

## Graphics

The graphic files are stored in the data1.big file and it can be extracted with File Master 12. For example from the language strings “Hyundai A-League / -1827592254 / TrophyName\_351” and also from the asset ID specified in the txt files for the tournament 351 is a trophy ID for the Hyundai A-League. With File Master 12 find the data\ui\artAssets\trophy\t351 and extract it. Then move this t351.big file to C:\Program Files (x86)\Origin Games\FIFA 13\Game\data\ui\artAssets\trophy and rename it to t352.big Now we have a trophy with ID 352 for our competition.

If you want to replace the files in the newly created t352.big then copy the file into a created folder for the File Master 12 and extract the files stored inside this t352.big. Once the files are modified you can replace the modified files in t352.big with File Master 12. Now can copy this modified file back replacing the unmodified file t352.big in C:\Program Files (x86)\Origin Games\FIFA 13\Game\data\ui\artAssets\trophy