ANTH JAMES
GAMEPLAY OVERHAUL

INSTRUCTION
BOOKLET

EA SPORTS
FC 27™

ANTH JAMES GAMEPLAY

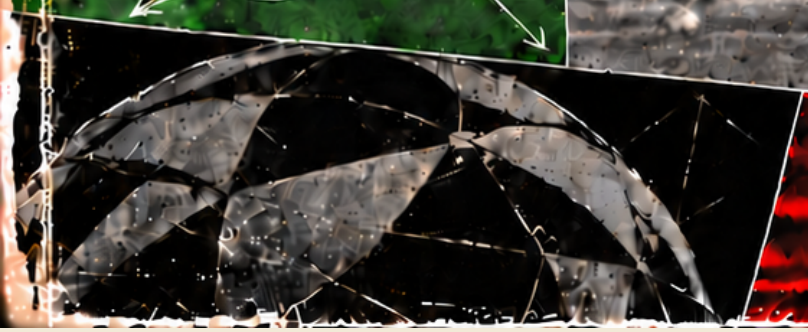
FOOTBALL FIRST.

REALISM.
BALANCE.
DEPTH.

KICK-OFF
SETUP
GAMEPLAY
FEATURES
OPTIONS
BEYOND THE TOUCHLINE









EA SPORTS IGNITE

PC

YOUR GUIDE TO FOOTBALL FIRST.

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01 / WELCOME

FOOTBALL FIRST.

Welcome to Anth James Gameplay Overhaul for FC 27.

I'm really excited about this one! If you're familiar with my work, you'll know that **gameplay has always been my priority.** It's where ALL of my time and energy goes, and this year, there's plenty to get excited about.



01 / WELCOME

My aim, first and foremost, is to bring the **FOOTBALL** back to football gaming. I'm not blind to the problems that exist in modern football games, especially FC. I'm very aware that the gameplay is primarily built around a competitive online audience.

That's why I've gone back to the foundations.

V1 is about establishing an entirely new gameplay environment built around one concept: **FOOTBALL FIRST.**

This year, we're taking things to a whole new level, with **DEPTH** at the heart of everything. The changes go far beyond what you might immediately notice. It's about creating an experience where you're encouraged to use your **football brain, not your gaming brain.**

Every change has been carefully developed, tested and refined, with enormous attention given to how everything works together.

I encourage you to approach the gameplay with an open mind, give yourself time to adjust and enjoy discovering the differences.

LET'S GO!



02 / PRE-MATCH SETUP

GAME SETTINGS

Before jumping into a match, it's important to make sure your game is configured correctly. These settings are essential to getting the intended gameplay experience.

INSTALLING THE MOD

You'll need the free **FIFA Mod Manager** to load the mod.

FC Live Editor is currently required to launch mods through FIFA Mod Manager. **See page 28 for details.**

IMPORT / APPLY / LAUNCH

01 / GAME TYPE

CUSTOM

Career Mode and Tournament Mode default to Authentic. Make sure you change these to **Custom** too.

02 / AUTHENTICITY FEATURES

ON

Don't read too much into the setting itself - it's simply about making sure the game uses the correct gameplay files.

03 / REGULAR SLIDERS

50 / 50, WITH THREE EXCEPTIONS

All regular sliders are already set to **50 / 50**, apart from the three exceptions below. These changes have also been applied for you - they're listed here for reference only.

SLIDER	USER	CPU
Intercept Error	**99**	**99**
Ball Deflection Error	**99**	**99**
GK Deflection Error	**99**	**99**

02 / PRE-MATCH SETUP

04 / CPU SLIDERS

CUSTOM / ALL 50

Keep every CPU slider at its default value of **50**.

Career Mode uses **Tactical** by default. Be sure to change this to **Custom** in your Career Mode menu.

05 / OTHER IMPORTANT SETTINGS

SETTING	VALUE
Difficulty	**Professional / World Class / Legendary**
Weather Effects	**OFF**
Player-Based Difficulty	**ON**
Attributes	**CLASSIC**
Competitor Mode	**OFF**

QUICK SETTINGS CHECK

SETTING	REQUIRED VALUE
Game Type	**CUSTOM**
Authenticity Features	**ON**
Regular Sliders	**Already configured - see exceptions below**
Intercept Error	**99 / 99**
Ball Deflection Error	**99 / 99**
GK Deflection Error	**99 / 99**
CPU Slider Preset	**CUSTOM - including in Career Mode**
CPU Sliders	**ALL 50**
Player-Based Difficulty	**ON**
Attributes	**CLASSIC**
Competitor Mode	**OFF**

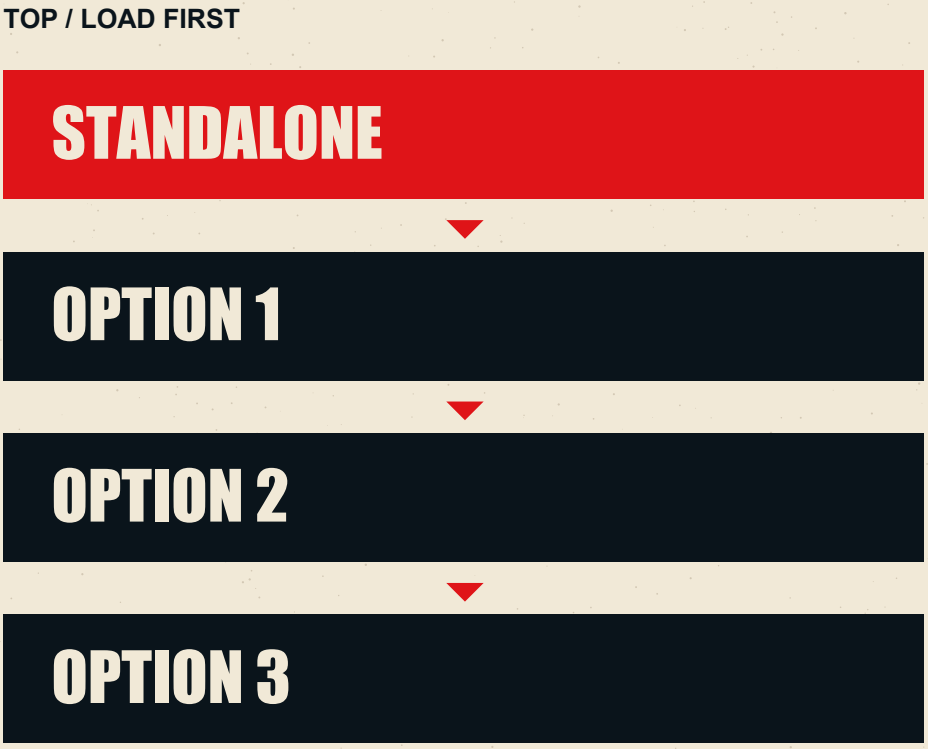
READY TO PLAY.

02 / PRE-MATCH SETUP

MOD ORDER

STANDALONE FIRST. OPTIONS BELOW.

Your Standalone is a complete gameplay mod. Options are optional adjustments used if you want to customise it further.



BOTTOM HAS PRIORITY

Options override elements of the Standalone.

PLAY FIRST. CUSTOMISE LATER.

Start with your chosen Standalone exactly as it is.
Once you've experienced the gameplay, then consider options to fine-tune it to your preference.

03 / GAMEPLAY FEATURES

GAMEPLAY FEATURES

Here is a breakdown of the new **FOOTBALL FIRST** environment being established in the mod, and what it means when you step onto the pitch.

01 / MOVEMENT RE-IGNITED

BRINGING BACK THE IGNITE ERA.

A defining breakthrough in V1 has been bringing the original IGNITE era turning and dribbling animations back into the on-ball movement.

The animations from the FIFA 14, 15 and 16 era have been re-established as the foundation for how players turn and dribble with the ball, dramatically reducing HyperMotion's influence in these areas. The result is a completely different feeling on the ball - a grounded feeling that hasn't been seen for years. It's about taking the hyper out of HyperMotion.

TURN AROUND THE BALL, NOT WITH IT.

Players now turn around the ball rather than dragging it unnaturally with them.

Turning has consequences. Momentum matters. Players can't instantly pivot, twist or recover from awkward positions without respecting their balance. This isn't about slowing down animations. It's about re-establishing that Ignite-based dribbling and turning foundation.

This fundamentally changes how you dribble, protect the ball and approach defenders. You have to make football decisions grounded in reality, rather than instantly twisting and sliding your way out of trouble. Movement not only looks far better, it immediately feels more grounded and stable.

03 / GAMEPLAY FEATURES

01 / MOVEMENT RE-IGNITED

CONTINUED

GROUNDED, BUT RESPONSIVE.

The objective isn't to make everything slow and sluggish.

Movement has been extensively reworked to feel grounded, weighted and natural while retaining the responsiveness needed to enjoy playing. Foot planting has been improved throughout, giving movement a more convincing connection to the pitch.

Players no longer unnaturally warp their bodies into position or instantly recover when caught off balance.

Individual ability remains important. Elite players move with greater control, while lesser players still behave like professional footballers.

This is movement built with both functionality and aesthetics in mind, designed to capture the feeling of your favourite football games of the past, with a modern twist.

> **A NOTE ON MOVEMENT**
>
> Those familiar with my work know that I include different movement bases in my mod. V1 introduces one extremely carefully balanced movement foundation. Additional movement styles and alternatives will be explored as development continues.



03 / GAMEPLAY FEATURES

02 / THE CONTEST

EVERY BATTLE MATTERS.

A central focus of V1 has been rebalancing the contest between attacker and defender.

For years, football games have leaned towards pace above all else. When speed becomes too dominant, the other mechanics break down, and the game becomes increasingly focused on running in behind.

Rebalancing this contest involves a huge range of elements, all carefully balanced to make the battle both **tactical and physical.** Movement, positioning, body contact, strength, pace and timing all need to work together, with each playing its part.

Quick players should be able to use their speed. Strong players should be able to use their body. Skilful players should be able to outwit an opponent. It's how these qualities interact within the contest that brings the football to life.

It's not all about pace, even Mbappé has to play football.

FIGHT FOR POSSESSION.

Players now fight more actively for possession, creating more physical battles across the pitch.



03 / GAMEPLAY FEATURES

03 / THE BALL RE-INVENTED

THE BALL IS FREE.

The ball has been extensively reworked to behave as a more independent part of the game.

Rather than feeling attached to players or artificially directed towards predetermined outcomes, it now moves and reacts more naturally throughout every phase of play, creating more organic, unpredictable gameplay.

WEIGHT, GRIP AND FEEL.

The ball now moves across the pitch with more weight and purpose. It grips the surface more convincingly, with natural bobbles and bounces rather than gliding across the grass like a marble.

There's also a more natural, rewarding curve and bend to its movement, giving passes and shots a more convincing sense of flight.

LOOSE, ORGANIC MOMENTS.

Blocks, deflections, interceptions, clearances, tackles and headers have all been reworked to create more natural, varied outcomes.

Winning a challenge doesn't automatically mean coming away with possession. The ball can spill into space, take an awkward bounce or fall between players, creating second-ball battles that keep the contest alive.

Clearances depend more on the situation too. Under pressure or off balance, a defender might only manage to clear the immediate danger rather than send the ball safely downfield.

SPEEDS RECALIBRATED.

Passing and shooting speeds have been carefully rebalanced to create more realistic ball travel across a wide range of situations.

From short passes to driven balls and powerful strikes, each has been tuned with attention to how quickly the ball should move and how it fits into the wider gameplay.

03 / GAMEPLAY FEATURES

03 / THE BALL RE-INVENTED

CONTINUED

EVERY PASS HAS A CONTEXT.

Passing now carries greater contextual depth. Playing across your body or attempting a first-time pass is more demanding, with the circumstances around the pass having a greater influence on its execution.

Body position, the height of the ball and the situation in which you make contact all matter. Creating the right conditions for a pass becomes part of the decision.

For V1, this is a relatively light implementation, focused on making passing respect the physical context of each action.

INTUITIVE PASSING POWER.

Passing power now has a more natural relationship with ball elevation.

With manual passing, holding the button longer produces greater elevation. With assisted and semi-assisted passing, distance also influences the trajectory.

The inspiration comes partly from the intuitive passing feel of classic football games, particularly PES.



03 / GAMEPLAY FEATURES

04 / A TOUCH OF CLASS

TOUCH BY ABILITY.

One of the biggest improvements concerns how player ability influences ball control.

Previously, creating a more free ball could affect every player too similarly.

In FC27 V1, touch has been approached entirely differently to previous years.

Elite players are considerably more capable of controlling difficult balls, particularly under pressure, while lesser players are more likely to struggle.

The speed of the ball, the player's body position, their movement and their individual ability all contribute. You now have to think differently depending on who you're playing with or against.



03 / GAMEPLAY FEATURES

05 / PLAYER PERSONALITY

ATTRIBUTES RE-SHAPED.

Player attributes have been recalibrated to create more meaningful differences between players, even within narrower ability ranges. You should now feel those differences between players competing within the same league.

For V1, the focus is primarily on **off-ball traits**.

FEEL THE PRESSURE.

Pressure has a greater influence on how players perform. Being closed down can unsettle a player, increasing the likelihood of mistakes and making it harder to execute cleanly.

Composure matters. Players with lower composure are more likely to struggle under pressure, while those with greater composure are better equipped to stay calm and retain control.

It's another reason to think about who has the ball, who's approaching and when to release it.

Want to take this further? The **Pressure Plus+** option increases these effects for those who want pressing to have an even greater impact.

QUALITY BEYOND THE BALL.

Quality isn't simply about dribbling, passing or shooting.

It also influences how players position themselves, recognise danger, track movement and respond to situations developing around them.

Elite defenders are quicker to recognise danger, more alert in their marking and more decisive when engaging opponents.

Lesser defenders are more likely to leave exploitable spaces or react less effectively.

TEAMS THAT FEEL DIFFERENT.

These changes create more noticeable distinctions between players and teams of different qualities.

A stronger side should feel different from a weaker one, particularly when you don't have possession.

Tactical style and team structure still matter, but individual ability plays a significant role.

03 / GAMEPLAY FEATURES

06 / THE SHAPE OF THE GAME

FOOTBALL THAT BREATHES.

Making football look and behave like football has been one of the biggest undertakings in V1.

Every position, distance and space has been carefully evaluated across different tactical setups, phases of play and situations throughout the pitch.

This goes far beyond moving a defensive line or adjusting a formation. It's about how players position themselves in relation to the ball, their teammates and their opponents, and how those relationships change as the match develops.

The objective is to move away from rigid, unnatural football and establish recognisable football shapes, with more realistic spacing and positioning throughout the team.

HOLD THE LINE.

Defensive lines have been extensively reworked.

High defensive lines no longer remain unnaturally attached to the halfway line. They can retreat more intelligently, creating a defensive cushion that allows midfielders to screen the back line.

Deeper defensive setups have also been rebalanced to prevent defenders from dropping excessively close to their own goal.

CONNECTED DEFENDING.

Midfielders respond more naturally to the ball and the movement around them.

They can provide cover, shift across the pitch, engage opponents and support the defensive line.

Wingers and forwards also contribute more naturally to the team's defensive structure, allowing for true modern low blocks when the situation calls for it.

PRESSING WITH PURPOSE.

Pressing has been rebalanced across tactical setups.

Higher defensive lines can apply greater, more intelligent pressure, while deeper and balanced defensive approaches place more emphasis on maintaining their structure.

> **A NOTE ON DEFENSIVE-LINE BEHAVIOUR**
>
> FC27's underlying defensive-line behaviour varies by difficulty and can limit how defenders engage and how differently teams respond. V1 makes significant improvements, although some restrictions remain.
>
> For more detail, see **“Understanding Defensive-Line Behaviour in FC27” in Beyond the Touchline, page 31.**

The objective isn't to make defending artificially stronger, it's to make defensive behaviours follow football logic.



03 / GAMEPLAY FEATURES

06 / THE SHAPE OF THE GAME

CONTINUED

ATTACKING POSITIONING.

The same philosophy extends to attacking play.

Players are no longer as rigidly separated into isolated zones.

Distances between teammates have been reworked to encourage more connected movement, support and involvement throughout attacks.

A massive focus has gone into ensuring teams attack as a unit, with every player connected and contributing to the attack in some way.

EVERY ROLE PLAYS ITS PART.

FC IQ roles and focuses have been dramatically reshaped to remove rigidity and isolation, encouraging far more natural behaviour - all without removing their individual identities.

For example:

Full-backs contribute more meaningfully to attacking phases and are no longer glued to the half-way line.

Midfielders support the players around them.

Wingers retain their tactical responsibilities while responding more naturally to the developing play.

Every role and focus has received very careful attention, right down to the smallest details of how each contributes to the team as a whole.

03 / GAMEPLAY FEATURES

07 / BETWEEN THE STICKS

OFF THE LINE.

Goalkeepers now come off their line naturally to close down attackers in one-on-one situations. This applies to all goalkeepers when the context calls for it.

KEEPERS WITH CHARACTER.

Goalkeepers have been rebalanced to create more meaningful differences in ability.

Average goalkeepers are less likely to produce extraordinary saves with the consistency of elite keepers.



03 / GAMEPLAY FEATURES

08 / SHUT IT DOWN

WIN THE BALL. DON'T WAIT FOR THE GAME TO WIN IT FOR YOU.

Tackling has been reworked to reduce automatic outcomes.

Defenders shouldn't be able to magically reach into challenges and win possession regardless of their positioning or timing.

TACKLES CAN BE MISSED.

Commit too early or approach a challenge poorly, and the attacker has a greater opportunity to escape.

Timing, positioning and commitment become more important.

ABILITY DECIDES THE DUEL.

Tackling, interceptions and winning the ball all scale with a player's ability. Elite defenders read danger and win challenges more consistently, while lesser defenders are more likely to be beaten.

> **A NOTE ON BALANCE**
>
> This is a carefully balanced area that will continue to be refined. Even small changes can shift the gameplay heavily in favour of the attacker or defender, so getting these interactions right requires enormous care.



03 / GAMEPLAY FEATURES

09 / THE OPPOSITION

A MORE DANGEROUS OPPONENT.

CPU attacking behaviour has been reworked to create a more challenging and varied opponent.

Building on the attacking connectivity described in **The Shape of the Game**, the CPU is more dangerous in the final third, more willing to threaten from different positions and better equipped to attack with variety.

QUALITY SHOWS IN ATTACK.

Player ability plays an important role. Elite attacking players and stronger teams are more dangerous, with better movement, decisions and finishing.

HARDER TO DISPOSSESS.

CPU players demonstrate greater awareness of their surroundings and incoming challenges.

They are more capable of protecting possession and responding to defensive pressure, particularly when controlling higher-quality footballers.

> **A NOTE ON CPU ATTACK**
>
> I've made tangible improvements for V1, although this area hasn't yet received the same development time as some others.



03 / GAMEPLAY FEATURES

10 / THE FINER DETAILS

CHANGE IT ON THE FLY.

D-pad tactical changes now take effect immediately, without the usual delay.

React to the match and make quick adjustments on the fly, without waiting for your changes to kick in.

MORE ROLES TO EXPLORE.

Several previously hidden **FC IQ roles and focuses** have been made available, giving you more ways to shape your tactical setup.

POSITION	ROLE	FOCUS
Goalkeeper	Ball-Playing Keeper	Attack
Striker	Roaming Striker	Attack
Striker	Roaming Striker	Versatile
Winger	False Winger	Attack
Winger	False Winger	Build-Up

03 / GAMEPLAY FEATURES

10 / THE FINER DETAILS

CONTINUED

MORE CONTROL OF YOUR CAMERA.

The standalone also restores several camera controls that were available in FC25 but subsequently removed.

These aren't gameplay changes, but they give you more control over how you see the action. You'll now find them in your in-game camera settings.

CAMERA SETTING	WHAT IT DOES
Far Side Focus	Controls how much the camera shifts towards the ball when play moves to the far side of the pitch. Higher values bring more of the far touchline into view.
Ball Tracking Speed	Controls how quickly the camera follows the ball, letting you adjust the balance between immediate tracking and a smoother, more broadcast-like delay.
Leading	Controls how far the camera looks ahead of play in the direction of attack.
Penalty Area Zoom	Controls how much the camera zooms in when the ball enters the attacking penalty area.

04 / OPTIONS

OPTIONS

MAKE IT YOUR OWN.

We all have our own interpretation of what realistic football should look and feel like, whether we realise it or not.

Even something as simple as the length of your matches can influence how you perceive player behaviour, the pace of play and the overall experience.

OPTIONS give you room to shape that experience - fine-tuning particular elements of the gameplay to better suit your own interpretation of realism.

THE COMPLETE EXPERIENCE COMES FIRST.

My gameplay mod isn't modular. You don't need to piece together a collection of options to get the complete experience.

Your chosen **Standalone** already provides that, with every element carefully developed and balanced to work together. Options are simply there if you'd like to adjust particular elements to suit your preferences. **Every option requires the main Standalone gameplay mod - options are not designed to be used on their own.**

I'd encourage you to experience the Standalone as it is first, then explore the options once you have a feel for the gameplay.

A GROWING COLLECTION.

Previous versions of my gameplay mod have featured **hundreds of detailed options**, offering an enormous amount of flexibility to fine-tune the experience.

The selection of options is relatively limited at launch, but it will grow as I hear more of your perspectives and experiences.

Options are available exclusively to members of the FULL GAMEPLAY PACKAGE Patreon tier.

AVAILABLE OPTIONS

The following pages break down the options currently available in V1 and explain what each one changes.

> **IMPORTANT:** In FIFA Mod Manager, place your chosen options **BELOW the main Standalone gameplay mod** in the mod list to ensure they take effect.

04 / OPTIONS

OPTIONS EXPLAINED

POSITIONING ALTERNATIVE - FINAL THIRD SPACE

Use this option if you want teams to defend their box with a slightly less compact block than you'll find in the main standalone mod.

This leaves more room around the edge of the area for build-up, cut-backs and combination play.

HIGHER PRESSING THRESHOLD OPTION

In the standalone, intense pressing kicks in once a team's tactical line height reaches **60 or above**.

This option raises that threshold to **90 or above**, reserving intense pressing for the most aggressive tactical setups.

Use this if you feel there's still too much intense pressing in your games and would prefer it to be limited to teams set up to press that aggressively.

COMPATIBILITY NOTE
This option cannot be used with any **Positioning Alternative** option. If you're using a Positioning Alternative, choose its equivalent Higher Pressing Threshold option instead.

POSITIONING ALTERNATIVE - FINAL THIRD SPACE + HIGHER PRESSING THRESHOLD

Combines **Final Third Space** with the **Higher Pressing Threshold** in one option.

Teams defend their box with a slightly less compact block, leaving more room around the edge of the area for build-up, cut-backs and combination play. The tactical line-height threshold for intense pressing also rises from **60 to 90**.

If you want both changes, use this option on its own. You don't need either of the separate options alongside it.

04 / OPTIONS

OPTIONS EXPLAINED

SHOT SPEED OPTION - PLUS+

Slightly more shot power than the standalone.

Use this option if you like the mod's realistic shooting but want shots to carry a bit more pace, or if shots from distance feel too easy to save.

SHOT SPEED OPTION - DEFAULT

Use this option if you want to revert to **default FC27 shooting speeds**.

This makes shots travel faster than they do in the standalone.

LOWER-RATED GOALKEEPERS - DEFAULT ABILITY

The standalone creates a greater difference between elite and lower-rated goalkeepers by reducing how consistently lower-rated keepers perform.

This option removes that adjustment, restoring **lower-rated goalkeepers to their default FC27 ability**. Elite goalkeepers are unaffected.

Recommended when using Shot Speed Option - Default. The standalone's goalkeeper balance has been developed around its slower shooting speeds. Restoring default shot speeds can leave lower-rated keepers feeling too weak, so pairing these two options helps maintain the balance.

It's also a good choice if you simply prefer lower-rated goalkeepers to be more competitive.

04 / OPTIONS

OPTIONS EXPLAINED

BALL SIZE OPTIONS

The standalone uses a slightly smaller ball than FC27's default. This is intentional and part of the mod's overall balance.

These options scale it back up towards default if you prefer a larger ball. Only the ball's size changes - **flight, curve and dip stay the same.**

Size +1: A barely noticeable step up from the standalone.
Size +2: Slightly larger.
Size +3: Noticeably larger.
Size +4: Close to default size.
Default: FC27's original ball size.

PRESSURE PLUS+

The standalone already includes a reworked pressure system. **Pressure Plus+** takes it to a more extreme level.

An intense press becomes something players genuinely have to deal with. They feel it sooner and it unsettles them more, allowing pressing teams to force more mistakes and rushed decisions.

The best players can still keep their composure, but most of the league will feel the pressure.

This area is still a work in progress, and something I'll continue to develop and refine.



04 / OPTIONS

OPTIONS EXPLAINED

CPU OPTION - PATIENT PLAY PLUS+

Use this option if you'd prefer a more patient, measured approach to CPU attacking play.

Teams take more time to work their way forward, using midfield combinations and supporting passes to retain possession while looking for openings.

The CPU still looks to threaten, but places greater emphasis on keeping the ball and choosing its moment to attack. This can make possession harder to win back, encouraging you to stay organised and pick your moments to press.

ATTACKING RUNS - MORE SELECTIVE

Use this option if you'd prefer more settled attacking movement.

Players are more selective about when they make forward runs, creating a calmer attacking shape.

If you find the standalone's attacking runs a little too frequent or chaotic for your preference, this option offers a more measured alternative.

COMPATIBILITY NOTE
Do not use this option with **CPU Option - Patient Play Plus+**. Patient Play Plus+ already includes a stronger implementation of these attacking run adjustments.

JOCKEY SPEED - SLOWER OPTION

Use this option if you find jockey movement a little too fast in the main standalone.

It takes the edge off jockey speeds, creating a more grounded feel when positioning and containing attackers.

If this makes the gameplay too easy for you, remove the option and return to the standalone's jockey balance.

05 / CONSIDERATIONS

BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

This section provides additional detail and important context around the gameplay, helping you understand how the mod works, what to keep in mind and how to get the most from the experience.

HOW DO I ACCESS THE MOD?

My mod is available to download through **Patreon**. Your support makes it possible for me to reinvest the time needed to keep building and developing the gameplay for you.

There are two tiers to choose from:

STANDALONES ONLY

For those who want the main Standalone gameplay mod without the additional options.

FULL GAMEPLAY PACKAGE

Includes the Standalones and all gameplay options. Remember, the collection of options will continue to grow substantially as development progresses.

I understand that some people have reservations about accessing mods through Patreon, and in many ways I understand those concerns.

But gameplay is something I work on for many hours each day, every single day of the gameplay lifecycle. This isn't something I prepare in a week and then keep asking people to pay for. I'm continually developing, testing and refining it to get the absolute most out of the gameplay for you.

The truth is, this mod simply wouldn't exist at the level it does without your generous support.

Thank you for making that possible.

Visit my website

Join me on Patreon

05 / CONSIDERATIONS

BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

LAUNCHING MODS.

You'll need **FIFA Mod Manager** to launch the mod. Make sure you're always using the latest version.

If you run into issues importing the mod, check your Mod Manager version first. An outdated version is often the cause.

You can find the latest version here: FIFA Mod Manager download.

FC LIVE EDITOR REQUIRED

FIFA Mod Manager currently requires **FC Live Editor** to launch the game with mods applied. This requirement is unrelated to my gameplay mod - it's part of the current process for launching mods through FIFA Mod Manager.

Each new Live Editor release becomes available for free after a seven-day early-access period.

Download FC Live Editor here: patreon.com/cw/xAranaktu

MOD COMPATIBILITY AND ORDER.

My mod only changes gameplay, so it's compatible with other mods that don't affect gameplay. **Don't use other gameplay mods alongside mine.**

When it comes to ordering my mod alongside other types of mods, the order generally doesn't matter. The exception is **goal net mods**, which should sit **BELOW** my gameplay mod to give them priority.

Order also matters when using my gameplay options. Your chosen options must sit **BELOW** the main Standalone gameplay mod so they take priority and their changes take effect.

HOW DO I KNOW WHAT THE OPTIONS DO?

This booklet includes a breakdown of the available options.

You can also read about each option directly in FIFA Mod Manager. Select the mod, then open the **Description** tab to see what it changes and how it affects the gameplay.

Read the descriptions before applying options - don't assume you know what they do based on the name alone.

05 / CONSIDERATIONS

BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

BE OPEN TO LEARNING A NEW APPROACH.

If you're expecting every mechanic to play the same way as default FC, you're going to be in for a surprise.

My mod goes beyond tweaking surface-level elements. It's more ambitious than that, and I'd encourage you to be open to learning a new way to play.

Certain elements might not feel quite as responsive or work in exactly the way you remember. That doesn't automatically mean something is broken. Give yourself time to adapt and understand how the mechanics now work together.

Solutions have to come from somewhere, and there's a reason behind every decision. Sometimes, executing a particular move will require a control you might not even have known existed.

Remember, it's all about depth!



05 / CONSIDERATIONS

BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

UNDERSTANDING THE 1V1 DEFENSIVE SYSTEM.

If you're new to FC gameplay, defending might feel strange at first. It's important to understand the system before writing off the experience.

I've spent years working to understand the 1v1 system and reduce its influence. It's now far less impactful than it used to be, but understanding what it does remains important - especially when controlling your own team.

Introduced in FIFA 20, the **1v1 defensive system** fundamentally changed how defending works.

It's an underlying off-ball mechanic designed to make defending more manual, placing greater responsibility on you rather than relying entirely on AI-controlled teammates.

Essentially, the system encourages one defender to actively engage the ball carrier, while surrounding defenders tend to maintain their positions rather than automatically closing down opponents.

This affects both USER and CPU defending, although its influence is often more noticeable when you're defending yourself.

I've made significant adjustments in V1 to improve defensive engagement, tracking and positioning. However, the underlying 1v1 system remains part of FC27.

WHAT DOES THIS MEAN FOR YOU?

You'll need to take an active role in defending. Switching players, manually positioning defenders, closing passing lanes and using second-man press to engage an opponent while you position another player to provide cover are all important parts of the experience.

Players you're not actively controlling can revert to their formation or appear passive. This isn't simply “dumb AI” - it's a mechanic you need to understand and learn to work with.

With time, these decisions become second nature, and you might even enjoy the added responsibility.

Rather than expecting the AI to handle every defensive situation automatically, you'll be rewarded for anticipating movement, recognising danger and making good defensive decisions.

READ THE GAME. DON'T JUST CHASE THE BALL.

05 / CONSIDERATIONS

BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

UNDERSTANDING DEFENSIVE-LINE BEHAVIOUR IN FC27.

On World Class and Legendary, I've identified an underlying behaviour where defensive lines tend to become overly flat, with defenders reluctant to step away from their line to engage opponents or track attacking movement.

I suspect this is a deliberate stylistic choice by EA, potentially intended to increase the challenge on higher difficulties. However, it doesn't always reflect natural footballing logic.

I've made substantial changes to rebalance this behaviour, significantly improving how defenders respond, engage and maintain their shape. You'll notice a considerable difference, although some underlying limitations remain.

These underlying restrictions also make it more difficult to create clear differences between teams. I've worked to bring out more individuality, but this shared defensive-line behaviour can still limit how differently teams respond in certain situations.

I've also raised this issue directly with EA in the hope that it can be addressed more fundamentally in the future.

Interestingly, **Professional difficulty doesn't exhibit the same defensive-line restrictions**. Defenders are naturally more willing to step away from their line, engage opponents and respond to attacking movement.

With this in mind, I've worked extensively to make Professional as challenging as possible while preserving that freedom. However, it won't quite match the overall difficulty of Legendary.

Ultimately, World Class and Legendary offer a greater challenge with substantially improved defensive positioning, while Professional provides a more unrestricted foundation for defensive-line behaviour.

Both are viable options, depending on the experience you're looking for.



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BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

DON'T FORGET YOUR TACTICAL SETUP.

DETAILS MATTER.

Movement and positioning are more natural, but the details of your tactical setup still matter.

If a particular player isn't quite where you want him to be, remember to check both his **FC IQ role and focus** and your team's tactical setup in **Team Management**.

Both have been reworked to encourage more natural, less rigid behaviour, while offering more detail than ever. Your team's shape and the way the game plays can look very different depending on the setup.

Don't overlook the details - make sure your tactical setup reflects how you want your team to play.



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BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

TEMPORARY SPEED INCREASES.

EA SPORTS FC can occasionally speed up or slow down seemingly at random. This is a long-standing quirk of the game and isn't caused by the gameplay mod.

When it happens, the entire game can feel unusually fast. Movement, animations, reactions, collisions and general gameplay can suddenly feel almost **turbocharged**.

The good news? **It will settle and return to normal.** Sometimes this takes a few hours, occasionally a few days.

If you've just installed the mod, keep this in mind before judging the intended gameplay speed, particularly if everything suddenly feels unusually quick.

I've worked extensively in V1 to ensure these fluctuations remain manageable. The gameplay should still feel relatively natural in either state, even if some sessions feel noticeably faster or slower than others.

And despite what you might have heard, there's no magic game-speed toggle that fixes this. What some people attribute to a hidden fix is simply the effect of changing speed and acceleration sliders.

Unfortunately, there's no guaranteed solution. But trust me, **it will pass.**



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BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

SLIDER CHANGES.

As you've probably gathered throughout this booklet, many elements of gameplay are incredibly delicately balanced. That's why I always recommend sticking to the suggested slider settings.

However, I also understand that you might want to fine-tune certain things to suit your preferences.

And that's absolutely fine!

Some adjustments, such as passing speeds, ball heights or shot speeds, generally won't have a dramatic impact on the broader gameplay balance.

Where I'd strongly recommend being more cautious is with **speed, acceleration, dribbling and positioning**. These are particularly sensitive areas, with countless interconnected behaviours that have been carefully balanced.

You're welcome to experiment with **foul-related CPU sliders, build-up and shot behaviours** - these are all there for you to adjust to your preferences.

Just remember that I've already made changes to many behaviour-related areas of the gameplay. Make adjustments based on **your own experience with the mod**, rather than assumptions about how default FC plays.

As long as you're aware of that and comfortable taking responsibility for those adjustments, the choice is entirely yours.

A NOTE ON EA'S AUTHENTIC SLIDERS

My mod changes EA's Authentic sliders to match the required settings for my gameplay. If you want to restore EA's Authentic gameplay, simply remove my mod.



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BEYOND THE TOUCHLINE

ADDITIONAL INFORMATION

THE BEGINNING, NOT THE END.

V1 brings together the first month of work on this new gameplay environment. There are still areas I haven't yet been able to address, with much more detail to come in physicality, difficulty and differentiation. I work on the mod every single day, and this is the beginning, not the end.

REALISM YOUR WAY.

The line for my mod has always been **“realism your way.”** Those familiar with my work know how much I value differentiation and room for your own interpretation of football.

I know there will be different opinions about what should be faster, slower or behave differently. That's absolutely fine. I just ask that you give me time to develop it and **zoom out and see the bigger picture.**

Elements connect and mechanics matter. Every change needs to make sense within the gameplay as a whole, and I'll always be honest with you guys about that.

THE PROCESS, NOT PERFECTION.

Over seven years and thousands of hours in these files, I've learned that gameplay isn't always simple or linear. A file name can suggest one thing while the pitch tells a different story, and changing one behaviour can affect several others.

I'm never claiming perfection. I understand the shortcomings in the default gameplay, but in my opinion FC in **THIS form** plays nothing like default FC. My work is detailed and specific, and I base my claims on **tangible differences I can observe on the pitch.**

I love the classics too, but I strongly believe this experience deserves an open mind. Give yourself time to explore the differences and find what works for you.

And we're just getting started!