

5 September 2005

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[FIFA 2006 - Preview](#)

What to expect

Welcome all you football lovers to Electronic Arts' FIFA 2006 demo preview. For those of you who don't know, this is a game where any team, even a custom one, can become a champion. Although the demo's size is large, you are allowed to play only the first half between AC Milan, Manchester United or other teams. For all the other details, like player transfers, the possibility to create a custom player, advanced gaming strategies, you'll have to wait for the final release. Don't be disappointed though, because the 15 minutes spent in the company of the two teams will provide you with plenty of details. Obviously, since we are dealing with FIFA 2006, the game will come with several teams divided in leagues, with updated info about the players and with some pretty amazing changes in graphics. I admit, I didn't get to play FIFA 2005, but in the new version, the players look much more like the actual ones and their movement is particularly realistic. Even the physical features seem to be well depicted and you won't see a player weighing 80 kilos running as fast as 65 kilo player. The overall graphics looks much more real and you will feel like watching a TV broadcast. Another novelty introduced by Electronic Arts is Team Chemistry. Yes, you read right, and don't think you'll have to know chemical equations, the new concept being related to the team's overall performances. For example, in the demo, Manchester United has a Team Chemistry level of 75%, while AC Milan has 93% level. You will be surprised to find out that the Italian team has a much more fluent game, while the English players spend more time arguing. It is not clear yet the way in which the Team Chemistry can be improved, but it will surely play an important role. EA also kept its promise regarding the players' control system. Yes, yes! You know the drill. D-D-A-E-W-E-S-S-D (at least for PC). The keys are the same, but the players react in a much more realistic way. In addition, the passes and interceptions no longer look like they are taken from SF movies. The Q button is also important, because it allows you to change the position of the team on the fly. If you are no longer comfortable with a 4-4-2, then you can try a 4-3-3 or a 5-3-2, or other schemes. EA has also changed the refereeing rules, the advantaging rule being now present in the game. A more aggressive interception (except the ones from behind) won't be followed by a red card or a free kick, and if the player still stands, the advantaging rule will apply. The free kick and corner kick system is much more logical now and closer to reality than the one from the previous editions. From what can be seen in this demo (and I'm annoyed by the fact that EA only let me play the first round), FIFA 2006 will probably be the best title of the series. The FIFA 2006 demo is available for [download here](#). This week, Softpedia News enters the Battle of Browsers. Which do you think is the best browser? [Vote for your favorite browser](#).