

Attacking

Learn the Following Before Playing (Basic)



Ball Touch Control

Moving the **L Stick** slightly allows your player to control the ball close to his feet with precise touches. Move the L Stick deeper to perform normal dribbling.



Sharp Touch

Pressing R2 completely and releasing it immediately while dribbling or when trapping the ball will have the player perform a Sharp Touch. The double circle under the player's feet indicates that the move will be performed, and the player will sharply touch the ball far away from his feet.



Dash

To perform a Dash, press **R2**. You can control how far you want your player to touch the ball (and thus how fast he will dash). The density of the circle under the player's feet indicates how fast he will Dash.

Learn the Following Before Playing (Advanced)

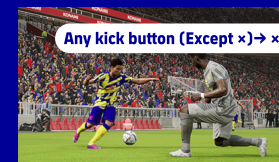
Body Feint / Scissors Feint

Move the **R Stick** to the sides to perform a Body Feint or Scissors Feint.



Kick Feint

After pressing a kick button, immediately press **x** to cancel that kick. This is useful to fool a defender that is matched-up with your player.



Controlled Shot

Pressing **R1** when taking a shot will sacrifice a bit of power in exchange for a good trajectory.



Pass-and-run (Cross Over)

By pressing **R1** along with a pass command, the passer will make a forward run across the ball-holder after passing the ball.



☆ Let's Try These Commands As Well

Stunning Kicks

More incisive and pacier passes/crosses/shots than usual.

Perform by fully pressing R2 at the same time as any kick command

(**x**, **O**, **△**, **□**). Comparing to a normal kick command, it takes longer for the ball to leave the player's feet when performing a Stunning Kick. Therefore, this command is better suited for situations where the player is relatively free from the opposition.

Stunning Low Pass

A pacy pass towards the feet of players.

Stunning Through Ball

A pacy through ball played close to the feet of the target.

Stunning Cross

An incisive cross.

Stunning Shot

A pacy and powerful shot.

Players with shooting-related Player Skills (Knuckle Shot, Dipping Shot, Rising Shot) can perform shots with special trajectories.

For situations such as headers and volleys, this command makes it possible to perform shots driven towards the ground.

The power gauge will turn blue.



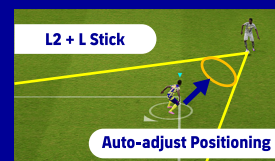
Defending

Learn the Following Before Playing (Basic)



Pressing From the Front

When you want to win the ball back proactively, use the "Pressing" command (Press **x**). Tackles will be performed automatically when closing in on an opposition player. Be careful that the more aggressive you are at closing in, the easier it will be for the opposition to beat the press.



Match-up

Use Match-up when going one-on-one against the opposition ball-holder. (Press L2 whilst moving the L Stick) During a Match-up, your player's positioning will shift to cover the area between the opposition and the goal.



When in a Match-up, move the Left Stick towards the opposition's direction to close in. Tackles will be performed automatically when the opposition player is within a certain distance from your player.

Since your player will try to match the speed of the opponent, he would approach the opposition slower than he would whilst pressing.

Learn the Following Before Playing (Advanced)

Interceptions and Blocks

When matched-up with an opponent, your player will automatically try to intercept the opponent's kick.



Call For Pressure

Press **R1** to have your teammates perform pressing automatically. (Displayed with a blue arrow)



Timing for manual tackles and Shoulder Charges

Perform a tackle with your feet by pressing **x** twice or L2 twice. Press **□** to perform a Shoulder Charge. When closely running alongside an opposition ball-holder, this provides you with a great opportunity to win the ball back.



New Manual Cursor Change

To change the cursor onto a teammate, flick the R stick towards the direction of your intended teammate. Different to previous instalments, the default cursor changing direction is **ball-oriented**. You can change it to **player-oriented** via Command Settings.

Basic Commands : PlayStation®5

Attacking Controls

Defending Controls

