



AWARNING Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

- 03 COMPLETE CONTROLS
- 13 THIS YEAR IN FIFA
- 14 STARTING THE GAME
- 15 PLAYING THE GAME
- 17 THE JOURNEY
- 18 FIFA ULTIMATE TEAM (FUT)

- 22 KICK OFF
- 22 CAREER
- 24 SKILL GAMES
- 24 ONLINE
- 26 LIMITED 90-DAY WARRANTY
- 27 NEED HELP?

COMPLETE CONTROLS

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

| MOVEMENT | |
|----------------------|-----------------|
| Move player | 0 |
| First touch/Knock-on | स्य + 😯 |
| Sprint | ल (hold) |
| Stop and face goal | 🕩 (release) + 🝱 |
| Protect/Jockey | 🔟 (hold) |
| Face up dribbling | IT + RT |
| Skill moves | 0 |
| Stop ball | 🕩 (release) + 🕅 |

| ATTACKING (SIMPLE) | |
|--------------------------|---------------------------|
| Short pass/Header | ٥ |
| Lob pass/Cross/Header | & |
| Through ball | • |
| Shoot/Volley/Header | 3 |
| No touch small feints | RB |
| Chip shot | IB + B |
| Finesse shot | RBA + B |
| Low shot/Downward header | 3 + 3 (tap) |
| Fake shot | ❷, ❷ |
| Fake pass | ❷. ❷ |

| ATTACKING (ADVANCED) | |
|-------------------------------|---------------------------|
| Protect ball (when dribbling) | D . |
| Lobbed through ball | LB + Y |
| Threaded lobbed through ball | RB + 18 + Y |
| Driven lob pass/Cross | RB + ⊗ |
| High lob/Cross | ■ + ※ |
| Ground cross | ⊗ + ⊗ (tap) |
| Call for support | RB (tap) |
| Dummy a pass | RB (hold) |
| Cancel | LT + RT |
| Flair pass | D + ② |
| Flair shot | D + 3 |
| Driven ground pass | RB + A |
| Threaded through pass | RB. + Y |
| Let ball run | 🖴 + 🤁 (first time) |

| TACTICS | | |
|-------------------|-------------|--|
| Offside trap | ô, ô | |
| Team press | Ô, Q | |
| Swap wings | Ô, ၹ | |
| CB joins attack | Ĉ,⇔ | |
| Counter attack | Q, Ô | |
| High pressure | Q, Q | |
| Possession | Q, © | |
| Long ball | ℚ, ⇔ | |
| Change mentality | (C) / C) | |
| Quick substitutes | स | |

+ **(**

Slow dribble

| DEFENDING | |
|------------------------------------|---------------------|
| Change player | LB |
| Switch player (manual) | G |
| Tackle/Push or pull (when chasing) | 3 |
| Pull and hold (when chasing) | ③ (hold) |
| Sliding tackle | ⊗ |
| Clearance | 3 |
| Physical Tackle/Push/Pull/Jockey | 🔟 (pull and hold) |
| Contain | (hold) |
| Teammate contain | 🙉 (hold) |
| Running jockey | I + a |
| Quick get up (after slide tackle) | ⊗ |
| Hard tackle | ③ (hold) |

| GOALKEEPER | |
|------------------|---------------------|
| Drop kick | ⊙ / ⊗ |
| Throw/Pass | © |
| Charge/Drop ball | • |
| Switch to GK | View button |
| Driven throw | RB + A |
| Driven kick | RB. + ⊗ |
| Cover far post | 🏟 (hold) |

| SET PIECES – FREE KICKS | |
|--------------------------|--------------|
| Adjust position | © |
| Ground pass | ٥ |
| High pass/Cross | & |
| Curled shot | B |
| Driven shot | (B + B) |
| Wall jump | • |
| Wall charge | ٥ |
| Move wall | u / ल |
| Wall creep | RB |
| Apply curl during run up | 0 |
| Select kick taker | RT |
| Add kick taker | RB_/ JU |

| SET PIECES – FREE KICKS (ADVANCED) | | |
|------------------------------------|---------------------|--|
| Call 2nd kick taker | U | |
| 2nd kick taker curled shot | 5 + 3 | |
| 2nd kick taker layoff pass | u + 🖎 | |
| 2nd kick taker layoff chip | □ + ⊗ | |
| 2nd kick taker run over ball | v + 3, 4 | |
| Call 3rd kick taker | RB | |
| 3rd kick taker curled shot | 8B + B | |
| 3rd kick taker run over ball | RB + B, A | |

| SET PIECES – CORNERS AND THROW INS | |
|------------------------------------|---------------------|
| Corners (lob cross) | ⊗ |
| Corners (pass) | A |
| Change player | ß |
| Aim kick | • |
| Apply kick power | ⊗ |
| Call player short | D |
| Movement along the line | • |
| Short throw in | A |
| Short throw in (manual) | Ÿ |
| Long throw in | ⊗ |
| Move throw in receiver | • |
| Fake throw | ⊗ + ⊘ |
| Turn Aim indicator ON/OFF | ô |

| SET PIECES – PENALTIES | |
|------------------------------|-----------------------------------|
| Shoot | в |
| Aim | 0 |
| Adjust position | 0 |
| Stutter/Slow jog | D |
| Sprint | RT |
| Turn Aim indicator ON/OFF | Ô |
| Select kick taker | RT |
| Finesse shot | RBA + (B) |
| Chip shot | ■ + B |
| Goalkeeper dive | 0 |
| Goalkeeper move side to side | (move side to side) |
| Goalkeeper gestures | ⊗/ Y / B / A |

| BE A PRO: PLAYER (ATTACKING OFF THE BALL) | | |
|---|---------------------|--|
| Call for pass | A | |
| Call for hard ground pass | RB. + A | |
| Call for through pass | • | |
| Call for threaded through pass | RB. + Y) | |
| Call for lobbed through pass | □ + ♡ | |
| Call for far lobbed through pass | (B + RB + ♥ | |
| Call for cross | ⊗ | |
| Call for ground cross | RB. + ⊗ | |
| Call for high cross | ₽ + ⊗ | |
| Suggest shot | в | |

| BE A PRO: GOALKEEPER (ATTACKING OFF THE BALL) | | |
|---|-------------|--|
| Call for or suggest pass | 0 | |
| Suggest through ball | v | |
| Suggest cross | 8 | |
| Suggest shot | 8 | |
| Toggle camera target | View button | |

| BE A PRO: GOALKEEPER (DEFENDING OWN BOX) | |
|--|-------------|
| Dive | 0 |
| Autopositioning | 💷 (hold) |
| 2nd defender contain | 🙉 (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) | ு (hold) + டி |

| 2 STAR MOVES | |
|----------------------------------|----------------------|
| Body feint (left or right) | (®/®) (flick) |
| Stepover (left or right) | 8, 8, 40/8, 8, 0 |
| Reverse stepover (left or right) | (B, G, G/B), G, G |
| Ball roll (left or right) | (®/®) (hold) |
| Drag back | 🙉 + 😃 (flick) |

3 STAR MOVES

| Heel flick | ଢ଼ି, ♀ (flick) |
|--------------------------|---|
| Flick up | 3 , 3 , 3 (flick) |
| Roulette (left or right) | ©, ©, ©, ©, Ô, Ô, Ø, Ø ©, O, O, Ò, Ô, Ô, O |
| Fake left and go right | (O, O, O, O, O) |
| Fake right and go left | ®), © , © , ® , ® |

4 STAR MOVES

| 4 STAR MOVES | |
|--|--|
| Ball hop (while standing) | 🐞 (tap) |
| Ball roll cut left (while standing) | (hold), 😘 (hold) |
| Ball roll cut right (while standing) | 🖚 (hold), 🤀 (hold) |
| Heel to heel flick | ô , 0 (flick) |
| Simple rainbow | @ , ô , ô (flick) |
| Advanced rainbow | 🤨 (flick), 🕏 (hold), 🕏 (flick) |
| Feint left and exit right | (G, G, G, G, G) |
| Feint right and exit left | (a), (b), (b), (c) |
| Spin left | ●, ● |
| Spin right | 0 , 0 , |
| Stop and turn left/right (while running) | 🙃, 😘 (flick)/🙃, 🐿 (flick) |

5 STAR MOVES

| Elastico | ₿, ₿, ₿, ₡ |
|---|---|
| Reverse elastico | (C), (C), (C), (C) |
| Hocus pocus | ③ , ❷, ⑷, ❷, ❷, �, Φ |
| Triple elastico | ② , ③ , ③ , ③ , ② , ④ |
| Ball roll and flick left (while running) | 🕪 (hold), 🙃 (flick) |
| Ball roll and flick right (while running) | 🔞 (hold), 🙃 (flick) |
| Quick ball rolls (while standing) | (hold) |
| Flick over | 🙃 (hold) |
| Sombrero flick (while standing) | 🙃, 🙃, 🥲 (flick) |
| Turn and spin (left or right) | ② , ⋘ (flick)/ ③ , ↔ (flick) |
| Ball roll fake left (while standing) | ((hold), ((flick) |
| Ball roll fake right (while standing) | (hold), 😘 (flick) |
| Rabona fake (while jogging) | □ + ⊗ / 3 , △ + 9 |
| Drag back spin (left or right) | |

| 5 STAR JUGGLING TRICKS | |
|--------------------------|--|
| Laces flick up | ፱ + ඎ (hold) |
| Sombrero flick backwards | (hold) |
| Sombrero flick left | ((hold) |
| Sombrero flick right | (hold) |
| Toe bounce left | ♠ (hold) |
| Toe bounce right | (hold) |
| Around the world | ©, @, @, @, @, @, @, @, ©, @, @, &, &, &, @ |
| Double around the world | ©, Ø, ©, Ö, Ô, Ô, Ø, Ø, Ø, Ø, Ø, Ø, Ø, |
| In air elastico | ♠ (flick)/♠, ♠ (flick) |
| Flick up for volley | 🕠 (hold) |
| Chest flick | 👣 🍑 (tap), 🐞 (triple tap) |
| T. around the world | @, @, @, '&, &, &, |

THIS YEAR IN FIFA

Experience the most thrilling football moments to date in *FIFA 18* powered by Frostbite $^{\text{TM}}$.

Authenticity is the name of the game this year in *FIFA 18*. The all-new animation system—Real Player Motion Technology—makes this the most responsive *FIFA* yet, with players like Cristiano Ronaldo and Raheem Sterling feeling just like their real-life counterparts. New Team Styles ensure that whether you are playing against the tiki taka of Barcelona, the high-pressure defence of Bayern Munich, or the counter attack of Leicester City, each opponent provides a unique challenge from game to game. Furthermore, Regionalisation makes each stadium feel a world apart, from the skinny banners and bouncing crowds of La Bombonera to the cold, rainy nights in Stoke.

The Journey continues in *FIFA 18*! Step into the shoes of Alex Hunter once again and continue his meteoric rise to football stardom. Make big career moves, shape his personality, and decide his future as you experience the second chapter of this groundbreaking story mode.

What's more, we've added Squad Battles, Objectives, and chants to make FUT more compelling than ever. New online options, major visual enhancements, additional broadcast packages, and improvements to commentary and crowds help round out this year's game.

STARTING THE GAME

SET ONTO THE PITCH

Get ready to experience the true-to-life game of football in FIFA 18.

The first time you launch the game, you'll step into the shoes of Cristiano Ronaldo and Real Madrid as they attempt to find a Madrid derby winner. During this match, the difficulty level will auto-adjust to help determine your skill level in FIFA 18.

FIFA TRAINER FOR NEW PLAYERS

If you're new to *FIFA 18*, 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 18* main menu.

THE CHOOSE YOUR CLUB, DIFFICULTY, AND CONTROL SETTINGS

When you log in to the EA servers, you'll have the opportunity to select your favourite team, difficulty, and control settings. Your favourite club's crest will feature beside your name in EA SPORTS™ Football Club, so all of your friends playing *FIFA 18* will know which team you support.

TONNECT WITH EA SPORTS FOOTBALL CLUB

Stay connected to your favourite team in *FIFA 18*. If you choose to connect to your favourite club through EA SPORTS Football Club, you'll have access to club news and promotions.

NEARN 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* 18. You'll also receive rewards for past progress in *FIFA* 17 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 18, including

The Journey, Career, Tournaments, and Ultimate Team.

Online Jump into online modes such as Seasons, Pro Clubs, and

Online Friendlies.

Customise Fine-tune your FIFA 18 experience here. Adjust settings,

review the controls, edit your teams, and even customise your

music playlist in EA SPORTS™ Trax.

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 it.

GAME SCREEN



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, depending on how realistic you want your matches to be.

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.

SAVING AND LOADING

FIFA 18 uses an autosave feature that automatically saves your progress and most recent Settings. Do not turn off your Xbox One while the autosave icon is displayed, or you will lose all unsaved information.

THE JOURNEY

EA SPORTS' critically acclaimed Story mode returns in FIFA 18, allowing you to once again experience football drama on and off the pitch as rising star Alex Hunter. Continue The Journey with all-new player customisation options, a starstudded support cast, and impactful decisions that uniquely shape the direction of Alex's burgeoning career. Tour the football world, from a summer break in Brazil to a pre-season tour in Los Angeles, as Alex Hunter experiences diverse football landscapes in a truly global journey.

Have a friend who wants in on the action? Play The Journey as a team through local multiplayer and experience the on-pitch action together.

MAKING YOUR MARK

The Journey is all about living the dream of becoming a football star, blurring the lines between the virtual and real worlds of football. Complete training, perform in matches, and make choices that shape who Alex Hunter becomes.

Cinematic scenes tell the story of Alex's global football adventure, whether they be new experiences in far-flung countries or the challenges Alex overcomes along the way. In many of these scenes, you make critical dialogue choices that dictate Alex's confidence and personality.

His career will have highs and lows. Every choice you make—in interviews, in games, and in life off the pitch—will shape the footballer he becomes.

FIFA ULTIMATE TEAM (FUT)

FIFA Ultimate Team returns! Create your dream team, compete in a variety of single-player and online modes, acquire Players to build Squads with high Chemistry, and feel the atmosphere with thousands of authentic chants. Find Players in Packs, or purchase and sell items through the Live Transfer Market to build your Ultimate Team.

SQUAD BATTLES

In Squad Battles, you play for a spot on the weekly leaderboard. Multiple times a day, you will encounter new lists of opponents to play against, all of whom were created by real players around the world. By the end of the competition, you will be awarded prizes based on your final rank—the higher the rank, the better the prize.

If you are looking to boost your overall point score, the Featured Squad can help you with that. Featured Squads are teams set up by popular FUT community members, and even real players and clubs. If you manage to beat the Featured Squad, you are awarded a set amount of points, no matter what difficulty you chose to play on.

OBJECTIVES

Put your skills to the test and earn rewards by completing Objectives. Make transfers, fine tune your Squad, and reach targets on the pitch to earn Coins, Packs, and other in-game rewards. Every day, your Daily Objectives will refresh and you'll be given new Objectives to complete. Many of these challenges can be completed right on the Web and Companion Apps. Make sure to check back daily to maximize your rewards!

FUT 18 also features a weekly set of Objectives to complete. These require more time and effort than Daily Objectives, but will also feature bigger rewards! With up to five new Daily Objectives every day and up to 10 new Weekly Objectives every week, there's always something new to do in FUT 18!

▼ SQUAD BUILDING CHALLENGES

In this mode, test your Squad building abilities as you create Squads that match specific requirements. Once you meet them, you can exchange your Squad for exciting rewards.

Play Squad Building Challenges on your console, or take it with you and play on the Mobile Companion App to improve your Club!

THE FUT CHAMPIONS

FUT Champions brings you the highest level of head-to-head competition in FIFA Ultimate Team! Play in the Daily Knockout tournaments to earn prizes, including access to the Weekend League. In the Weekend League, you'll have a limited amount of time to compete against other qualified players for the best prizes available anywhere in FIFA Ultimate Team.

Earn your competitive ranking, win prizes, and reach for glory in FUT Champions.

TO DRAFT MODE

Draft mode is another way to play FIFA Ultimate Team, giving you the ability to play with Players you don't own. You'll have the opportunity to draft a random selection of all Players available in FUT, including In Forms! Fill in each position to build your Squad and then compete in a single-player or online multiplayer four-round knockout competition.

The higher you finish in the competition, the bigger the rewards will be.

****** SEASONS AND FRIENDLY SEASONS

Challenge your team and reap the rewards in Seasons.

Seasons consist of 10 games, playable in single-player or online multiplayer competitions. Win enough games to try and secure promotion or even clinch the league title! In this mode, the promotion, hold, and relegation system means that losing a match doesn't eliminate your team from the Season, giving you the opportunity to bounce back from defeat. Earn bigger rewards as you work your way up from the 10th division to the 1st—the higher you rank, the bigger the reward.

Friendly Seasons allows you to challenge your friends in a five-match Season format. Keep track of your record and other stats, and then claim bragging rights over your friends!

CHEMISTRY

Chemistry is essential to make your Ultimate Team successful. Although an all-star team can help you shine on the pitch, your Squad should also have the right Chemistry to maximize performance. The higher your Chemistry, the better your team performs during matches, giving you a better chance of winning games.

While viewing your Active Squad, your team's Chemistry Rating appears in the upper right corner. Place Players in their preferred positions and match Players' Nationality, League, and Club Chemistry to improve your team's rating—green lines indicate strong links between Players. Having the right Manager and earning Loyalty can also help improve your Chemistry.

Swap your Players around on the Active Squad screen or add new ones from your Club or the Transfer Market to find the ideal balance for your team!

Chemistry Styles

Each Player in Ultimate Team has a Chemistry Style. Combine complementary Chemistry Styles to best improve your team's overall tactics. Arrows appear beside potentially affected attributes based on specific Chemistry Styles, changing from white to green as your Player Chemistry improves.

Styles used to upgrade Player attributes will remain with them until a new Style is applied. You can find Chemistry Styles in Packs and through the Transfer Market.

TONTRACTS

Before Players can excel out on the pitch, they need Contracts to play matches. When viewing your Active Squad, highlight a Player, access the Actions menu, and then select APPLY CONSUMABLE to apply a Contract to a Player. Move to switch to the status info view and see the remaining Contracts for every Player. The Suggested Consumables feature can show you when you'll need to apply a Contract to a Player.

Players found in Packs start with seven Contracts. To give you a head start, each Player from your Starter Pack comes with special long-term Contracts (45 matches). Each match played uses up one Contract, but if a Player in your subs or reserves doesn't head onto the pitch at all, he won't use a Contract for that match.

FITNESS

As you play matches with your Squad in FIFA Ultimate Team, your Players will tire and their Fitness levels will start to drop. Players who have a low Fitness level won't perform at their full potential, and they also risk getting injured in a match.

When viewing your Active Squad, highlight a Player, access the Actions menu, and then select APPLY CONSUMABLE to apply a Fitness consumable item. Move to switch to the status info view and see the Fitness level of every Player. The Suggested Consumables features can show you when you'll need to apply a Fitness item to someone.

Another way to recover a Player's Fitness level is placing them in the Substitutes and Reserves section of your Squad. If they're not used in a match, these Players recover some of their Fitness.

NOTE: Players found in Packs start at full 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 rating and 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 in 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.

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.

> 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 email 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.

MANAGER CAREER

Take control of the financial side of your favourite club and please the Board. Scout for high potential Players, keep Players 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.

The addition of interactive transfer negotiations is one of the biggest innovations to the mode this year. Now, 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 18* also feature a new level of depth with the addition of 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:

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.

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!

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.

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 \mathbb{Q} , \mathbb{O} , $\widehat{\mathbb{O}}$, or $\widehat{\mathbb{O}}$ 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 18* 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.

NONLINE 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.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect. This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: http://warrantyinfo.ea.com

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

■ Online Support & Contact Info For FAQs, help articles, and to contact us, please visit help.ea.com.

▼ Twitter & Facebook Support Need a quick tip? Reach out on Twitter to

@askeasupport or post on facebook.com/askeasupport.