

**Title:** *Comprehensive Gameplay Tutorial & Football Primer*

**Overview:**

This feature adds a dedicated tutorial that teaches players how to play *EA SPORTS College Football* from the ground up. The tutorial would cover both fundamental game controls and basic football rules so new players aren't left confused when they start the game.

**Value Statement:**

Currently, *EA SPORTS College Football 26* lacks a traditional, comprehensive tutorial, and many new players struggle to learn how to play or even understand what the on-screen icons and controls mean. Reviewers and players alike note that the absence of clear instructions makes the game unfriendly to beginners, especially those who have never played a football game before. A proper tutorial would make the game more accessible, reduce early frustration, and help players stick around longer rather than quitting early because they feel lost.

**Solution:**

If implemented, this tutorial would appear before players can access the full game. The first-time experience would walk players through control basics like passing, running, tackling, and special moves such as jukes and spins. It would also explain essential football concepts, including what a first down is, how downs work, and the role of different positions on the field. A skip button should be available for returning or experienced players who do not need a tutorial. If players need to revisit lessons later, the tutorial could be accessible through the existing practice modes, providing a safe place to refresh skills without losing progress.

**Evaluation Statement:**

**Pros:**

Adding a dedicated tutorial that teaches both game controls and basic football concepts would make *EA SPORTS College Football* far more approachable for brand-new players. Right now, many people report feeling confused by the lack of clear instructions. The game essentially drops players off into matches without explaining what the buttons do or what the core mechanics mean. Players have to resort to outside guides or guesswork to learn how to throw, run, read defenses, or understand things like downs and player roles, which can be frustrating and discouraging. Without a proper tutorial, the learning curve can feel unnecessarily steep, especially for people who aren't already familiar with football video games or the sport itself. A structured tutorial could reduce early confusion, lower frustration, and help players feel confidence sooner so they stick with the game longer instead of quitting out of overwhelm. Because the game already has practice drills, mini-games, and some accessibility options that hints at learning tools, this tutorial would fit naturally into the existing systems and improve the first-time experience without requiring the player to hunt through external guides just to figure out how to play.

**Cons:** Some players might skip the tutorial even if it's offered, which could limit how much it actually helps. For experienced players or those familiar with other football or sports games, a mandatory tutorial could feel like a chore and slow down the start of gameplay they already

understand. There's also the risk of spending extra development time and resources building something that doesn't get used by a significant portion of the player base. If the tutorial isn't designed well, it could either feel overwhelming or too boring. Finally, striking a right balance between not patronizing the players and being thorough for new players will require careful design so it feels like a positive addition rather than something players want to breeze past.