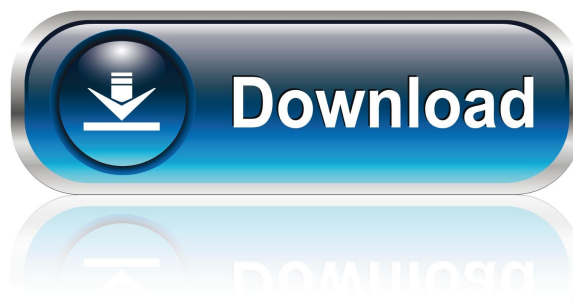

FIFA.14.Ultimate.Edition-Repack-z10yded



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.. detailed passing animations, improved ball physics, and deeper approach play." EA Sports During Electronic Arts' E3 press

conference, the company announced its successor to FIFA Football. In November 2012, during the Electronic Entertainment Expo, Electronic Arts announced FIFA 13 for the PlayStation 3 and Xbox 360, and FIFA 14 for the PlayStation 3 and Xbox 360 as well as the PlayStation 4 and Xbox One. It was released in North America on September 24, 2013, and in Europe on September 27, 2013. In August 2013, Electronic Arts announced that FIFA 14 had sold more than 7 million copies worldwide. EA Sports cited "an unprecedented interest in the sport and momentum from the Club World Cup, the unveiling of the FIFPro World XI and a clear desire to connect fans with the sport" as key factors in the success of FIFA 14. They also noted that more players had been created for FIFA than in any previous iteration of the game, with a total of nearly 400 for the PlayStation 3 and more than 300 for the Xbox 360. Prior to the release of FIFA 14, John Riccitiello, CEO of Electronic Arts, stated that the release of the game "is an opportunity to showcase the rich, evolving and growing passion for the sport of football in North America. It's really about celebrating the great athletes in the sport as well as the innovative technologies that are fueling the growth and success of this great sport around the world." Riccitiello went on to state, "In the US, FIFA has been the number one sports title for six years running and in the UK, more than 50% of gamers are connected to the sport through EA Sports FIFA.

We're committed to continuing to bring the best football games and offer the best football fan experiences on the planet." Riccitiello was also positive about the future of the sport in the United States and Europe: "From sports programming to the rise of social media to the commercial opportunities for leagues and players, we've seen all of this happen in the last few years.

We're looking forward to this growth continuing and we can't wait to see where it takes us next. EA Sports is leading the way with this incredible and ever-expanding franchise and we're very proud of what we're doing." On September 8, 2013, Electronic Arts released a trailer for FIFA 14. FIFA 14 was also released for the PlayStation Vita handheld game system in October 2013.

On January 14, 2014, EA Sports announced a free update for FIFA 82157476af

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