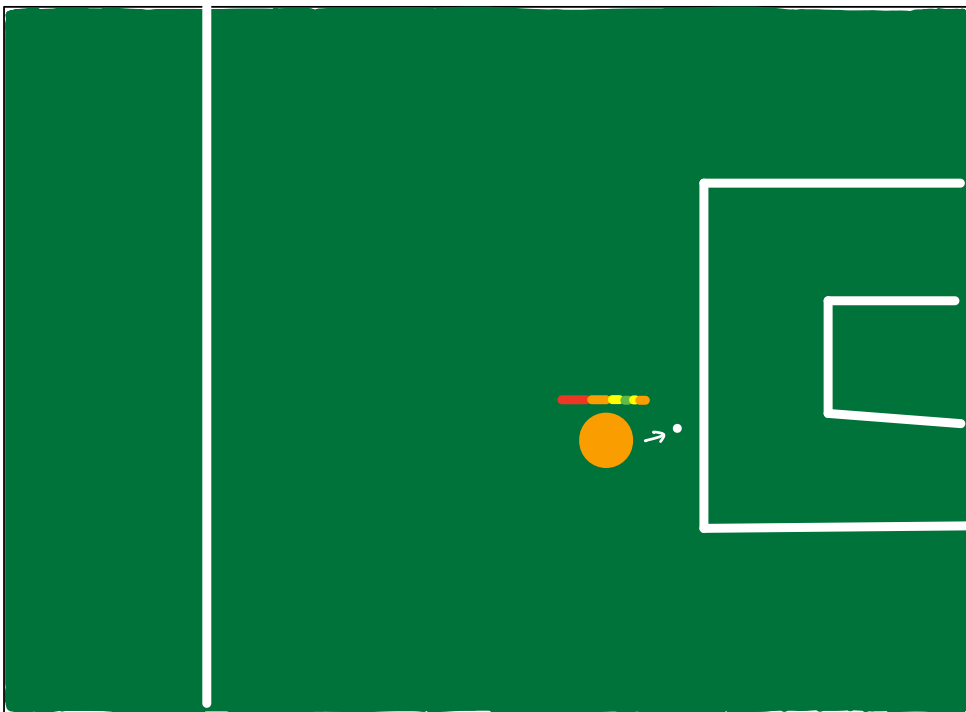
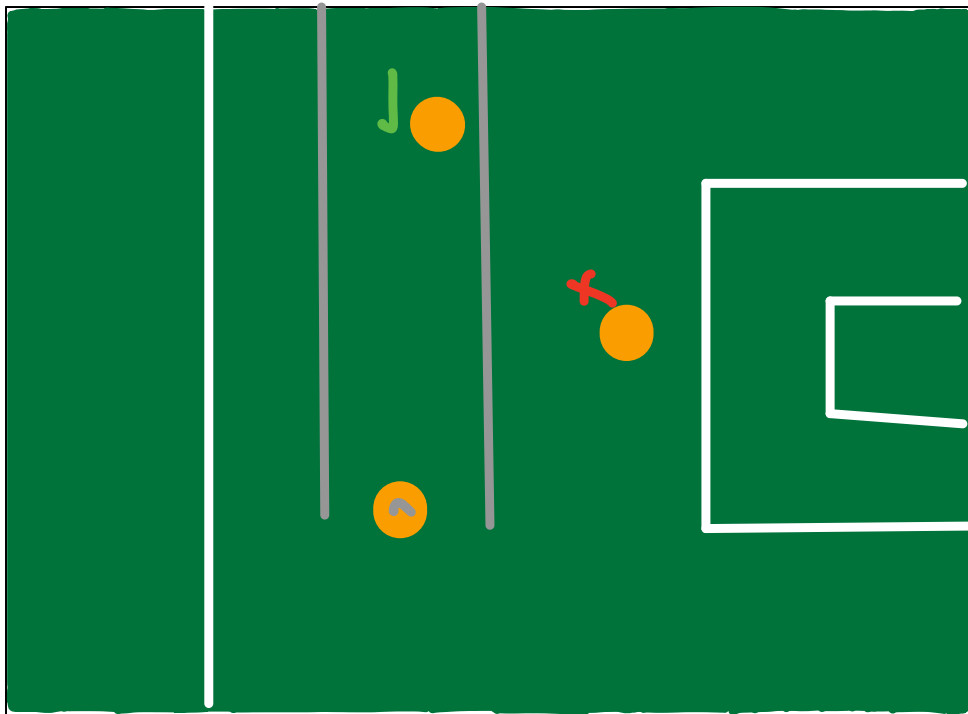




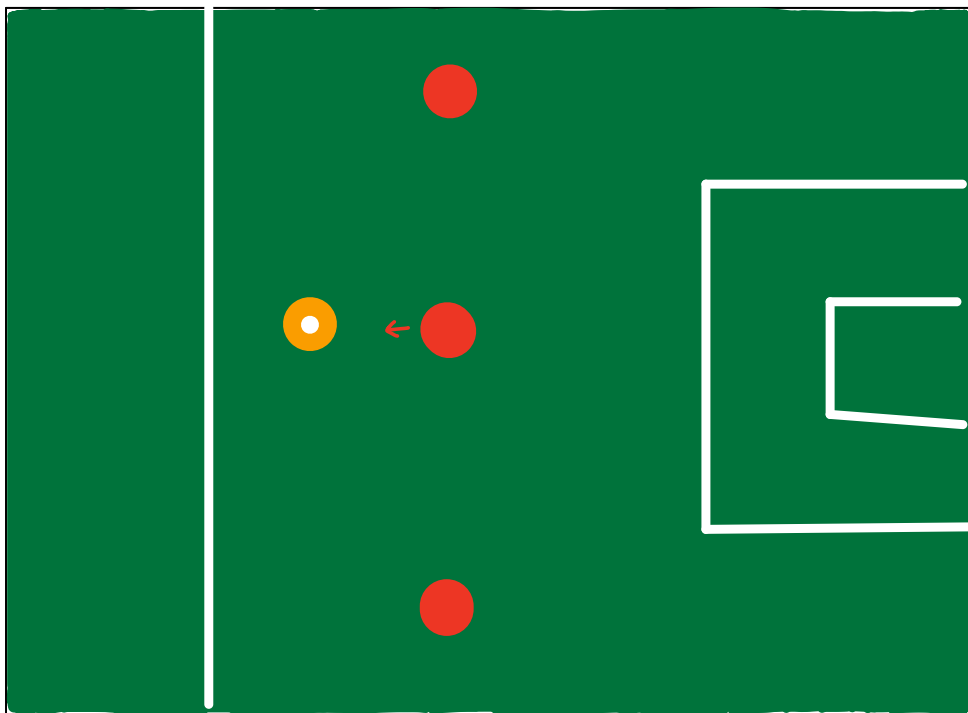
Select your direction



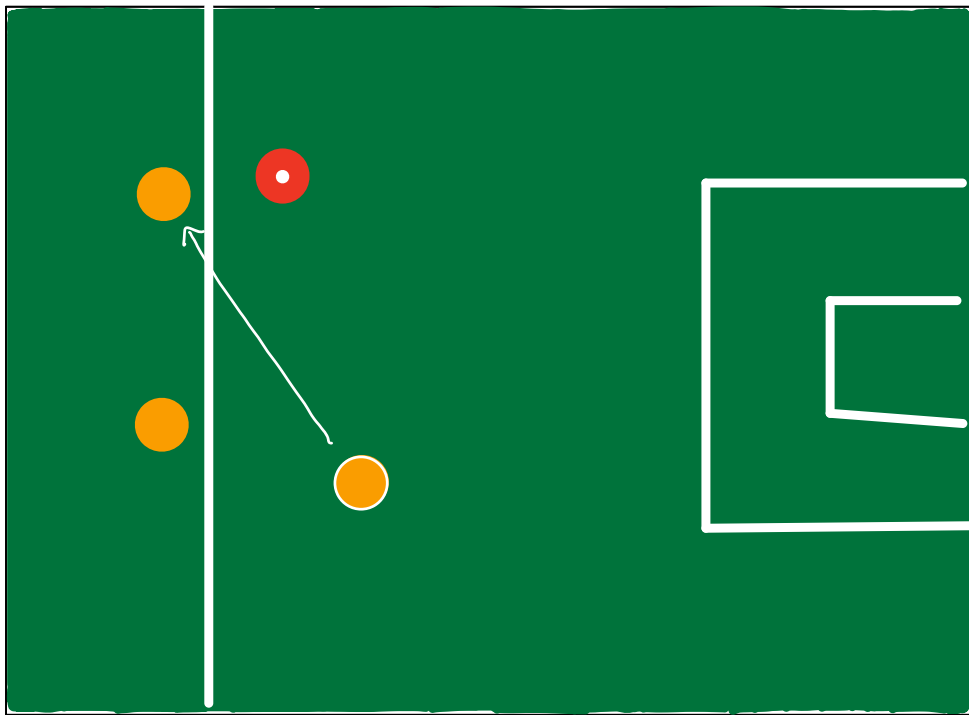
Shots have to be timed



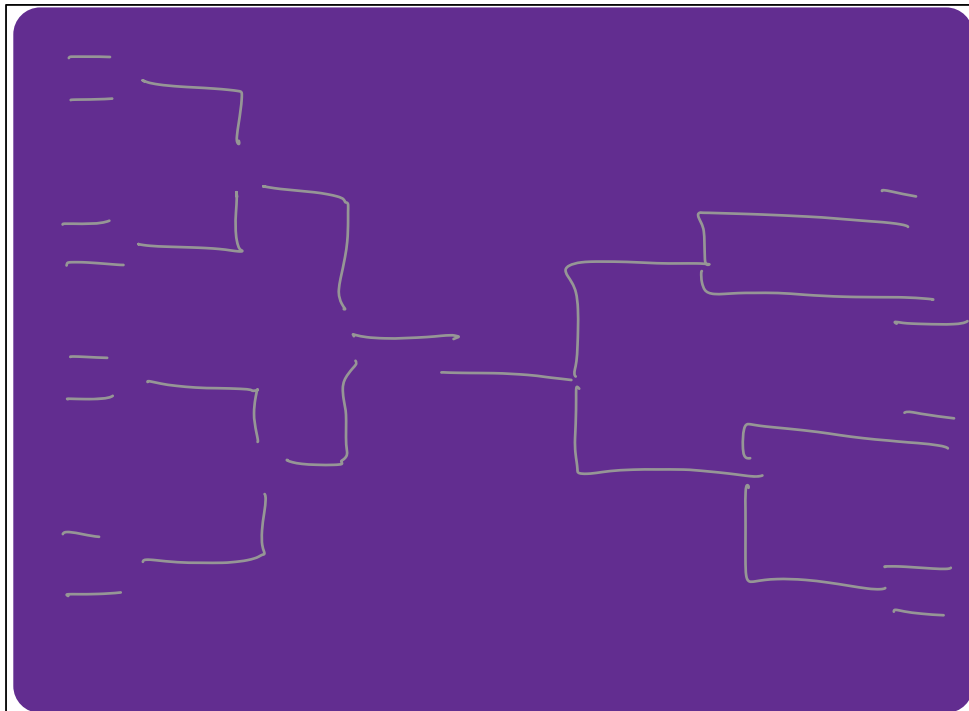
Passing happens when players are in field in front of the player



Nearby opposition chase (close down) player with the ball



When user switches players the user is switched to the nearest player to the ball



World Cup bracket is auto-simulated in the background