



Review Fifa 19

Electronic Arts

FIFA 19 is one of the most played and sold simulation games in the world where you can play the football campaign or online. You can control the players and their strategies in real time. This simulation game is playable on PlayStation 3, Play Station4, Xbox 360, Xbox One, Nintendo Switch, and MicroSoft Windows

In September 2018, the delivery of the already traditional **Fifa game** was launched to the market, which every year promises to reinvent itself but this time brings an ace to demonstrate it, the brand new license of the UEFA Champions League!

The question is whether the maximum club championship in the world represents the only novelty we can expect in this edition of the famous soccer game.

Like all editions of the modern era of **FIFA 19** it tries to offer the ultimate licensed football video game experience with something for every type of fan. In this edition everything revolves around the Champions, a tournament that gives the game an authentic moose, starting with the journey that this year returns with a new structure of 3 narrative arcs that you can alternate at any time.

They introduced an element of progression parallel to the global assessment of each protagonist that motivates you to understand yourself with a specific partner or mentor of your team, which leads to a challenge and the option of winning a special park, none of this is revolutionary but gives the feeling that this project is different from the previous year.

Jorney continues to fulfill his mission to offer a real alternative to career and ultimate modes. Naturally, the Champions League and the Europa League also now dress the career mode as technical director and he adds a hairline to the cinematic dose incorporating elaborate transitions to illustrate the most outstanding events of the season's process such as signings or draws and there are even new introductions of matches for relevant players, this idea goes for much more, but it does not go unnoticed and the career mode as a player also introduces some new cinematic cuts although when you change teams you only see a sad signed sheet.

As Technical Director another novelty is being able to choose the ultimate difficulty that was previously only available in fifa ultimate team, as well as customize the quick tactics that you access. In the strategic menu you can configure in detail how these tactical unemployed look and if you spend time you will clearly notice the impact on the process of the games, this together with the roles per player and the pre-programmed changes make the balance between arcade and simulation be a little more balanced.

The most fun and important change the **FIFA 19 Game** brings is the one they made to the friendly match mode or kickoff. Initial kick is now a dynamic alternative and you can link each command with a specific identifier, name or even game attack but the important thing is that the game will keep track of the statistics of the matches that are played. Something very interesting is the fact that you can play friendly matches with imaginative and truly fun rules. You can play friendly matches by setting the specific score for or against in case you play with your little sister with special rules, so there are no cards, etc.

In this edition of **Fifa 19 ultimate** team you received minor but substantial news, among which are the option to open packages where you can only keep one item of all that it contains, as well as a new form of competition by divisions that as far as we could experience It dilutes a little of that frustration for playing with much better teams than yours,

obviously there are fewer icons as elements of the Champions league.

The first thing you will notice when **Downloading Fifa 19** and start Playing is that it feels even more leisurely than before, fortunately it is responsive and the animation work as well as the simulation of movements in real time is becoming more refined. If you visualize a movement in your mind you can probably in the game quickly and intuitively, it is few words, fifa 19 is a game of more contact, which is good for an experience that had been privileging the attack for several years and leaving the defenders with Few tools, shoulder collisions that past deliveries lasted a fraction of a second in the new version become tangible struggles with the control where positioning yourself properly and pressing the left trigger at the exact moment are indispensable actions in the dispute of the ball.

In the end, the sensation is more that of a game that enjoys more clashes and friction between the players but also that of a dynamic where the forwards do not feel so unattainable or invulnerable.

Pros	Cons
-Great action on the ground. -Emotional moment in the story. -Dynamics tactics make FIFA a more measured game. -The overall presentation is excellent, with the Champions League license rounding package.	-New gameplay changes are not effective. -No occasional online experience for FUT players. - Career mode and Pro clubs desperately need a overhaul. - Characters make unnatural movements for cuts in connection.

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