

FIFA 14 is out 27 September



THE SIX THINGS THAT STILL NEED FIXING

There are plenty of other things we'd like changed. And there's still time for this little lot to happen...

- MIX-AND-MATCH KITS**
If you've ever played a team in dark navy and the ref is in black, you've felt this pain. Why can't we mix home and away kit components? And choose what Derek Millborrow is wearing when he sends us off, too?
- SET-PIECE PASS FAILS**
About as useful as Arsenal Wenger's chequebook, short passes from both goal and free-kicks are too easily intercepted and put your opponent clean through.
- CLASSIC TEAMS**
FIFA 2000 let you play with some of history's greatest XIs – such as Ajax of the 1970s – so why can't we do it now? Like, er, Wigan's FA Cup winners of 2013...
- ONLINE TEAM LIMITS**
Bored of constantly playing Real Madrid or Barcelona online? Us, too. There could be a limit so you only have to play the "cheat" teams two or three times per season.
- OPPONENTS' REPLAYS**
Being forced to watch online rivals' crappy goals is as enjoyable as eating glass. Make it stop, please. Please.
- CORNER GOALS**
We've won the lottery more times than we've either scored from – or successfully defended – a corner in *FIFA 13*. And we've never won the lottery...

FIFA 14 FIRST PLAY!

The best football game in the world. AGAIN!

The next installment of the world's finest football sim is getting closer. So we fired up the console to find out why it will be the best yet...

Summer can be a downer: the football ended a lifetime ago, there's no international tournament and our copy of *FIFA 13* is under more strain than Tulisa's lawyer. Fortunately, the chaps behind the life-stealing *FIFA* series invited us round their gaff to give *FIFA 14* a first-ever once-over – and show us how they've improved on last year's effort...

Pure shot

FIFA 13 problem Every shot arrows into the top corner.
FIFA 14 solution Rather than all shots flying like an Exocet in an arrow-straight line, they're now reliant on bodyshape and ability. All takers, from a Gerrard blaster to Cristiano Ronaldo's big dippers, can be achieved. Added real physics also make a big difference, as the ball chops, changes and swerves about, making well-hit goals feel satisfying and rewarding.



Protect the ball

FIFA 13 problem Players lose possession too easily.
FIFA 14 solution Dominating midfield and dictating the tempo is more important – and much easier – thanks to added fighting spirit. A player's strength is vital as they tug and tussle, and we could see the difference with players like Gareth Bale, as he holds off opponents while on a storming run. Plus, there's no sign of him taking a suspicious tumble once he gets into the penalty box...



New dribbling

FIFA 13 problem Bog-standard dribbling meant you often ran into trouble.
FIFA 14 solution New ball control lets skillful players stand out. Those less-gifted are more likely to stumble around and lose possession. When he wasn't gnawing on an arm, you could see how good Luis Suarez is with the ball, knocking it into space and working brilliant positions. This helps hugely with wing play, as we sprinted into space and curved in a crucial first-time cross.

Lofted through balls

FIFA 13 problem Long balls had more chance of decapitating a fan than finding a teammate.
FIFA 14 solution You can now curl the ball high and around opponents, to deliver precision passes – or to send it into space. This is devastating, particularly if you play on the counter and have good ball-playing deep midfielders, like Michael Carrick. A press of a button and you go from defending to celebrations in seconds.

