, Sid Misra, Darian Grant, Lorraine Honrada, Daniel Davis, Jim Stadelman, Donovan & Deven Ingley.

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ISBN: 978-0-7615-6333-4