

# Game Settings

- L1 Gameplay
- Match**
- Camera
- Visual
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- Rules
- Accessibility
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- R1

**Half Length** ◀ 5 minutes ▶

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

**Half Length**

Choose how many minutes you want each half to last.


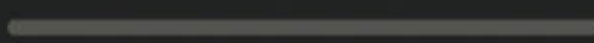


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## Single Player Camera

## ◀ 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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Height		20
Zoom		0
Far Side Focus		10
Ball Tracking Speed		0
Penalty Area Zoom		10
Pro Camera Zoom		10
Pro Camera Speed		10
Pro Camera Swing		10
<b>Power Shot Zoom</b>	<b>◀ Off ▶</b>	

## Power Shot Zoom

Choose whether or not you want the dynamic camera treatment on for Power Shots during Gameplay.



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HUD	Player Name & Indicator
Player Indicator	Player Name
Player Indicator Size	Default
Player Indicator Fade	On
Teammate Contain Indicator	On
Communication System	On
PlayStyles+ Overhead Indicators	On
Next Player Switch Indicator	On
Player Based Difficulty Indicator	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
<b>Opponent Radar Colour</b>	<b>◀ Default ▶</b>
Online ID Indicator	Fade

## Opponent Radar Colour

Select Opponent Radar Indicator Colour.



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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
<b>Player Performance Widget</b>	<b>◀ Off ▶</b>
Measurement System	Default

## Player Performance Widget

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



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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
<b>Ping System</b>	<b>◀ On ▶</b>

## Ping System


Changing this setting will toggle the Ping System in Rush.

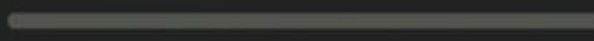


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## GENERAL AUDIO


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.



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Commentary Team **Randomise**

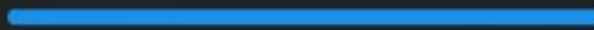
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Sideline Commentator **On**

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Commentary Volume  **10**

---

Stadium Ambience Volume  **10**

---

Disable Critical Commentary **Off**


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**RUSH AUDIO**


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Commentary Language **English**

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**Commentary Volume**  **10**

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Gameplay Music Volume  **10**

## Commentary Volume

Adjust the volume level of the commentary during Rush matches.



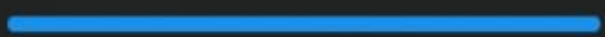
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Disable Critical Commentary **Off**

## RUSH AUDIO


Commentary Language **English**


Commentary Volume  **10**

Gameplay Music Volume  **10**

General Ambience Volume  **10**

## 3v3 AUDIO

Gameplay Music Volume  **10**

**Event Ambience Volume**  **10**

## Event Ambience Volume

Adjust the volume level of the ambience during 3v3 gameplay.



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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.

- Back
- △ Restore Defaults
- R1 Toggle Right
- ≡ Apply
- L1 Toggle Left

R2 1 2



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**Injuries** ◀ Off ▶

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Offsides **On**

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Bookings **On**

---

Handball **Off**

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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).

