
Free Download Fifa 2002 Pc Game Full Version



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The development team consisted of five former FIFA World Cup tournament director Frank Yerby, and with multiple other returning staff from FIFA World Cup 98 and FIFA Football. It is the seventh game in the EA Sports FIFA football series, and the seventh overall FIFA football game. The game is set on a tropical island based around Major League Soccer. Like previous FIFA games, the game is composed of five main modes of play: tournaments, exhibition, national team, playoffs and simulation. It features additional gameplay features, such as player ratings, transfer system and a player morale system. The game was met with critical acclaim. Reviewers praised the gameplay, graphics and artificial intelligence (AI). However, several critics and players disliked the soundtrack, match engine and other aspects. The game received a "Gold" sales award from the British Academy of Film and Television Arts (BAFTA) for its sales performance in the UK. Gameplay FIFA Football 2002 features five main modes of play: tournaments, exhibition, national team, playoffs and simulation. Exhibition mode provides a tournament-based experience, including a tournament bracket and a single-elimination tournament. A new feature is the "World League", in which multiple nations play against each other. Another new feature is the "colours", a new soundtrack and atmosphere that is heard when the national team is playing. Exhibition mode also supports a match engine, in which the players have to perform various tasks, such as shooting on goal, tackling or playing well together to succeed in a match. The National Team mode is a single-elimination tournament-based mode, including a single-elimination tournament and a qualifying tournament. A new feature is the "historical set-up", which is similar to previous FIFA games, where a player must select a team of eleven players and a manager to compete in a friendly match. The playoff mode is a single-elimination tournament-based mode, similar to Exhibition mode, except that teams can be added or removed from the match. The simulation mode is a single-elimination tournament-based mode, in which the user can create their own rules. FIFA 2002 features a new "Attacking Intelligence" feature, which tries to analyze the player's performance, and adjust the team's tactic accordingly. Four new AI tactics are included in the game: "Attack by Numbers", "Striker", "Controller" and "Run-and-Gun". The game also has new offensive and 82157476af

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