

First and most important it is not to take this as a bible. There is a possibility that some of the explanation may not be 100% accurate. Creating tournaments is a complex task that requires time. If you think that you will read this tutorial in half an hour and after that you will be able to make hundreds of tournaments in a few minutes then it is better to stop here. On the other hand if you are ready to invest time to study the database like I done it this will help you. Tournament creation is almost like a programming language and one wrong line can easily cause a crash. Crashes will be very common and it will also take time to figure out where is the mistake.

There are two essential programs that you need to install before you can start adding or changing tournaments. These are DB Master 12 and File Master 12. To install the File Master 12 you have to download the program and the registration key. Install both then open an empty folder in C:\Program Files \EA Sports\FIFA 12 or C:\Program Files (x86)\EA Sports\FIFA 12 depending where you installed File Master 12. This is the folder where you need to copy any ".big" files that you intend to modify. I prefer using also the FHL-BH-Editor because with this you just uncheck the unpacked files instead of deleting it.

First thing is to copy data1.big from C:\Program Files (x86)\Origin Games\FIFA 13\Game to the empty folder created for File Master 12. Open File Master 12 and extract the following files.

```
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/activeteams.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/advancement.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/compids.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/compobj.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/initteams.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedule.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/settings.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/standings.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/tasks.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/weather.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c13_s1_2012.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c16_s1_2012.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c19_s1_2012.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c31_s1_2012.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c39_s1_0.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/compdata/schedules/c53_s1_2012.txt
dlc/dlc_footballcompeng/dlc/footballcompeng/data/euroseededteams.csv
```

Place these files with the extracted folders together into:

C:\Program Files\Origin Games\FIFA 13\Game.....

or

C:\Program Files (x86)\Origin Games\FIFA 13\Game.....

Now with File Master 12 you can delete the extracted files from data1.big. This is where I prefer using the FHL-BH-Editor and only unchecking instead of deleting files. Regenerate the database and

close the tool. Copy the modified data1.big file from the File Master database and replace the one in C:\Program Files (x86)\Origin Games\FIFA 13\Game.

Now you have done the preparation work and before you start modifying and creating tournaments you need to study and understand the entries in each tournament files.