
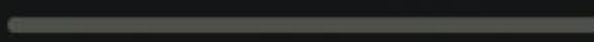


Game Settings

- L1 Gameplay
- Match
- Camera**
- Visual
- Audio
- Simulation Settings
- CPU Sliders
- Rules
- Accessibility
- Graphics Mode
- R1

Single Player Camera

◀ Tele Broadcast ▶

- Multiplayer Camera **Tele Broadcast**
- Locked to Player Camera **Tele Broadcast**
- Clubs Camera **Tele Broadcast**
- Rush Camera **Rush Broadcast**
- Be a Keeper Camera **Pro**
- Custom Camera Settings **Custom**
- Height  **20**
- Zoom  **0**

Single Player Camera

This is the camera used for all offline & online single-player 11v11 matches. This does not include Locked to Player matches.



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HUD

◀ Player Name & Indicator ▶

Player Indicator	Player Name
Player Indicator Size	Default
Player Indicator Fade	On
Communication System	On
PlayStyles+ Overhead Indicators	On
Next Player Switch Indicator	On
Player Based Difficulty Indicator	On
Hold to Skip	On

HUD

Select whether you want the player name bar, the indicator or both to be present during a match.

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Hold to Skip	On
Time/Score Display	On
Score Clock Dropdown	On
Precision Pass Visuals	On
Precision Shot Visuals	On
Radar	2D
User Radar Colour	Default
Opponent Radar Colour	◀ Default ▶
Online ID Indicator	Fade

Opponent Radar Colour

Select Opponent Radar Indicator Colour.

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Half Length ◀ 5 minutes ▶

Difficulty Level	Legendary
Competitor Mode	On
Player Based Difficulty	Off
Attributes	Default
Ball	Default
Quick Substitutes	On
Watch Full Match Intro	Opt-in

Half Length

Choose how many minutes you want each half to last.

Game Settings

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- Simulation Settings
- CPU Sliders
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- Accessibility
- Graphics Mode
- R1

Hold to Skip	On
Time/Score Display	◀ On ▶
Score Clock Dropdown	On
Precision Pass Visuals	On
Precision Shot Visuals	On
Radar	2D
User Radar Colour	Default
Opponent Radar Colour	Default
Online ID Indicator	Fade

Time/Score Display

Toggles the time and score display on & off.

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Net Tension	Default
Net Shape	Default
Net Meshing	Default
Scrolling Line Ups	Off
Connection Monitoring	Connection Indica...
Input Overlay	Off
HyperMotion Insight Overlays	On
Player Performance Widget	◀ Off ▶
Measurement System	Default

Player Performance Widget

Toggles the Player Performance Widget overlay in Player Career and Clubs gameplay on and off.

Game Settings

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Input Overlay	Off
HyperMotion Insight Overlays	On
Player Performance Widget	Off
Measurement System	Default
Tactical Chalkboard	On
Tactical Suggestions Notification	On
Underfoot Player Highlight	Display On Stoppa...
AR Coach In Rush	Hide
Ping System	◀ On ▶

Ping System

Changing this setting will toggle the Ping System in Rush.

Game Settings

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GENERAL AUDIO

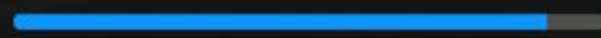
Menu SFX Volume  10

Menu Music Volume  0

Disable All Music For Streaming Pu... **On**

Menu Music During Gameplay **Off**

Beyond Broadcast **Off**

Controller Audio Volume  9

11-A-SIDE AUDIO

Commentary Language **English**

Menu SFX Volume

Adjust the volume level of menu sound effects.

Game Settings


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- Simulation Settings
- CPU Sliders
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- R1


11-A-SIDE AUDIO

Commentary Language **English**

Commentary Team ◀ **Randomise** ▶

Sideline Commentator **On**

Commentary Volume  **10**

Stadium Ambience Volume  **10**

Disable Critical Commentary **Off**

RUSH AUDIO

Commentary Language **English**

Commentary Team

This is the commentary team for the matches you'll play.

Game Settings

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Gameplay Type ◀ Classic ▶

Wind Effects	<input type="checkbox"/>	Off
Weather Effects	<input type="checkbox"/>	Off
Sprint Speed - User	<input type="range" value="50"/>	50
Sprint Speed - CPU	<input type="range" value="50"/>	50
Acceleration - User	<input type="range" value="50"/>	50
Acceleration - CPU	<input type="range" value="50"/>	50
Shot Error - User	<input type="range" value="50"/>	50
Shot Error - CPU	<input type="range" value="50"/>	50

Gameplay Type

This is an overall master switch through which the user can manage their gameplay settings to create the desired experience.
CLASSIC: The classic high-intensity FC experience.

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AI Behaviour ◀ Custom ▶

Tackle Aggression - CPU		50
Buildup Speed - CPU		50
Shot Frequency - CPU		50
First Touch Pass Frequency - CPU		50
Crossing Frequency - CPU		50
Dribble Frequency - CPU		50
Skill Move Frequency - CPU		50

AI Behaviour

CPU Sliders affect the way the opposing AI "thinks" on a moment-to-moment basis. Baseline CPU decision-making varies from team-to-team based on that particular team's style of play.
CUSTOM (default): Slider defaults are set to 50. CPU tendencies can be modified from their baseline behaviour by raising or lowering slider values.

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Injuries ◀ Off ▶

Offsides	On
Bookings	On
Handball	Off
Referee Strictness	Default

Injuries

With this setting turned on, you open your players up to the possibility of being injured during a game.

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Colour Blindness ◀ Default ▶

- Intensity 6
- Brightness 5
- Contrast 5
- Player Indicator Size Default
- Remap Right Stick Functionality Off
- Remap L1/R1 Buttons and L2/R2 B... Off
- Subtitles Off

Colour Blindness

Adjust colours to correct for colour blindness - Protanopia (red weak), Deuteranopia (green weak), Tritanopia (blue weak).

