**FOOTBALL MANAGER 2022: NEW ANIMATION ENGINE AND DATA HUB HEADLINE FIRST FEATURES DROP**

Sports Interactive and SEGA are proud to today reveal an in-depth look at the first two headline features for Football Manager 2022, set for release on November 9th on Steam, the Epic Games Store, and the Microsoft Store. FM22 will also be available Day One with Xbox Game Pass for PC.

Managers will benefit from the same reporting methods and analytics that real clubs use to fuel their success in the new Data Hub, allowing them to perfect their pre-match planning. Once they take their seat in the digital dugout they can soak in the most realistic match action in the series to date, made possible by a brand-new animation engine and a host of AI improvements.

These features and the process of their creation are discussed in detail in the first episode of a two-part series, ‘In the Studio’ hosted by James Allcott. James is joined by members of the Sports Interactive team to pore over the ways that these two feature areas enhance the overall Football Manager experience.

This marks the start of a series of feature drops over the coming weeks. The second part of ‘In the Studio’ will be released next week focusing on two more headline features, followed by in-depth feature blogs on the Football Manager website covering both the headline feature areas and other new features and updates to core areas of the game. Further features will be released on the Football Manager social channels (including Twitter, Instagram and Facebook) and Sports Interactive studio director, Miles Jacobson’s own channels (including Twitter and Instagram).

Fans who pre-purchase Football Manager 2022 (for PC and Mac), from a SEGA approved digital retailer\* up until launch will receive a 10% discount. They will also have the chance to kick-off their managerial career ahead of schedule with Early Access to FM22. Early Access will be available roughly two weeks prior to the official street date and single player careers started in that period can be carried across to the final game.\*\*

An overview of the headline features can be found below.

*\*Pre-release Beta is available from SEGA approved digital retailers only; please check* [*here*](http://www.sega.com/sega-approved-partner-list) *for an exhaustive list of digital retailers and more details as to what constitutes a SEGA approved retailer.*

\*\**\*\*Early Access may go live at different times on different platforms*

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**Data Hub**

The Data Hub is a brand-new section on the sidebar in FM22 that is the go-to destination for everything related to data and performance analysis.

From here managers can delve into team performance metrics to analyse where things are going right over the course of the 90 minutes of match action and where there is room for improvement. There’s also the ability to view analysis on individual players from within your squad, allowing you to identify strengths to build around and weaknesses to develop on the training ground.

New data visualisations such as momentum graphs and zone maps alongside reworked pass maps make it clearer and easier than ever for managers to see how their decision-making affects their chances of success, to diagnose problem areas and to judge the most effective contribution from squad members.

Managers wishing to fully immerse themselves in the world of data analytics can delve even deeper into the Data Hub and ask their analytics team to deliver bespoke reports on a wide range of topics, such as the percentage of headers won by their defenders compared to the rest of the league.

Real clubs are using the same metrics and reporting methods to power their performance on the pitch, now FM players can too.

**Match Engine**

The FM22 match engine marks the start of a new era in our everlasting pursuit to create the perfect simulation of on-pitch action.

A new animation engine delivers an even greater level of on-pitch authenticity than was previously possible in the series. Player movements now look far more realistic and natural due to the implementation of root motion while on-the-ball dribbles and touches have been reworked to ensure that players have a much greater range of movement, including the ability to pivot on the ball and perform Cruyff turns.

Significant AI enhancements lead to a more lifelike flow to the passage of play over the course of a match. A reworked pressing system means that players now have the concept of their sprint capacity and know when they can and can’t press their opponent and accuracy has been refined to ensure that player condition has a greater impact on the accuracy of a passes, shots and first touches.

New for FM22 is the Wide Centre-Back player role that allows managers to have greater flexibility when operating with a back three. Wide Centre-Backs can be deployed in a defence, support or attack duty with an increasing willingness to overlap and create two vs one situations the more attacking the manager sets their duty.