

Game Settings

L1 Gameplay **Match** Camera Visual Rules Audio User Sliders CPU Sliders Accessibility **R1**

Half Length 5 minutes

Half Length

Choose how many minutes you want each half to last.

Difficulty Level Legendary

Competitor Mode On

Player Based Difficulty Off

Attributes Default

Game Speed Default

Ball Default

Quick Substitutes On


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R2  4

Game Settings

L1 Gameplay Match **Camera** Visual Rules Audio User Sliders CPU Sliders Accessibility **R1**

Single Player Camera	Tele Broadcast
Multiplayer Camera	Tele Broadcast
Locked to Player Camera	Tele Broadcast
Clubs Camera	Tele Broadcast
Be a Keeper Camera	Tele Broadcast
Custom Camera Settings	Custom





Height 20 

Zoom 0 

Single Player Camera

This is the camera used for all offline & online single player matches. This does not include Locked to Player matches.



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Game Settings

L1 Gameplay Match **Camera** Visual Rules Audio User Sliders CPU Sliders Accessibility R1

Zoom	0	
Far Side Focus	10	
Ball Tracking Speed	0	
Penalty Area Zoom	10	
Pro Camera Zoom	10	
Pro Camera Speed	10	
Pro Camera Swing	10	

Power Shot Zoom Off

Power Shot Zoom

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

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HUD

◀ Player Name & Indicator ▶

Player Indicator	Player Name
Player Indicator Size	Default
Player Indicator Fade	On
PlayStyles+ Overhead Indicators	On
Next Player Switch Indicator	On
Player Based Difficulty Indicator	On
Hold to Skip	On

HUD

Select whether you want the player name bar, the indicator or both to be present during a match.

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Time/Score Display On

Score Clock Dropdown On

Precision Pass Visuals On

Precision Shot Visuals On

Radar 2D

User Radar Color Default

Opponent Radar Color **Default**

Online ID Indicator Fade

Opponent Radar Color

Select Opponent Radar Indicator Color.

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Online ID Indicator	Fade
Net Tension	Default
Net Shape	Default
Net Meshing	Default
Scrolling Line Ups	On
Connection Monitoring	Connection Indicators Only
Input Overlay	Off

HyperMotion Insight Overlays

HyperMotion Insight Overlays

Choose whether you want HyperMotion Insight Augmented Reality Overlays to appear during breaks in Gameplay.

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L1 Gameplay Match Camera Visual **Rules** Audio User Sliders CPU Sliders Accessibility **R1**

Injuries

Off

Offsides

On

Bookings

On

Handball

Off

Referee Strictness

Default

Injuries

With this setting turned on, you open your players up to the possibility of being injured during a game.

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11-A-SIDE AUDIO

Commentary Language

English

Commentary Team

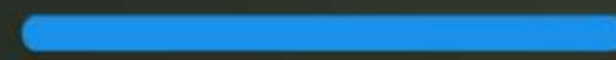
Randomise (Where Availa...

Sideline Commentator

On

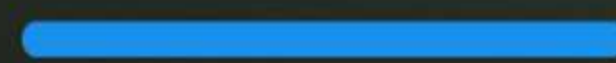
Commentary Volume

10



Stadium Ambience Volume

10



Disable Critical Commentary

Off

GENERAL AUDIO

Commentary Language

This is the language the commentary will be in during the match.



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Game Settings

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- EA Sports™ Music Across All Menus Off
- Disable All Music For Streaming Purposes On
- Menu Music During Gameplay Off

Beyond Broadcast Off

Player Perk Volume 10

Controller Audio Volume 8

VOLTA FOOTBALL AUDIO

Gameplay Music Volume 10

Beyond Broadcast

Enabling this setting will raise the intensity and overall atmosphere of the crowd during gameplay to levels beyond typical broadcast.

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Sprint Speed - User	50	
Acceleration - User	50	
Shot Error - User	50	
Pass Error - User	50	
Shot Speed - User	50	
Pass Speed - User	50	
Injury Frequency - User	50	
Injury Severity - User	50	

Sprint Speed - User

Modifies the maximum sprint speed a user's team can reach.

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Game Settings

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Positioning: Marking - User	50	
Positioning: Run Frequency - User	50	
Positioning: Line Height - User	50	
Positioning: Line Length - User	50	
Positioning: Line Width - User	50	
Positioning: Fullback Positioning - User	50	
Power Bar - User	50	
First Touch Control Error - User	50	

First Touch Control Error - User

Increases/reduces the amount of error applied to a user team's first touch control.

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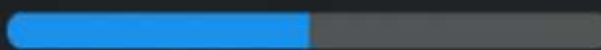
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Colour Blindness

◀ Default ▶

Brightness 5 

Contrast 5 

Player Indicator Size Default

Remap Right Stick Functionality Off





Remap L1/R1 Buttons and L2/R2 Buttons Functionality Off

Subtitles Off

Colour Blindness

Adjust colours to correct for colour blindness - Protanopia (red weak), Deuteranopia (green weak), Tritanopia (blue weak).



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