



FIFA 20

Fly Emirates



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*FIFA 20* on PC allows you to play the game on a variety of control devices. For the best experience, we recommend using the Xbox One Wireless Controller. The controls listed throughout the manual assume that you are using a Xbox One Wireless Controller. If you're using a different gamepad controller, note that in the FIFA Launcher, if you select GAME SETTINGS > BUTTON ICONS, you can toggle between numeric and the X, Y, A, B style of icons. If you are a keyboard or keyboard and mouse player, *FIFA 20* on PC also allows you to see keyboard icons/keys in-game. This is defined when you launch the game and reach the screen that says, "Press START or SPACE". This defines your default control device. If you have an Xbox One Wireless Controller and press the **Menu** button at this point, you will see the button icons that you've selected in the previously mentioned FIFA Launcher. If you press **SPACEBAR** on this screen, you will see keyboard icons represented throughout. When editing control mappings in-game, note that whatever device you advance with to enter the Controller Settings screens is the device that the game allows you to adjust your control mappings for. For example, you may have set your default device as a controller but if you press **ENTER** to go into Controller Settings, you will see screens related to keyboard and mouse control settings. You can also toggle between Keyboard + Mouse and Keyboard Only as your control device on the Controller Settings screen.

## KEYBOARD + MOUSE CONTROLS

In *FIFA 20*, you can choose to use keyboard and mouse to play the game. This design allows for keyboard players to experience features in the game such as skill moves, pointing to open space for through balls, creating run paths for teammates, and man marking on defense.

**NOTE:** These are the default Classic Controls. Alternate and two-button are also available. You can customise key mappings to Actions by selecting the key you want to adjust and pressing **ENTER**. However, the following keyboard and mouse buttons are hard-coded and cannot be changed: left-click, right-click, scroll wheel, mouse, and **R**.

### ATTACKING

Through ball	A
Lob pass / Cross / Header	S
Shoot / Volley / Header	left-click
Short pass / Header	right-click
Player movement	mouse
Pace control	mouse (move cursor close to controlled player)
Sprint	mouse (move cursor farther from controlled player)
Teammate run	R + mouse (point cursor at teammate, hold R, and move cursor on desired run path)
Player run / Modifier	left SHIFT
Finesse shot / Modifier	D
Display attacking Tactics	up arrow
Change game plan	left arrow / right arrow
Display defending Tactics	down arrow
Skill moves	scroll wheel
Pause	ESC
Help	F

## DEFENDING

Jockey	W (hold)
Sprint	mouse (move cursor farther away from controlled player)
Change player	left SHIFT
Mark man	R + mouse (point cursor at opposing player)
Tackle (push or pull)	left-click
Contain	right-click
Teammate contain	D
Sliding tackle	S
Rush GK	A (hold)
Display attacking Tactics	up arrow
Change game plan	left arrow / right arrow
Display defending Tactics	down arrow
Pause	ESC
Help / Control the goalkeeper	F

# COMPLETE CONTROLS

**NOTE:** The controls in this manual refer to the Classic configuration.

## MOVEMENT

Move player	
First touch / Knock-on	+
Sprint	(hold)
Stop and face goal	(release) +
Shield / Jockey	(hold)
Strafe dribble	+
Strafe dribble (lock face angle)	+  +
Skill moves	
Simple skill moves (VOLTA FOOTBALL only)	+  +
Simple flicks (VOLTA FOOTBALL only)	+
Taunts (VOLTA FOOTBALL only)	(release) +  (hold)
Stop ball	(release) +
Jostle (ball in air)	

## ATTACKING (SIMPLE)

Ground pass / Header	A
Lob pass / Cross / Header	X
Through pass	Y
Shoot / Volley / Header	B
Time your shot	B + B (timed)
Chip shot	LB + B
Finesse shot	RB + B
Low shot / Downward header	LB + RB + B
Fake shot	B, then A + L
Fake pass	X, then A + L
Threaded through pass	RB + Y

## ATTACKING (ADVANCED)

Protect ball	
Lofted ground pass	+
Lofted ground through pass	+
Lobbed through pass	+
Driven lobbed through pass	+  +
Driven lob pass / Cross	+
High lob / Cross	+
Low cross	+
Trigger run	
Call for support	
Cancel	+
Flair pass	+
Flair shot	+
Flair lob	+
Driven ground pass	+
Let ball run	(hold) +  (away from ball)
Dummy a pass	(release) +  (hold)
Slow dribble	+  +
Flick up for volley	
Disguised first touch	(hold) +  (towards ball)
Set up touch	+  (hold in direction)
Pass and go	+

## TACTICS

Display attacking tactics	⊕
Get in the box	⊕, ⊕
Attacking full backs	⊕, ⊕
Hug sideline	⊕, ⊕
Extra striker	⊕, ⊕
Display defending tactics	⊖
Striker drop back	⊖, ⊕
Team press	⊖, ⊖
Overload ball side	⊖, ⊕
Offside trap	⊖, ⊖
Change mentality (VOLTA FOOTBALL only)	⊖ / ⊕
Change game plan	⊖ / ⊕
Quick substitutes	RT

## DEFENDING

Change player	LB
Change player (manual)	#
Push or pull (when chasing)	B
Pull and hold	B (hold)
Tackle	B
Hard tackle	B (hold)
Clearance	B
Sliding tackle	X
Hard stand tackle (VOLTA FOOTBALL only)	X
Quick get up (after slide tackle)	X
Contain	A (hold)
Teammate contain	RB (hold)
Jockey / Grab and hold	LT (hold)
Running jockey	LT (hold) + RT (hold)
Rush goalkeeper out	Y
Goalkeeper cross intercept	Y + Y (hold)
Engage shielding opponent	LT + ⚡ (towards shielding dribbler)

## GOALKEEPER

Drop kick	B / X
Throw / Pass	A
Drop ball	Y
Pick up ball	RB
Switch to Goalkeeper	View button
Driven throw	RB + A
Driven kick	RB + X
Move goalkeeper	R (hold) + R
Cover far post	R (hold)

## FREE KICKS (SIMPLE)

Select kick taker	RT
Add additional kick taker	RB / LT
Aim	L
Move kick taker	R
Ground pass	A
Lob pass / Cross	X
Curled shot	B or R
Driven shot	LB + B
Apply curl during run up	R
Timing shot	B + B
Wall jump	Y
Wall charge	A
Move wall	LT / RT
Move goalkeeper	X / B

## FREE KICKS (ADVANCED)

Call 2nd kick taker	LT
2nd kick taker curled shot	LT + B
2nd kick taker layoff pass	LT + A
2nd kick taker layoff chip	LT + X
2nd kick taker run over ball	LT + B, A
Call 3rd kick taker	RB
3rd kick taker curled shot	RB + B
3rd kick taker run over ball	RB + B, A
Call for short (when layoff is not possible)	RB

## CORNERS AND THROW INS

Corner lob cross	X
Corners pass	A
Aim kick	L
Apply kick power	X
Call for short (corner)	RB
Move along line (throw in)	L
Short throw in	A
Long throw in	A (hold) / X
Short throw in (manual)	Y
Fake throw	X + A
Turn Aim indicator ON/OFF	⊙
Display corner tactics	⊙
Run far post	⊙ + ⊙
Edge of box run	⊙ + ⊙
Crowd the goalkeeper	⊙ + ⊙
Run near post	⊙ + ⊙

## PENALTIES

Shoot	<b>B</b>
Aim	<b>L</b>
Adjust position	<b>R</b>
Stutter / Slow jog	<b>LT</b>
Sprint	<b>RT</b>
Turn Aim indicator ON/OFF	<b>Circle</b>
Select kick taker	<b>RT</b>
Finesse shot	<b>RB + B</b>
Chip shot	<b>LB + B</b>
Goalkeeper dive	<b>R</b>
Goalkeeper movement	<b>L / L</b>
Goalkeeper gestures	<b>X / Y / B / A</b>

## BE A PRO: PLAYER (ATTACKING OFF THE BALL)

Call for pass	<b>A</b>
Call for or suggest through pass	<b>Y</b>
Suggest shot	<b>B</b>
Call for driven ground pass	<b>RB + A</b>
Call for threaded through pass	<b>RB + Y</b>
Call for lobbed through pass	<b>LB + Y</b>
Call for lobbed threaded through pass	<b>LB + RB + Y</b>
Call for cross	<b>X</b>
Call for ground cross	<b>RB + X</b>
Call for high cross	<b>LB + X</b>

## BE A PRO: GOALKEEPER (ATTACKING OFF THE BALL)

Call for or suggest pass	A
Suggest through ball	Y
Suggest cross	X
Suggest shot	B
Toggle camera target	View button

## BE A PRO: GOALKEEPER (DEFENDING OWN BOX)

Dive	R
Auto positioning	LB (hold)
2nd defender contain	RB (hold)
Toggle camera target	View button

# SKILL MOVES

**NOTE:** Only the most skilled players can complete the more challenging moves.

## 1 STAR MOVES

Ball juggle (while standing)	LT + RB (tap)
Foot fake (while standing)	RB (hold)
Open up fake shot left	LB (hold) + X / B + A + L
Open up fake shot right	LB (hold) + X / B + A + L
Flick up for volley	R

## 2 STAR MOVES

Body feint left	R (flick)
Body feint right	R (flick)
Stepover left	R, R, R
Stepover right	R, R, R
Reverse stepover left	R, R, R
Reverse stepover right	R, R, R
Ball roll left	R (hold)
Ball roll right	R (hold)
Drag back	RB + L (hold in direction to exit)

## 3 STAR MOVES

Heel flick	R, R (flick)
Roulette left	R, R, R, R, R, R, R
Roulette right	R, R, R, R, R, R, R
Fake left and go right	R, R, R, R, R
Fake right and go left	R, R, R, R, R

## 4 STAR MOVES

Ball hop (while standing)	LT (hold) + R
Heel to heel flick	R, R (flick)
Simple rainbow	R, R, R (flick)
Feint left and exit right	R, R, R, R, R
Feint right and exit left	R, R, R, R, R
Spin left	R, R (flick)
Spin right	R, R (flick)
Stop and turn left (while running)	R, R (flick)
Stop and turn right (while running)	R, R (flick)
Ball roll cut left	R (hold), L
Ball roll cut right	R (hold), L
Fake pass (while standing)	RT (hold) + X / B + A
Fake pass exit left (while standing)	RT (hold) + X / B + A + L
Fake pass exit right (while standing)	RT (hold) + X / B + A + L
Heel flick turn	RB (hold) + R, R (flick)
Heel chop left (while running)	LT (hold) + X / B + A + L
Heel chop right (while running)	LT (hold) + X / B + A + L
Lane change left	LB (hold) + R (hold)
Lane change right	LB (hold) + R (hold)
Three touch roulette left	LT (hold) + R, R
Three touch roulette right	LT (hold) + R, R
Drag back spin left	R, R (flick)
Drag back spin right	R, R (flick)

## 5 STAR MOVES

Elastico	,  ,  ,  ,
Reverse elastico	,  ,  ,  ,
Quick ball rolls (while standing)	(hold)
Advanced rainbow	(flick) ,  (hold) ,  (flick)
Hocus pocus	,  ,  ,  ,  ,  ,
Triple elastico	,  ,  ,  ,  ,
Ball roll and flick left	(hold) ,  (flick)
Ball roll and flick right	(hold) ,  (flick)
Sombrero flick (while standing)	,  ,  (flick)
Turn and spin left	,  (flick)
Turn and spin right	,  (flick)
Ball roll fake left (while standing)	(hold) ,  (flick) +  direction to exit
Ball roll fake right (while standing)	(hold) ,  (flick) +  direction to exit
Rabona fake (while jogging)	+  /  +  +
Elastico chop left	(hold) +  ,  ,
Elastico chop right	(hold) +  ,  ,
Spin flick left	(hold) +  (flick) ,  (flick)
Spin flick right	(hold) +  (flick) ,  (flick)
Flick over	(hold)
Tornado spin left	(hold) +  (flick) ,  (flick)
Tornado spin right	(hold) +  (flick) ,  (flick)





An all-new feature in Pro Clubs allows players to set up practice matches against AI teams! Choose the AI's difficulty and their tactics (possession, long ball, high pressure, etc.) to give you the ideal practice scenario.

In Career Mode, you'll manage our new Morale system, and make critical career decisions through interactive Press Conferences and Player Conversations. Plus, we've given our UI special designs specific to the league you choose to play! Commentators Derek Rae and Lee Dixon now feature in the majority of modes. You can prioritise their commentary in the audio settings.

## STARTING THE GAME

### GET ONTO THE PITCH

Get ready to experience the true-to-life game of football in *FIFA 20*.

#### FIFA TRAINER FOR NEW PLAYERS

If you're new to *FIFA 20*, try the FIFA Trainer. Onscreen prompts will get you up to speed on the basics of passing, tackling, crossing and shooting.

If you wish to quit the Intro Match, press the **View** button to access the game's Pause menu and then select **END MATCH**.

If you quit the Intro Match but are new to the game, you won't be presented with a suggested difficulty level. You will encounter this offer again after your first Kick Off match against Adaptive AI players.

If you complete the Intro Match as a new player or are a returning player with data from previous FIFA titles, the game will suggest a difficulty level that is right for you, and you'll be prompted to choose your favourite club before landing at the *FIFA 20* main menu.

## CHOOSE YOUR CLUB, DIFFICULTY AND CONTROL SETTINGS

When you log in to the EA servers, you will select your favourite team, difficulty and control settings. Your favourite club's crest features beside your name in EA SPORTS™ Football Club, so all of your friends playing *FIFA 20* will know which team you support.

## CONNECT WITH EA SPORTS FOOTBALL CLUB

Stay connected to your favourite team in *FIFA 20*. If you choose to connect to your favourite club through EA SPORTS Football Club, you'll have access to club news and promotions.

## EARN REWARDS FOR PAST FIFA EXPERIENCE

Your EA SPORTS Football Club level, XP and Football Club Credits (FCC) from previous versions of FIFA will carry over to *FIFA 20*. You'll also receive rewards for past progress in *FIFA 19* modes such as Ultimate Team, Career Mode and Online Seasons.

# PLAYING THE GAME

## MAIN MENU

- Home** Gain quick access to your most recently played game modes, as well as the latest FIFA news.
- Play** Dig into the many game modes available in *FIFA 20*, including VOLTA FOOTBALL, Career Mode, Tournaments and Ultimate Team.
- Online** Jump into online modes such as Seasons, Pro Clubs and Online Friendlies.
- Customise** Fine-tune your *FIFA 20* experience here. Adjust settings, review the controls, edit your teams and even customise your music playlist in the EA SPORTS™ & VOLTA Trax screens.

## EA SPORTS FOOTBALL CLUB

Throughout the game, you can access EA SPORTS Football Club (EASFC) from the widget located in the upper right corner of the screen. The EASFC widget shows your current Football Club Level, XP and Football Club Credits (FCC). Use FCC to buy items from the EASFC catalog or send them as gifts to your friends. EASFC requires a connection to EA servers.

Press  to access EASFC.

## GAME SCREEN

Match  
clock

Score



Controlled  
player

Radar

## MATCH PREPARATIONS

Before you head out onto the pitch, you can customise your game settings in the Settings screen. Choose the half length of your matches, difficulty level, match conditions and the ball you use, among many other details. You can also toggle rules ON or OFF, such as injuries and offsides, to adjust how realistic you want your matches to be. There are even settings for player indicators and radar—such as different colour and size options—for those with visual impairments.

## CAMERA TIPS

Don't neglect the camera settings in the Game Settings menu! Each type of match has a customisable camera option with nine cameras to choose from. This lets you view the pitch and experience each match from a perspective that works for you.

## Team Management

This is where you set up your team so they're ready for their next match. Create your Squad, adjust formations, assign roles and manage tactics. You can even save several Team Sheets, allowing you to quickly select the appropriate setup to exploit your opponent's weakness, or rest your star players for future games. Work on your Game Plan ahead of kick off so you have a strategy against whatever your opponents throw at you.

## SAVING AND LOADING

*FIFA 20* uses an autosave feature that automatically saves your progress and most recent settings. Do not turn off your PC while the autosave icon is displayed, or you will lose all unsaved information.

# VOLTA FOOTBALL

EA SPORTS VOLTA FOOTBALL takes football back to the streets, representing the authentic culture, creativity and style of the small-sided game. Build your character, express your style, and play various forms of free-flowing football in environments all over the world.

## VOLTA GAMEPLAY

Express your style with an entirely new gameplay system grounded in football realism. Inspired by the authentic small-sided form of football played in streets, cages and futsal courts around the world, VOLTA FOOTBALL offers new tools to immerse yourself in the flow of the street: simplified flicks and skill moves, new flair animations and even the option to use the wall as a teammate.

## PLAYER

VOLTA FOOTBALL offers countless ways to personalize your player, from clothing, hairstyles and tattoos, to in-game celebratory emotes. Create your male or female player and showcase them across the various VOLTA FOOTBALL game modes—as you progress through VOLTA FOOTBALL, you'll unlock more customisation items.

## LOCATIONS

VOLTA FOOTBALL brings the world's football playgrounds to life. From the underpasses in Amsterdam, to the neighbourhood cages of London, to the Tokyo rooftops, VOLTA FOOTBALL offers players a taste of the regional experience around the globe.

## MATCH TYPES

Customisation is at the centre of VOLTA FOOTBALL. Play 3v3 Rush (No GKs), 4v4, 4v4 Rush, 5v5 or Professional Futsal, and further customise your game with different sized arenas and environments, with or without walls.

## MODES

**VOLTA KICK-OFF** Take your favorite professional teams back to the streets. Play PSG vs. Olympique Lyonnais in Paris, the Madrid derby in the streets of Spain or Chelsea vs. Spurs in a London cage.

**VOLTA TOUR** Build up your VOLTA FOOTBALL team by playing through Single Player Matches against community-generated squads in different match formats and locations. After each victory, you can recruit a player from the opposing team to build your squad's skill and chemistry.

**VOLTA STORY** Take your player through a narrative-driven experience to face the international legends of street football. Earn rewards, customise your player and recruit for your squad, culminating in the VOLTA World Championship tournament in Buenos Aires.

**VOLTA LEAGUE** Play through promotion and relegation with VOLTA LEAGUE. This new player-versus-player format places your team against others online, where wins lead to promotions into a higher division.

# FIFA ULTIMATE TEAM (FUT)

Build your dream squad in FIFA Ultimate Team, the most popular mode in FIFA. Throughout the season, FUT will connect fans to the world of football with content directly influenced by the sport's real-world performance.

## SEASON OBJECTIVES

In Season Objectives, our brand-new mode, every match matters for your short- and long-term goals of the year. These objectives offer a wide range of gameplay challenges, including new objective time limits of one hour to one year. Objectives can be grouped together, which makes them more rewarding and unlocks new reward types.

New Objective types include:

**Season Objectives** Season Objectives are grouped objectives that refresh every month. You earn XP by completing the challenges, which furthers your progression through the Season tiers and gives you better rewards.

**Milestone Objectives** Milestone Objectives are long-term objectives that reward Milestone moments in your FUT Club history.

**Foundation Objectives** Foundation Objectives help new players start their FUT journey with objectives centred around building and establishing a new FUT Club.



## ICONS

Create your perfect squad of past and present superstars with FUT Icons. Every Icon has three distinct Eras that reflect the different phases of their careers, as well as a Special Icon Moment that references one of their standout performances. There are 89 Icons, including legendary players like Zinedine Zidane, Kaká, Didier Drogba and Andrea Pirlo.

## FUT FRIENDLIES

FUT Friendlies is the home of House Rules, connecting players to their friends and the FUT community with new and returning rulesets. Experiment with your team without having to manage injuries or contracts, and without fear of impacting your Win/Loss Ratio!

Social play is at the heart FUT Friendlies' competitive and cooperative modes:

**Couch Play** Compete in teams of four with your friends or AI in Standard or House Rules. The opposing team can be one of your friends' squads, the FUT Team of the Week or a community team.

**Play Online** Take on a random member of the FUT community in an Online Single Match with Standard or House Rules.

**Play a Friend** Take on a friend and their Ultimate Team in Standard or House Rules.

Players can maintain their ultimate bragging rights with our in-depth head-to-head stat tracking system.

## SQUAD MANAGEMENT

Customise your Club on and off the pitch. In FIFA Ultimate Team, you are in total control of your team, from formations and tactics setups to handpicking your next star, all while balancing your team's Chemistry.

Your decisions aren't just limited to the Pitch—personalize your team with Club Customisation options. This year, we've added new Kits, Club Crests, Stadium Dressings, Banners, TIFOs, and celebrations to make your FUT Club truly yours.



## SQUAD BATTLES

In Squad Battles, play for a spot on the weekly leaderboard. You will encounter new lists of opponents throughout the day, created by real players around the world.

This year, we've made improvements to Squad Battles with a focus on helping players climb the Leaderboards on their own terms. By removing the daily cap, players now have greater flexibility on when they compete in weekly matches.

FUT Team of the Week will now be available as a Featured Squad Battle. And with Featured Squad Battles Rematch, players can replay that week's Squad Battle to improve their previous score and climb the Leaderboards.

At the end of the competition, you will be awarded prizes based on your final rank—the higher the rank, the better the rewards! If you're looking to boost your rank, Featured Squads can help. These Squads have been made by popular FUT community members or other players and clubs. After beating a Featured Squad you'll be awarded with a set amount of points, no matter what difficulty you choose.

## SQUAD BUILDING CHALLENGES

In Squad Building Challenges, you'll test your Squad building abilities by creating Squads that match specific requirements. Once met, you can exchange your Squad for exciting rewards. You can play Squad Building Challenges on your console, or take it with you on the Mobile Companion App!

## DIVISION RIVALS

Compete against online opponents to climb the ranks and win exclusive prizes in this brand-new competitive mode. First, you'll compete in placement matches to earn your division spot. After that, you can go up against players in your division and earn points for each win. Weekly rewards are based on your division and total points, so compete often! Play well to climb the division ladder and qualify for the Weekend League.



## FUT CHAMPIONS

FUT Champions brings you the highest level of head-to-head competition in FIFA Ultimate Team. Earn your competitive ranking, win rewards and reach for glory in FUT Champions!

## DRAFT MODE

Draft Mode is an alternative way to play FIFA Ultimate Team, where you can compete with football players you don't own. You'll draft a random selection of players available in FUT, including In Forms! Fill in each position to build your Squad, and then compete in a four-round, single-player or online multiplayer knockout competition. The higher you finish in the competition, the better your rewards.

## CHEMISTRY

Chemistry is essential for a successful Ultimate Team. An all-star team will shine on the pitch, but you'll need to balance your team's Chemistry to truly maximize their performance.

Your team's Chemistry Rating appears in the upper right corner of your Active Squad menu. Chemistry improves when players are in their preferred positions, and when players' Nationality, League, and Club Chemistry match: green lines indicate strong Chemistry links between players. A good manager with high Loyalty will also improve your Chemistry. Swap around your players or add new ones to your Club to find the ideal balance for your team!

### Chemistry Styles

Every player has a Chemistry Style. By combining complementary Chemistry Styles, you'll improve your team's overall tactics. Arrows appear beside potentially affected attributes with specific Chemistry Styles, with green indicating an improved attribute. Styles that improve a player's attributes remain until a new Style is applied. Chemistry Styles can be found in Packs and the Transfer Market.



## CONTRACTS

Before a player can excel on the pitch, they'll need Contracts to play matches. When viewing your Active Squad, highlight a player, open the Actions menu, and select "Apply Consumable" to give them a Contract. This menu also shows their status info and the remaining Contracts for each Player. Suggested Consumables will indicate when you need to apply a Contract to a player.

Players found in Packs start with seven Contracts; players in Starter Packs come with special, long-term Contracts (45 matches). One match uses up one of a player's Contracts, but if a player in your substitutes or reserves doesn't head onto the pitch at all, they won't use up a Contract.

## FITNESS

When you first find a player in a Pack, they will have full Fitness. As you play matches, your players will tire and their Fitness levels will drop. Players with low Fitness won't perform at their full potential and have a higher risk of injury.

To improve their Fitness level, highlight a player in the Active Squad menu, open the Actions menu, and select "Apply Consumable" to provide a Fitness item; from here, you can see the Fitness level of each player. The Suggested Consumables feature will notify you when you need to apply a Fitness improvement item.

Another way to recover a player's Fitness level is to place them in the substitutes or reserves section of your Squad. Players not used in a match will recover some of their Fitness.

## TRANSFER MARKET

The Transfer Market is the hub for purchasing, listing and selling items, as well as finding new players to increase your Squad's overall Chemistry Rating. Filter players by Name, Nationality, League, Club, Quality, Position, Chemistry Style or Pricing to easily find the ideal footballer to complement your Active Squad.

# KICK OFF

Select KICK OFF from the Play screen to jump straight onto the pitch and take on any club or national team in the game. Match Day will automatically update teams with their latest formation and starting lineup, as well as adjust the ratings of Players to represent their recent performances. Match Day requires a connection to EA servers. Kick Off has the following match types:

<b>Mystery Ball</b>	Each mystery ball carries a unique goal value that may increase as the match is played.
<b>King of the Hill</b>	Battle for possession inside a randomly spawning box to increase your goal bonus.
<b>Survival</b>	When you score, you lose a random player (to a maximum of 4).
<b>Long Range</b>	Goals scored outside the box are worth double.
<b>Headers &amp; Volleys</b>	Only goals from headers, volleys and direct from set pieces count.
<b>First To...</b>	Play a first to 1-5 goal/s match, where any mistakes are costly.
<b>No Rules</b>	No fouls and no offsides!
<b>Best of Series</b>	Set up a best of 3 or 5 series to determine the real couch champion!
<b>Cup Final</b>	Jump straight into one of many cup finals. No one will know you skipped a few rounds!

No matter how you play, with our stat tracking feature you'll be able to compete long into the night to see who is the best at *FIFA 20*!

# CAREER

Career is an immersive experience that offers you the chance to play through a lifelong football career. Career is split into two different areas—Manager and Player.

## NEW TO CAREER

This year, Career will provide its most visual experience yet. There'll be new scenes for Press Conferences pre- and post-match, more settings for transfers and, last but not least, unique menu visuals when playing with teams from LaLiga, Premier League, Bundesliga, Ligue 1 Conforama or MLS.

Fueling the newly added Press Conferences and Player Conversations is the new and improved Morale System, which adds more complexity to the dynamics of your club. Keeping the morale of your players high will also improve their performance, while a team with low morale will perform at a lower level.

## MANAGER CAREER

In *FIFA 20*, your managerial career will be more immersive than ever. With our new Morale System, you'll navigate Press Conferences and Player Conversations to strengthen your team and your reputation.

Take control of the financial side of your favourite club. Scout for high potential Players, keep Players and the Board happy, manage the budget and make key Player and Squad decisions as you take your club to the top. If you do well, you will also get the chance to manage a national team and compete in international competitions, such as the FIFA World Cup™.

As the newly-appointed Manager, you can choose to participate in immersive, real-time transfer and contract negotiations with other club representatives and agents. Alternatively, you can choose to delegate any negotiations from the new Transfers Hub, with your directive, if you wish to not be present in the talks.

Transfers in *FIFA 20* also feature bonuses and clauses, such as Sell-on Fees, Release Clauses and more.



Here are a few things you can expect to be in charge of as a Manager:

- Press Conferences (New)** A brand-new feature for FIFA 20, the Pre- and Post-Match Press Conferences are an immersive and interactive way to shape the future of your club. Dynamically generated talking points ensure that all dialogues are relevant, and cater towards each player's journey.
- Player Conversations (New)** Player Conversations are the main point of contact between the manager and the players. These conversations cover a wide array of topics in which the manager will have to navigate the relationships and expectations of the players, the club board and themselves.
- Manager Customisation (New)** In *FIFA 20*, players can individually express themselves by using in-depth customisation tools to create their manager's avatars. For the first time, players can choose their gender, and can change their avatar's look and outfits at any point in their Career.
- League-Based Customisation (New)** This year, you can enjoy authentic league branding with specifically tailored UI for the Premier League, LaLiga, Ligue 1 Conforama, Bundesliga and the MLS.
- Total Club Management** As the newly appointed Manager, you will be responsible for more than just your team's success on the pitch—you'll also be expected to work with the Board on multiple aspects of running a football club. You will be given short- and long-term goals across a variety of categories, including financial objectives, expanding the brand of your club and even growing the youth development program. The importance of each category will vary from club to club, so make sure you pay special attention to what is most critical to club success in the eyes of the Board.

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- Player Training** Train players to ensure they're prepared for game day. Various drills cover all categories your players need to be successful on the pitch. Monitor your team's trainable Attributes, Current Growth and Potential Growth.
- Global Transfer Network** Send scouts to different countries to scout the leagues, and set Scouting Instructions to find players who fit your criteria. Once you've found possible recruits, assign a scout to watch them and make the best decision for your team.
- Team Sheets** You can create multiple match day Squads to fit any scenario you encounter out on the pitch. You can create a Squad for your league, domestic cup or continental cup. Just visit the Squad panel and rename your Squads to suit their styles and help you remember when to put them to use!

## PLAYER CAREER

Create a Player, or take control of a single professional footballer as you play in leagues, cups and continental competitions to improve your skills and ultimately represent your national team. You'll receive in-game emails from your team's Manager and Board about their expectations, and you can even train your Player with practice drills to expedite their growth. You may also choose to retire and continue your career as a Manager.

## SKILL GAMES

Improve your football skills by completing challenges that test specific maneuvers, such as chip shots, free kicks and dribbling. As you master these abilities, you unlock Skill Challenges to become Legendary at each proficiency. Compare yourself to friends and others on the leaderboards for extra motivation as you progress through the levels.

*FIFA 20* uses gameplay analysis to provide personalised Skill Game recommendations! This feature identifies areas of improvement in your games, and then recommends a related Skill Game for you to fine-tune your abilities. The recommended Skill Games are provided before offline matches and within EATV. A connection to EA servers is required to receive recommended Skill Games.

## PRACTICE ARENA

From the Play screen, select PRACTICE ARENA (under Skill Games) to perfect your dribbling and shooting skills against the goalkeeper, or practice set pieces by pressing , , , or  while on the practice pitch. You can even choose whom to play with via the Play screen.

## ONLINE

### SEASONS

Seasons offers ranked online matches and the most competitive gameplay. As you play through 10 games per season, try to earn enough points to avoid relegation and gain promotion to the next division—or even win the division title. It won't be easy! Higher divisions mean tougher competition and promotion thresholds, so get ready for a true football challenge.

## CO-OP SEASONS

In Co-Op Seasons, team up with a friend to take down other teams in online 2v2. You can have separate seasons on the go for each of your friends.

Relegated this season? Now you have a friend to blame it on!

## PRO CLUBS

Join or create a Pro Club to play alongside friends and other *FIFA 20* players in online gameplay.

Compete in 10 games per season with your Club and try to gain promotion through the league divisions. Create and grow your online Pro by competing in Club or Drop-In matches. Teamwork is key if you're going to score goals, win matches and create the best Pro Player possible.

Drop-In matches are a great start to grow your Player. When you're ready, look for a Club on the Recommended Club screen that lists the people who follow you and which Club they belong to. You can also create your own Club and invite people you follow to join.

As the Manager of a Club, you can access the Transfers screen to review Club invites. As your Pro grows, review your stats and progress under My Pro.

## House Rules Cups

This year, *FIFA 20* is adding House Rules Cups to Pro Clubs. Play games with these special rule sets to add a spin to your games!

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| <b>No Rules</b>   | No offsides, no fouls and no bookings.  |
| <b>Survival</b>   | When a team scores a goal, one of their players is randomly ejected from the match. All players will be ejected first. Goalkeepers cannot be ejected. Each team can earn up to two red cards before the match is forfeited. |
| <b>Long Range</b> | Goals scored inside the box count for 1 point—goals scored outside the box count for 2 points.  |

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- Headers & Volleys** Only goals made from headers or volleys count for points (free kicks and penalties also count).
- King of the Hill** Maintain possession inside a randomly spawning box to increase your goal bonus. Your goal value decreases when you're outside the box. Nets start out locked, so goals will only count when you've achieved one goal bonus.
- Mystery Ball** When the ball goes out of play, it may return as one of five "Mystery Balls," giving its carrier a powerful boost in one category: Shooting, Passing, Dribbling, Speed or All. Mystery Balls also carry a goal value that increases throughout the match.

## ONLINE FRIENDLIES

Invite a friend to play a match online, and track your rivalry through five-game seasons to prove who has the most skills on the pitch—earn the most points over the five games to hoist the trophy. Keep the competition going with a new season as you try to defend your title, or take it away from your friends!