



## FIFA 21 TIPS & TRICKS!

### AGILE DRIBBLING 1 OF 1

Dribbling skills are very important when playing a match in FIFA 21. Dribbling means carrying and controlling the ball and the better you are at dribbling, the easier and higher you can score in the game. In the newest FIFA 21 one of the major new features is Agile Dribbling, a new way to keep control of the ball.

This new feature will give the FIFA 21 players an opportunity to have a more balanced attack vs defense situation, as the players now will be able to move the ball quicker from side to side when they are in a 1 versus 1 situation against a defender.

To perform Agile Dribbling hold R1/RB while moving the Left Stick. Also, to perform a better agile dribbling choose a player with higher dribbling, agility and ball control skills. Also, it is recommended to choose Neymar, Bernardo Silva or Wissam Ben Yedder to experience the new feature to the fullest.



### AGILE DRIBBLING 2 OF 2

Use the agile dribbling if you are playing against the wingers, the feature will help you to create a 1 versus 1 against a full back situation and, eventually, get to the penalty box. The other reason why you would want to exploit the feature is to use it to wrong-foot defenders to create an opportunity to score a goal or to a pass the ball to another attacker when you are in and around the edge of the box with attackers.

Keep in mind that to exploit the agile dribbling you need to show good skills at the following basic moves:

- o Carrying the Ball (L stick)
- o Skill Moves (R stick)
- o Protecting the Ball (L2/LT)
- o Fast Dribbling (Holding R2/RT)
- o Slow Dribbling (Holding L2+R2/LT+RT)



### CREATIVE RUNS 1 OF 2

Another new feature of FIFA 21 is Creative Runs. You need to be good at attacking to score goals in FIFA 21 and Creative Runs is a new feature that gives players an opportunity to influence how attacking players run and move, so that there is more creative freedom, power and possibilities for more unique attacks.

The feature offers 3 systems: Directed Runs, Directed Pass & Go and Player Lock. Directed Runs are useful to initiate the run of the AI attacker manually in the preferred direction. Directed Pass & Go is advised to use for counter-attacking and creating overlapping runs. For these two aspects of the feature you can have up to 5 players moving at the same time. The last one is Player Lock, which allows players to make unique runs by locking a current player when in possession after playing a pass, before calling for a pass back from the AI-controlled attacker.

To get used to the way players move and the direction of runs, there is a Trainer option available. This option demonstrates the trajectory of the AI player run but keep in mind that only the last 2 players' paths are going to be available. Note that Creative Runs can only be initiated within a limited amount of different initiating mechanics. For example, while running or a pass being given. This has to do with ensuring that there aren't any overlaps with skill moves or player switching. Therefore, you have to make sure that you flick the right stick to initiate a run, so that you can have a higher possibility and chance to success.

Creative Runs will be extremely important in some attacking situations, for example counter attacks. To score in the game you will need to be able to make the players run in certain ways, so that they drag defenders away for a pass or in order to have more space. Moreover, in those teams where defenses are being more packed in, the feature of Creative Runs is going to be very useful while trying to send Wingers on Diagonal Runs into the box to have more passing options.