Fanurex's Realism Overhaul

Scroll down to see the latest update

V1.1

This overhaul aims to create the most complete football simulator experience and to completely change your overall FL Experience.

the main contents of Fanurex's Realism Overhaul V1.1 Includes:

Revamped Stadiums with photorealistic Lighting and Turfs:
Every single stadiums lighting has been copied from real life games and added into the game, every stadium in the game looks different in terms of lighting and the pitch quality and textures (You can go to my previous videos to see i am telling the truth), These stadiums are taken from Virtuareds stadium server and not from smokepatch's stadium server, I did this because Virtuared stadiums are more detailed and up to date, You will Notice Fog and Different pitch styles in every single stadium, This was inspired by **Heru Pramono and Jeremiah Osoba** on patreon, but his is a premium mod, so i decided to make my own **FREE** version.

https://youtu.be/TprRo4ADKCg
In this video I am showcasing the overhaul I have been working on for months now.

World Roster Overhaul (Still Being worked on as we Speak):
Aims to create a realistic overall ranking system that makes every player feel unique and realistic.

Added More Balls into the game :
78 Ball Textures added

Manager outfits addons for master league:
Most top teams in the world (YOU WILL HAVE TO APPLY IT BY YOURSELF)

Comprehensive Gameplay Mod & AI Tweaks:
READ ALL TO FULLY UNDERSTAND
probably my favorite, This Gameplay Mod as seen in the video is a Detailed gameplay mod that was taken from hollands GP mod and broken down and revamped. It touches almost every single flaw in my opinion that Base FL Has, In this Overhaul You will find that it is not impossible to score like the base game, it also isn't too user centered, meaning you are not the one who controls the games flow like in base FL. You will notice that better teams will dominate possession far more than you and this creates even battles and realistic scores(THIS PAIRS UP NICELY WITH THE World Roster Overhaul) , you will also notice that if you are better than a team, then you will obviously find it easier to dominate games. you also find that if you have a stronger midfield you will be able to keep the ball far better like in real life. Pressing has also been overhauled to simulate real life. the cpu is not overly strong like in the base game. keepers also aren't superhuman anymore you can

finally score long shots. I have also tweaked the AI comprehensively to make midfields compact and a little difficult to break through, lines for both AI and USER will be higher (with the right tactical instructions). this makes the game far more dependent on tactics, personnel overalls and personnel player roles. **RECOMMEND PLAYING ON FUll MANUAL TO SEE ITS TRUE POTENTIAL(THIS MOD ALSO REMOVES SCRIPTING FROM THE GAME SO YOU CAN HAVE AUTHENTIC MATCHES).**

There is so much more

Others:
*New Menus by Pesnewupdate

* Tight Kits by Moikit

* Facepacks V5 By Gondowan

* Realistic Player Models By Me

* Boot assignments By me (Im not finished with them yet, I will fix some more in V1.2)

* Virtuared stadiums from all around the world, However this makes the Overhaul size huge so make sure you have enough space

* Accesory Updates

* Performance Fix included to max out your FPS

* 4k Gfx MOD to make your game look better

* realistic camera assignments for ALL teams in the game (USE The stadium cam for this too work, Nothing else)

* Tunnel Updates for All Premier League Tams (WILL DO OTHER LEAGUES AS TIME GOES ON)

* Fixed Cutscene Bugs in most stadiums

* Also includes a reshade that makes it look like real life TV (I will drop a seperate tutorial, it is in the files but has to be activated by you)

* Jon Champion commentary Assigned to different teams

* French Commentary for French games

*Updated scoreboards (Serie A scoreboad is still the one from 23|24 so you can fix that yourself or if you do not know how you can wait for V1.3)

There is definetly more to this patch I just forgot or is just not a big deal. So don't be surprised if you see any cool things I did not mention.

THIS PATCH IS TOTALLY FREE !!!

THIS PATCH IS ITS OWN STANDALONE SO THE FOLDER WILL INCLUDE EVERYTHING INCLUDING BASE FL +THE OVERHAUL, SO NO NEED TO INSTALL ANY EXTRAS YOU JUST DOWNLOAD EXTRACT READ THE INSTRUCTIONS TO GET IT ALL SET UP AND PLAY, I DID THIS FOR YOU GUYS SO IT WOULD BE AS COVENIENT AS POSSIBLE.

FULL GAME: Fanurex's Realism Overhaul V2 AIO

V2.0

New Features in V2

Version 1.1 Features already in the game, improved and made better

Migration to FL25

Revamped Stadiums with photorealistic Lighting and Turfs V2 (nations reworked arel/ Germany, italy, england, brazil, netherlands, portugal)

Tactics & Player Overall overhaul by Gondowan

Several Stadium bugfixes

Boot Assignments (still being worked on)

Gameplay Mod & AI Tweaks V2 (Fixes some of the aerial battles and game speed to reflect real football)

New nextgen reactive goalnet physics (assigned for every team)

Realistic Player Models V2

Accesory Updates

Jon Champion and French commentary NOT IN V2 (we got asked by the creators to remove it, and we are respectful so we did it, you can install it yourself)

Realistic camera assignments improved

Tunnel updates for all top 5 leagues

Fixed cutscene bugs (still not finished)

BAL realism mod

ML realism mod

Facepacks V5 By Gondowan+ New december facepacks by Fanurex

Sound Overhaul

Stamina rework (still not perfect)

New 24/25 Adboards by VIRTUARED (not complete)

New Soundtrack (120 songs)

See you in V2.1!!!

Fanurex Realism Overhaul V2.1 features

FSRO X Megapatch 3

- bug fixes in master league, become a legend, stadiums: Fixed the random crashes in master league as well as in main game, fixed the manager transfer glitch, as well as the BAL transfer glitch, Fixed the incorrect mapped stadiums(sky stadiums), fixed the shorts glitch. There are many more issues we were able to fix.
- Master league realism V2.1 improved: Better transfer values reworked from version 2.0, we also tweaked the transfer values from Megapatch 3 database as some youngsters were too cheap. We have also mass edited the youth teams to give them, realistic gamefaces, reworked overalls and potentials, changed their ages to make them younger, as well as changed up their playstyles to match up with their skills and attributes, we payed attention and also made sure that the players in the youth didn't have crazy potentials, and their potentials now vary based on how you train them, play time etc. Traning plays a big effect now, to develop players and mold them into what you like to play in your system. For example you will find that if you are training a player to be a box to box, and you put them as a DM with no fluid tactics, high chance they will perform poorly, in V2.1 it will be important to use fluid tactics to get the best out of players offensively and defensively. We have also tweaked negotiations to make them more of a process instead of being able to sign a player in 1 day, you will need to hold talks and negotiate much more methodically.
- V2.1 Dynamic Gameplay (My favorite Feature) : If you don't already know V2.1 will have a dynamic gameplay server, how this works is simply incredible and mind blowing. We have made different gameplay mods, different speeds and styles of play to replicate different leagues, we have assigned those different gameplays using a mapping tool, so no need to assign them yourself, this means no 2 leagues will play the same below is a simple breakdown of how the different leagues will play, keep in mind just because some leagues

are described as "fast" does not mean it's arcade-y it's just fast compared to some other leagues

V2.1 dynamic gameplay breakdown:

Premier league: Fast high quality football

EFL Championship: Mid-fast long ball/ physical football

Ligue 1 France: Mid pace technical football

Ligue 2 France: Fast pace physical football

Bundesliga: mid-fast individualistic football

Serie A Italy: Slow paced tactical football

Serie B Italy: Slow paced individualistic football

Laliga Spain: Mid pace technical and tactical football (same for lower league)

Portuguese league: mid-fast pace tactical football

UEFA Champions League: Blend of all league styles to create and authentic experience

The rest of the world will use our base gameplay, we will focus on them for later updates.

We have watched dozens of football matches from these leagues over the past month to come up with these variants, so yes we have put lots of effort into it. The gameplay variants in this update has been made from scratch rather than using a broken down Holland GP mod, this has given us more freedom to change more values in the gameplay. This means version 2.1 will have less randomness in the gameplay because it is all our code not mixed in with another gameplay mod.

- Realistic stadium lighting and turf added for some more minor leagues (Netherlands, Portugal, Argentina, Belgium,Brazil improved)
- Goalnet server rework: the goal net physics in 2.0 is great, but it doesn't look right, we have made a new net server and assigned them to all teams in the game, the physics might not be as good, but it looks more like real life in terms of net style.
- Sound overhaul by Helix: Crowd noises added for smaller leagues recorded from real games, made the crowd louder and feel more present, net sound is more present, as well as you can hear players screaming after tackles, it isn't super loud but you can hear it.
- Boot assignments: Megapatch 3 already has boots assigned for majority of players, but we have gone ahead and assigned more for youngsters, South American players, and some lower leagues. The assignments will get better and better with future updates so stay tuned for that.

- Added 108 new ball textures into the game
- Rating overhaul: Megapatch 3 has a detailed rating system, but from watching so much football over the past month I have a better idea of what some players should be rated, so I have gone in and mass edited players in lower leagues and youngsters to create a realistic gap between elite players and good or average players.
- January Facepack by Fanurex added: compiled some updated faces and put them in the game
- Body style updates: looked at players body types and adjusted them (mainly the top players)
- Commentary server is back
- Jon Champion Commentary
- French Commentary
- Brazilian Commentary
- Spanish commentary
- Updated Scoreboards (Italy, France, Brazil)

There are more features because of the inclusion of Megapatch 3, you can find the rest of those features in the official Megapatch 3 post

https://www.reddit.com/r/SPFootballLife/s/lCzubPcQqN

For him, it is the end of the road and he is done modding this game, but for us it is only the beginning, and we will continue to make this game better and the most updated and realistic football simulation out there.

With a lot of the new features you would expect this update to make your game bigger, but no. There is actually a size decrease, we managed to scrap some useless files and make the sider addons folder smaller, so there is no need to worry about storage, just delete your sider addons folder WHEN IT IS TIME, and replace with the new. Because of the extraction process you will need to learn how to overwrite and extract.

Will I have to start a new master league/BAL? Well it depends, I would if I were you, if you want the database changes, new transfer market and improved youth teams it's best you restart, in future this won't be the case though.

Well for now that is it, I will keep you guys updated, I might have missed out on typing some of other features so don't worry if I missed something that I have said is already coming.

Release dates!!!

Early Access- January 26th

Full Release- February 2nd

I do this because I want my people with early access to test the game, feel it out and give me feedback before full release so I can make changes quick, to subscribe to early access go here —>

THANK YOU ALL, we are just getting started ❤️