I'm trying to make a website for my FC Mobile YouTube channel and this website should have three parts; Pack Opening, Tips and Redeem Codes. In the Pack Opening section, there should be pack opening videos from my YouTube channel (Glitch FC). In the tip section, there should be tip videos on how to get gems, coins, tokens, shards and also event guides. And in last section which is Redeem Codes, which gives codes that you copy and paste it in https://redeem.fcm.ea.com. And at the top of the home page, there should About and Feedback.

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Just say: ABOUT

Hey, F2P Fam! I'm Glitch Fc, and this is the official web for Glitch FC's YouTube channel. Like you, I'm dedicated to proving that you can build an incredible team in FC Mobile without spending a penny. On this site, you'll find my best tips for earning coins, gems, and shards, plus all the epic pack openings and exclusive guides to help you dominate the game.

Add a star above "ABOUT".

Hey, F2P Fam! Welcome to the official hub for all things **Glitch Fc**. And like you, I'm on a mission to prove that you don't need to spend real money to build an incredible team in FC Mobile.

This website is a direct extension of our YouTube channel, and it's your ultimate resource for crushing the game. Here's what you can expect:

* Epic Pack Openings: Get a front-row seat to the best (and sometimes worst!) pack openings. We'll celebrate the walkouts and laugh off the disappointments together.
* The F2P Blueprint: Tired of feeling like you're falling behind? I'll share my top-tier strategies for earning coins, racking up gems, and grinding for those essential shards. These are the tips that helped me build my dream team, and they'll help you build yours too.
* Exclusive Guides & Insights: Find written guides and bonus content that go even deeper than my videos. I break down the best market strategies, event tips, and player reviews to give you a serious edge.

**Join me in showing everyone that F2P is the future.**

The "Join me in showing everyone that F2P is the future." part should actually be center.

Hello there! I'm Glitch FC and today I will tell you top 3 tricks how to get so many coins daily that there will be a lot of coins left at the the end of the day.

I'm gonna start form low value to high value, so watched this video until the end. And don't forget to like this video. subscribe to the channel and click the bell icon for future notification.

Now lets get straight to it!

Before I start the video, I want want to remind you guys that this is daily strategy. Now lets get to trick number 1 . Standard Pack.

If you go to the daily login section, you will see that every Thursday the rewards for login is a standard pack. This pack is actually good because it gets you minimum 15 million coin which is a W. You can also find these packs on store for 1 thousand 5 hundred gems and also if your pack luck is good, you may even pack someone that is worth a lot of coins.

Trick number 2. Daily Challenge.

If you click, event and then go to Challenge Mode, you will find Daily Challenge. In this challenge, you just have to play 2 skill games and 1 A I match and then you will get 88 to one 11 player pack which you will get most likely 91 which are 3 million coins. In the weekend, there will be weekend challenges which contains 15 million coin and a player. But guys, the last match is insanely hard as you will faced the greatest FC Mobile team. But luckily, the 15 million coin match is on the second match.

The third and final trick of this video is Daily Chronicles.

If you click play. Chronicles and then click on daily chronicles. Once you click it, you will find this Reveal button. Once you click it three time, this read more button will appear. Click it and it will take you to of the player you just got. It contains 2 skill games and 3 A I matches and it after you play those matches, you will unlock this milestone reward. In total, we can make 5 plus million coin from daily chronicles.

I hope you enjoy this video, don't forget to like this video. subscribe to the channel and click the bell icon for future notification. Until next time, Bye Bye.

If there are certainly more than one redeem codes, duplicate the redeem code box (depending on the certain amount of redeem codes), write the code with the rewards, remove the dot from “Join me in showing everyone F2P is the future.” And replace the hero bg with C:\Users\Dereje\glitch-fc-website\images\hero-bg

**Juventus Wins** at least 1 of the next 4 Serie A Matches**+1 OVRAchievedJuventus keeps 2 Clean Sheets** in the next 4 Serie A matches**+1 OVRPossible/PendingJuventus keeps 4 Clean Sheets** in the next 4 Serie A matches**+2 OVR** (Replaces the +1 if achieved)**Possible/PendingJuventus gets fewer than 5 Yellow Cards or no Red Card** in the next 4 Serie A matches**+1 OVRFailed** (A Red Card was received in an early match)**Any Juventus player scores a header** in Matchweek 4**+1 OVRAchieved** (A header was scored)

**Juventus keeps 2+ clean sheets** in the next 4 Serie A matches, **+2 OVR for 4 clean sheets**

I want the player card middle of the player name and their ovr and their position should be at the bottom of their name. The player cards are in C:\Users\Dereje\glitch-fc-website\images\Live Ovr & Cheap Beasts, they are divided into Live Ovr and Cheap Beasts. And also if a person used the manual arrow, the auto-advance slideshow should not interact and if a person clicked on “View Live Tracker & Cheap Beasts” and seeing the players, in the background, the slideshow shouldn’t be active.

Now, create a section under the “Events, Live Ovr Tracker & Cheap Beasts” called “Team Ovr Calculator”, where people can check how much rank-ups or base overall to upgrade their team to the next overall by put their team’s player. I want this section be like the Render Z squad builder. And can you take your player directly from the Render Z web.

Change the bar to gold, add small size black colored "Premium" text on the left side of the "Glitch FC" text. Add "Premium." written in gold, Blackadder ITC text style, under "Welcome to Glitch FC" and also the same font as it. The "Visit YouTube Channel" button, the background color of "Events, Live Ovr Tracker & Cheap Beast" and "Team Ovr Calculator" section should also be gold. If a person upgraded and logged in for the first time, a box should appear. That box will contain advantages of upgrade to premium (i.e. No ads, more features etc.)   
  
@https://renderz.app/24/players is where you can get all the details of the current players (including name, position, alternative position, overall, stats, card etc.)

Completely remove the "Events, Live Ovr Tracker & Cheap Beasts" section even from the top bar, add a gold colored "Upgrade" button at the top right corner with a Coming Soon watermark and if person click that button, a box should appear. That box will contain advantages of upgrade to Premium (i.e. No ads, more features like "Events, Live Ovr Tracker & Cheap Beasts", "Team Ovr Calculator" and "Player Comparison") and if they upgrade to +Premium, the advantages will be; fast access to new updates and player predictions and pack opening (if you pack 111-113, I will buy it in your FC Mobile acc.) etc.

Change the background color of the "Events, Live Ovr Tracker & Cheap Beasts" and "Team Ovr Calculator" sections to gold, add a transparent black color at the top with a big Coming Soon watermark on it and remove them from the top bar, add a gold colored "Upgrade" button at the top right corner with a Coming Soon watermark too and if person click that button, a box should appear. That box will contain advantages of upgrade to Premium (i.e. No ads, more features like "Events, Live Ovr Tracker & Cheap Beasts", "Team Ovr Calculator" and "Player Comparison(with any rank up or training you want)") and if they upgrade to +Premium, the advantages will be: fast access to new updates by email, pack opening (not confirmed) and AI chatbot that you can ask everything about the game. And then at the end of the list, there should be "Want to know when this Premium and +Premium version come out, click here to keep updated" and next to that should be a notification button and if it is clicked, a login page should pop-up. Create a new section under "Tips & Guide" called "Latest Blogs", where you can get all the latest upgrade, player prediction and which player to claim. The current blogs are in This PC/Documents/wssedrtyu(2) starting from page 5

Make the "Upgrade to Premium" box wider and change the signin form to the google signin form, change the "Events, Live Ovr Tracker & Cheap Beasts" & "Team Ovr Calculator" section background to the picture I uploaded, fix the "Events, Live Ovr Tracker & Cheap Beasts" & "Team Ovr Calculator" sections (they should not be functional in the background, the arrows should not appearing, the "Coming Soon" watermark should be big), the "Expired" watermark that I created before for the "Redeem Code" section shall return, delete the "Latest Blog" section and recreate the section and the current blogs are in the "wssedrtyu(2)" document starting from Page 5.

**Gameplay Improvements**

* **Kickoff Rush**: Defenders now react faster, reducing easy goals right after kickoff. Long balls still work in the right situations, but attributes, speed mismatches and positioning play a bigger part.
* **Through Passes**: Lofted passes are now more accurate when played by high-attribute passers, but harder to pull off at longer distances.
* **Crossing & Headers**: Cross accuracy depends more on attributes and defensive pressure, while headers better reward positioning, timing, and jumping ability.
* **Referees**: Small bumps are no longer auto-fouls. Referees are now better at letting the game flow without cheap free kicks.

**New Formations**

7 new formations have been added including 4-2-1-3, 4-1-3-2, and 3-4-2-1. These are available in Head-to-Head, VS Attack, and Manager Mode.

**Match Presentation**

* New menus, HUD, and scoreboards.
* Updated pre-match and post-match cut scenes.
* More camera angles for immersive gameplay.
* **Revamped Matchmaking Lobby**: See your captain and your opponent’s before kickoff, select kits to avoid clashes, and enjoy new walkout sequences.

**Team Badge System**

A brand-new feature! Earn and equip Team Badges to boost attributes across your lineup. Fill badge slots to match your playstyle and earn rewards for completing collections.

**Rank Up Improvements**

We’ve streamlined how Rank Ups work:

* New **Rank Up Currency** replaces old Rank Up Items.
* Training Levels are now separate from Rank Ups, so you can train players to Level 30 without needing Gold Rank.
* More flexibility to build your best squad for H2H, VS Attack, or Manager Mode.

**Star Heads & Celebrations**

* Over **100 new Star Heads** added, improving player likenesses.
* Endrick’s signature handshake celebration.

**Commentary & Audio**

* New Turkish and Polish commentary teams.
* Updated sound effects and music for events and match flow.

**Other Updates**

* Player Compare tool for side-by-side stat comparisons.
* Improved FCMTV streaming with fullscreen support and varied rewards.

**Notable Fixes and Improvements**

**Manager Mode (MM)**

* We’ve improved tactic management so that your saved tactic automatically resets when entering a Manager Mode match.
* We’ve improved halftime behaviour so that pitch logos now correctly switch sides in Manager Mode.
* We’ve improved match setup by ensuring the tactic name is displayed when starting a Manager Mode match.

**Locker Room**

* Improved 3D player rendering to prevent faces from turning dark when zooming in and out.
* Improved Locker Room stability so that rapid changes are properly saved.
* Improved Locker Room defaults so that multiple balls are no longer auto-selected when entering.
* Improved avatar display so that Appearance and Number settings correctly show when the Away kit is selected as the Home kit.
* Improved kit number assignment so the 3D avatar updates correctly when selecting an occupied number.
* Improved Locker Room performance to reduce lag when scrolling through the ball list.

**Division Rivals (DR)**

* Improved rank adjustments so players are relegated by 5 ranks instead of 10 after season reset.
* Improved profile accuracy so users see the correct DR current season division.

**VSA / H2H**

* Improved UI consistency by ensuring the Division Cup image displays correctly in H2H.

**Gameplay / UI**

* Improved crest placement so that both devices no longer display team crests in the same pitch position during friendly matches.
* Improved HUD consistency by restoring the pitch score overlay during gameplay.
* Improved match intro visuals so that team lineups are positioned correctly in Scouting Camp.

**Leagues**

* Improved history tracking so viewing your own history from another account shows accurate data.

**Trade Market**

* Improved text display so values over nine digits no longer overlap in the claim screen.

**Skill Games**

* Improved HUD visuals so the green mask no longer appears on the score counter in the 3-star skill game.