

# FIFA 14 Review

FIFA 14 on Xbox One is, with regard to modes, almost just like the version entirely on X box 360 elite and PS3. Out of the box the Kinect integration. (They are both better presented, in course.) This review will focus on the changes to your on-pitch action.

Rebuilt for next-gen while using new Ignite Engine, [Fifa 14 Coin Generator No Download](#) look drastically distinctive from current-gen. Convey a controller up to you, however, as well as changes are surprisingly significant.

Let's receive the graphics view first: it really is nicer-looking, with improved likenesses, cloth and grass textures. But often you're too much from the action to seriously notice the amount better it appears. In addition apparent may be the smoother gameplay. Improvements to your frame-rate mean camera pans and quick transitions in play are handled superior. The only issue I noticed is at Be considered a Pro, in which the game often stuttered when using the Pro camera angle.

All in-game incidents are handled in real-time. There won't be any more load screens after a match, meaning those repetitive cut-scenes for substitutions have died. Before you choose to not skip moments once the ball no longer has sufficient play, you can enjoy corner takers collect it, goalkeepers organise defenders and all sorts of other events the thing is that on the Saturday, from true-to-life camera angles too.

Matches have a greater flow and a sense control because of the increased amount of animations, and switching the play is faster because of the chance to drill a designated pass. Players now wide open themselves shape automatically on their strategy to strike a ball, changing its flight and treatment of chance of defenders to intercept.

Jostling has better balance, too. There are fewer over-exaggerated pushes over ball; players do a chronic to-and-fro in battles for possession, taking pace and momentum under consideration. The chance to ride sliding tackles implies that challenges must be near-perfect to win possession.

Current-gen FIFA had over-powered bigger athletes, although that is still a problem, the skills in excess of two players to challenge aerial balls slightly alleviates it. However, Marouane Fellaini continues to be extremely hard to win possession from.

In general, it becomes an improved version of what's gone before. The brand new lick of paint is sweet, but it's the modifications under the hood that can make the significant difference.

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