Soccer manager

FOR FANS OF THE BEAUTIFUL GAME

MANUAL

Homepage JoWooD: www.jowood.com
Homepage „Soccer Manager": www.soccermanager-game.com

Technical Assistance and Customer Service
Are you having problems installing the software or are you are stuck playing the game
and want some help?

The JoWooD Productions Team will be pleased to help you.
e-Mail: support@jowood.com

HEALTH WARNINGS
Some people experience epileptic seizures when viewing flashing lights or patterns in
their daily environment.
These persons may experience epileptic seizures while watching TV pictures or playing
computer games.
Even players who have never had any seizures may nonetheless have an undetected
epileptic condition.
Consult your doctor before playing computer games if you, or someone of your family,
have an epileptic condition.
Immediately stop the game, should you experience any of the following
symptoms during play: dizziness, altered vision, eye or muscle twitching, mental
confusion, loss of awareness of your surroundings, involuntary movements and/or
convulsions.

This game is   copy protected

INHALT

1 | INTRODUCTION

"Soccer Manager" is a sports simulation game where you choose your club, take on the role of trainer and manager and guide your team to fame and fortune.
Buy and sell your players skilfully, train wisely, negotiate advertising contracts profitably, and select a winning team.

In designing this game, we put particular emphasis on making it easy to play with an intuitive interface.

For example, there is no calendar. Each change you make takes immediate effect. In real life, stadiums are not built in a day and transfers are not instant - but we feel this makes the game more enjoyable as you learn the skills to lead your club to success.

Your activities in "Soccer Manager" are focused on the fundamental areas that have the greatest impact on your club. Your team is the most important thing, so we consciously dispensed with snack bars and fan shops.

Accept the challenge and turn your favourite club into one of the leading teams in Europe.

Read the manual and to explore the depths of the game. You will also find help within the game itself.

2 | INSTALLATION

To install "Soccer Manager" insert the CD into your CD-ROM drive and start the installation programme ("Install.exe"). Or you can wait until Windows automatically starts the installation (unless you have disabled this function).
Enter your full name and personal registration number (the number is on the enclosed reply postcard)

> **IMPORTANT!**
> While playing "Soccer Manager", the game CD must always be in one of your CD-ROM drives! Only remove the CD when you have ended the game!

After clicking "Install", you can choose the target directory for the installation of "Soccer Manager" in the appearing window, as well as other options. Important!!!!

The "Soccer Manager" CD must be in your CD ROM drive to play the game. Only remove the CD after you finish playing!

"Soccer Manager" needs DirectX® 8.0 or higher. If you have not yet installed DirectX®8.0 (or a newer version), highlight the corresponding option in order to install it. All "File Options" are usually enabled and are used to reinstall individual parts of the game later on.

Under "Icon Shortcut" you can choose to generate an icon on your desktop and/or an entry in the Start menu.

When you click "Start" the installation will begin. The program requires about 450 MB hard disk space (... but it's worth it!)

Multiplayer

This enables you to connect to other players in your LAN.

Warning: Warning: We have made access to the network mode as easy as possible. However, this option still does require a some basic knowledge of your computer's network functions. If in doubt, consult an experienced user.

If you want to play with others on your network, please follow these instructions:

1. One computer must be the "server". Start the game as (usual off-line) on this computer. You then need to enter the exact number of players that will be joining the multiplayer game (two players minimum). All other options (club/division etc.) can be selected as usual.

2. In the Main menu on the server PC, click "Next Player, " until you reach the club that is "managed" on the server. In the "Options" menu select "Permit players on other computers". Now inform the other players of your specified "IP address" (a series of numbers, example: 192.168.0.1).

3. You can now connect to other computers ("Clients").

The other managers (clients) can now connect to the server as follows:

1. Start the game and select "Log on to another computer" in the first Start screen.
2. I the"Connect to server" sreen, enter the server's IP address (see above).
3. Click the "Connect to server" button. If the network configuration is correct, the client can now download the list of other players from the server. The new client manager now can choose a team among those clubs that haven't been picked yet. After selecting a team, the client will download the necessary game data from the server (this may take a few seconds).

Special Features of the Network Mode:

- In Network Mode, a new game is started when all clubs participating in the matchday have left the menu.

- If managers are playing in different divisions, the fixture list may cause one club to have two or more matches while the others are not playing. Because inactive managers can still use all the menu functions and there are calculations going on in the background, some data may not always be up to date. An example would be the league table, which is not continuously updated as in the Off-line Mode.

- In Network Mode only the server manages the game data. So save your game only on this server.

- After the game the summary may be delayed until all the matches on the server have been finished.

- Should a client incorrectly exit a game (i.e. not using "Management/Quit", but switching off the computer)), problems in the network game may occur. Please restart the server and all clients in any such case.

3 ı PROGRAM START

When the installation is completed you are ready to start the game. In the entry screen you will be asked whether you want to start a new game or continue the previous one, or load another game. Also, you can visit the Editor where you can customise all player and club data. You make your selections by left-click on the respective button.

If you want to begin a new game you can now adjust all the necessary settings. You navigate by left-click on the two "Arrow Buttons". You can cancel your choices the same way.

You can adjust the following settings:

Manager:
Select how many managers will participate in the game by using the "Arrow Up" and "ArrowDown" buttons.

Level:
Here you set the ifficulty level of the game. Newcomers should choose one of the easier levels to familiarise themselves with the game. Even veterans will face a challenge with the highest difficulty level.

Name:
Enter the name of the manager, and then select a portrait.

Country:
You determine which country your team is playing in. You can choose between Germany, England, France, Italy, the Netherlands, and Austria.

Club:
You decide which club to play. You can also choose whether the default stadium sizes and strengths of the clubs are used or not. To do this enable or disable the "checkmark" by left-clicking the respective field. When you use "real" data however, you should be aware that you will start out at a disadvantage when selecting certain clubs.

Division:
Select the division you want your game to start in.

Once you have completed your settings you'll receive a message asking you whether you want to apply these settings. If everything is to your liking confirm by left-clicking "Yes". And now - let the games begin!

4 | COMPETITIONS

If you use the default configuration in the game the available competitions will be roughly on the 2001/2002 season.

> **NOTE!**
> You can also play other pre-existing configurations, or build your own competition structure using the editor. This option is explained further in the corresponding manual sections manual (Configuration / The Editor).

In the default configuration the following competitions are available:

4.1 FIRST LEAGUE

The First Division comprises 18 clubs. The clubs play each other twice, once at home and once away. A win gives three points, a draw one, and a defeat gets no points at all.
If two clubs have the same number of points the goal difference decides which club will get the higher rank. The three lowest ranking clubs are relegated to the second division at the end of the season. The highest-ranking club will become national champion.

4.2 SECOND LEAGUE

There are also 18 clubs playing in the Second Division. The points system is identical to that of the First Division. The three highest-ranking clubs are promoted to the First Division, whereas the four lowest ranking clubs are relegated to the Third Division.

4.3 REGIONAL LEAGUE

There are two Third Divisions with 18 clubs each. The two highest-ranking clubs of both Third Divisions are promoted to the Second Division; the four clubs at the bottom of the division are relegated. The points system is identical with that of the First Division.

4.4 DOMESTIC CUP

The National Cup starts out with 64 teams. All clubs of the First and Second Division take part. The other participants consist of the highest-ranking teams of the Third Divisions.
This is a knockout competition.
The winner automatically qualifies for the EUFA Cup.

4.5 SUPER CUP

The Super Cup is a competition for the best teams of the previous season. The gate money is divided between the respective opponents. During the first leg two winners are decided. The clubs placed 2nd, 3rd, 4th, and 5th in the previous season's final table participate. The two winners of the first legs meet either the League Champions or the National Cup Winners from the previous season in the semi-finals. After the final the winner will receive a prize.

4.6 EUROPEAN COMPETITIONS

Each team can only take part in one European competition per season. If a team qualifies for several European competitions, it will only take part in the higher-class one. Another team will then take its place in the competitions it misses out on. Those clubs involved in European football have a great opportunity to make additional profits. Additionally, the reputation of a club increases, which can lead to better sponsorship contracts.

4.6.1 CHAMPION'S CUP

The League champions and runners-up are automatically entered into the Champions' Cup. The third and fourth placed clubs have to fight their way through the qualifying round to get into the main round. The competition starts with a qualifying round where 32 teams compete for 16 places over two legs. The winners then meet 16 other teams in the first round, which consists of eight groups with 4 teams each. Each team then plays 1st and 2nd leg matches against all the other teams within its group. The two highest-ranking teams from each group qualify for the second round, which in its turn consists of four groups with four teams each and will result in eight winners. The competition then enters the knockout stage with quarterfinals, semi-finals, and a final. The winner qualifies automatically for the next season's Champions' Cup.

4.6.2 EUFA CUP

The winner of the previous season's EUFA Cup qualifies automatically for this competition along with the fifth and sixth placed teams from each country´s first Division. The seventh and eighth placed teams must take part in the qualification rounds. The three qualifying rounds start with 24 teams each.

5 | THE PLAYERS

5.1 PLAYER STRENGTH

Your club's most important assets are of course your players.

By choosing the right players, you have to build the best team you can in order to compete successfully.

You have the opportunity to continuously improve your team by purchasing players, employing targeted training and visiting training camps. The stronger your team- the greater its chances to win matches. The strength of your entire team is calculated from the total of the strength values of all your players.

Each player has a basic strength and three other components affecting his skills on the field. The basic strength is a value between 0.5 and 6.0 represented by "Stars". This is the most important attribute. The other two components, "Fitness" and "Morale", have only slight effects on the players' strength. A player with a poor fitness will not be able to play to his full potential during a match. A player's morale reflects his psychological state. A player with the highest morale value would bend over backwards for his team, whereas a person with a poor morale will not do his utmost. The "Fitness" can be improved by visiting relaxing training camps or by giving an exhausted player the opportunity to rest for a few matches. Booking a stay in a training camp can also increase morale. Furthermore, special talents ("Club Loyalty", "Team Spirit") lead to good morale values for players.

Special attributes have a big influence on the strength of a player. You will be able to see this clearly during live broadcasts.

5.2 SPECIAL TALENTS

There are a number of special talents wich your players either have right from the start, or wich you can give them through training. These talents have great influence on the matches and a player's total strength. You'll find more information on their individual effects in the Talent Information.

This talent description is available whenever you can left-click on the small information button "I".

All talents are shown in form of a tree. Not every player can learn all talents. The talents not available to a player are shaded; the ones already learned are framed in green. The talents a player can learn during his career are highlighted. Note that not only currently available talents are shown, but all those a player can theoretically learn in future because he already has the potential to learn through training.

Some special talents cannot be trained immediately. There are talents that can only be achieved when the player has certain "prerequisite talents". You can view the necessary "prerequisites" and the actual name of the talent by moving the mouse pointer over the respective talent. For example, a player can only become a good penalty shooter when he already has the talents "Kick" and "Calmness".

In order to become a "Football God" there are many "Prerequisites" to be trained.

There are first, second, third and fourth level talents. These are:

1st Level	2nd Level	3rd Level	4th Level
Tactical Understanding	Defence Head	Dribble King	Football God
Overview	Playmaker	Super Pass	
Ball Handling	Ball Keeping	Power Shot	
Speed	Dribbling	Terrier	
Agility	Flanking		
Pass	Far Shot		
Shot	Free Kick		
Head Ball	Corner Ball		
Power	Penalty		
Team Spirit	Joker		
Club Loyalty	Old Reliable		
Stamina	Man Marker		
Challenge	Tough Guy		
Toughness	Old Hand		
Robustness	Goal Getter		
Experience			
Nerve			
Goal Instinct			
Right Bastard			

Players can be given special talents if you arrange special training sessions for them. But each session will cost you money, and the player will only have the desired talent after having completed the whole session.

When you want to train for special talents, please note that only players of a certain age can learn them. You'll find ages requirements and other information at the bottom of the screen by moving the mouse pointer over the respective icon.

This will show details on what benefits a player will gain by learning the displayed talent.

Unfortunately, there are also negative attributes besides the special talents. Again, players can either have those right from the start or he might acquire them due to certain events during a match. In addition to the fact that those attributes have a negative effect on the match, they block the effect of the positive talents because a player can only use three talents per match.

6 | THE SELECTION MENUS

All selection menus are shown in the bar at the bottom of the screen. By moving the mouse pointer onto this area, you open the menu fields for the selected category (Team, Statistics, Finances, and Management). You open the desired menu by moving the mouse pointer over the respective field and left-clicking it.

6.1 TEAM

This option comprises all your team activities. Here you determine your team's line-up, give tactical instructions, set the training, negotiate the transfer market, and check your players' statistical data.

6.1.1 TEAM SELECTION

This option might well become the most used screen for you because here you can adjust all the settings necessary to face your next opponent.

Here you can select the eleven players that will form the initial line-up for the coming match. You select the substitutes, give tactical instructions, and you can study your opponent's line-up.

The screen is divided into two areas. The larger window lets you select your players, and the smaller one (shown as a pitch) is the place to set the match formation.

You'll find a lot of information about your players in the team selection area. The information is divided in three groups: first, the players of the initial line-up, second, the players on the substitutes' bench, and third the players relegated to the stand (i.e. that will not be part of the next match).
Your entire squad always consists of twenty players. Whenever your team has less than twenty players, will receive an inexperienced youth to make up the numbers.
Each player has a list of the following information: Number, Position, Name, Strength, Number of Matches, Existing Talents, Fitness, and Morale.
When selecting your line-up you should always consider that players play best in the positions they have trained. For example, a defender will perform better in a defensive position than in the forward line.

The player's strength is shown as "Stars". The highest value is represented by six stars and it corresponds to a strength of 6.0. If the stars are displayed, but not filled in, this shows that the player can be improved by corresponding training. Grey stars - instead of golden ones - reflect that a player is in a disadvantageous position (see above). The number of grey stars shows the amount of strength the player loses in this position. The remaining number of golden stars therefore, represents his current strength.

The number of matches tells you how many matches the player can still play during his career. One can more or less estimate the age of the player from this number. In any case, you can calculate exactly when a player will end his career. So, better get rid of a player before his transfer value drops too far. However, you can buy a career extension for a player you do not want to lose under any circumstances. In this case you have to consider the cost-benefit ratio.

Various icons in the players' list represent the special talents of your squad. These can be both positive and negative attributes ("Red" signifies negative attributes). You can view the name of a talent by holding the mouse pointer over it for a few seconds. By left-clicking on a talent you open a menu with all available talents of a player. Here you can change a player's currently enabled talents and thus adjust them from match to match according to your opponent. You can use this method on most of the other screens containing attribute icons.

Fitness informs you whether it is time to let a player rest. If the red arrow is pointing down the player has the worst possible form and is no longer able to give his best.

On the extreme right you'll find a summary of the morale of all players on your team.

When you want to make a substitution, left-click on the two players you want to exchange. They will then swap their positions. You can also make a substitution by left-clicking the respective player, holding the mouse button, dragging the player to the desired position and then releasing the mouse button. Each change you make takes immediate effect on the total strength of the eleven fielded players shown in the top area of the screen. There you'll also find the strength of your next opponent.

Right-clicking on a player's name opens another menu (see PLAYER INFORMATION) that gives you additional information about the respective player.

The small pitch allows you to set the playing positions for the fielded players. You can either "click and drag" the kit icons or you can left-click the selected player first and then set the new position (by left-clicking again).

For a detailed summary of your line-up click on the button "Formation" or use the selection menu of the same name. Here you can save up to three different formations. You can select one by left-clicking one of the thress small field.

The selected field will be framed in gold. The line-up will be changed correspondingly. If you have enabled the automatic formation in the screen "Fielding" the computer will also adjust the line-up to the selected formation.

The big field allows you to carry out changes (as described above) that will effect the enabled formation field. You, can change formations permanently this way.

Bye left-clicking the middle button, you can switch from your team to your next opponent's team.

The "Standard" button on the right resets the currently enabled formation to its default settings.

Take advantage of your knowledge of your opponent's line-up and build your team correspondingly. Maybe you'll find weak spots that can help you to victory.

The left button "Fielding" brings you back to the summary menu.

There you can let the computer decide your team's line-up by left-clicking the button "Automatic" (this line-up won't always be the best).

6.1.2 FORMATION
Here you can go directly to the formation menu, described in detail under 7.1.1 FIELDING.

6.1.3 TACTICS

This is the area to give tactical instructions for the next match.

You can change all settings by left-clicking. The fields let you decide whether your players should attempt the offside trap or whether they should try and achieve free kicks or penalties through 'diving'.

Additionally, you can determine how much zeal your team should show. Increased zeal does increase the risk of injuries and of more yellow or red cards, but your team will also have more Power in the match. Finally you have to choose whether to employ man-to-man marking or zone defence, whether to play attacking or defensively, and whether your men should use the more elegant short passes or rather open up the play through high long passes.

Use the field at the bottom right to select to have the play happening more centrally or over the wings.

When selecting individual tactics, you'll always have to take your players' capabilities into consideration and find out where the next opponent's strengths and weaknesses are.

The top field lists the eleven players in your initial line-up. By left-clicking on the respective icons here, you decide which player will be your captain and which players should take corners, free kicks, and penalties.

Try and select your tactics according to your players' strengths and weaknesses. If you, for example, have a good offensive group on your team you should adjust your playing tactics accordingly. Furthermore, you'll always have to take into consideration which team will be your next opponent and what tactic will serve best to defeat them.

6.1.4 TRANSFERS

Open you player list. In the left area on this screen, top right, you'll findOn the players you could get from the transfer market.

You only can exchange players. This means: If you want to buy a player you will at the

same time have to sell a player of your squad. This is necessary because you can never have more or less than twenty players on your team.

Select a player you want to buy by left-clicking. Then select the player of your team you want to sell. This opens the screen "Negotiations". Before clicking "Negotiation" here, you should thoroughly check all information displayed. As soon as, you click this button, a countdown starts. You will have 30 seconds to reach an agreement with the player. Now you can increase your offer, and the respective player will respond with his own demands. The transfer is only carried out if you can reach an agreement with the player within the 30 second time limit.

If you sell one of your players without buying another, a rookie will automatically make up your team's numbers.

Another way to find new player material is to employ the services of a scout. This is costly, but it can result in real 'bargains'.

Select the scout whose services you wish to employ with the help of the two bottom right arrows. After you have found the appropriate scout confirm your selection by left-clicking "Search".

Now you can send your scout out into the big wide world. Soon you'll notice that each scout is a specialist for certain regions and that his performance may differ accordingly. Good scouts will find the top players for you more often than the slightly worse (but at the same time, cheaper) couts, who are more likely to 'land' slightly weaker players.

Now select the region your scout is going to search in with a left-click.
The following screen will show you your scouting partner's efforts. Keep an eye on the bar increasing horizontally. Because here time is running, too! The scout won't be acting on your behalf for ever. As soon as he finds a playing willing to transfer you can decide whether to buy him or let the scout continue his search. If you decide on the latter you are running the risk of winding up with nothing (you'll still have to pay but the scouting costs). On the other hand, the scout might find an even more suitable player, thus making it worth the risk.

The scout's expedition is finished the latest when the 'time bar' has reached 100%.
The further process of signing the player is the same as that of buying one on the transfer market. After a prompt to confirm your decision you'll be back in the "Transfer" menu which that now displays the new player in the bottom right area. Select this player and a player you would like to sell by left-clicking and carry out the next round of negotiations as described or purchases on the transfer market.

6.1.4 TRAINING

You have no influence on the normal training activities in "Soccer Manager".
Instead you look after the very important individual training. You can give each player on your team special training in order give him special talents or to increase his overall "Strength". Using the player selection, choose which player should be trained. Now you must decide on the talent the player should work on.

The icons of the available talents are shown on the right and can be moved by using the arrows.
At the bottom right, the display shows how many points the player has already scored by training and how many he will need in total in order to get this talent.

After having made the selection, left-click "Training".
Now the "Training" screen appears. Here the player collects points by training. You start the training by left-clicking on the button "Start the training". If you click the button "Automatic end of training" the computer will set the end of training for you. Otherwise you decide when the player can hit the shower.
During the training the player collects points until you tell him to stop. Keep an eye on the "Thermometer" on the left of the screen. If the bar reaches the critical area this can cause the training to end with dire consequences - in the worst case, the player may get injured or lose strength.

However, the longer you train the more points the player collects.

After the training, the player summary will show you the talent percentage the player has achieved. If you have collected the required, points the player can use the newly learned talent.

Select a player by left-clicking on the talent fields, in order to change the talents that should be used in the context menu. The players can have numerous talents, but can access up to three during a match.

You are also able to leave the training to the computer. By left-clicking the button "Automatic" the computer takes care of the special training automatically. It never subjects more than five players to special training at the same time and will never spend more than 10% of your existing funds.

Note that the training of individual attributes leads to different costs and that different numbers of points are needed to perfect the talent.

Don't train the talents haphazardly but study thoroughly which talents would suit each player best. By no means every player can become a good penalty taker or goal getter.

6.1.5 TRAINING CAMP

Attending a training camp enables you more than the normal training to improve the whole team more efficiently than in normal training. However, it is not predictable which players will improve during the training camp. During the stay the areas "Morale", "Recovery", and "Strength" are affected. Special talents cannot be improved here.

Using the two arrows, you can view all necessary information about the available training camps. The bars in the top right corner show what areas of training are emphasised, and below you'll see what attending will cost.

After having confirmed your selection, the training camp starts. Since the three bars are constantly moving you'll have to find the right time to end the training camp. The longer you wait, the more likely it is that the bars move back too far and the training's effect increase over time. On the other hand, your players´chances to gain strength will increase over time.

When you have ended the training camp by left-clicking the appropriate button, you'll receive information about all its effects.

6.2 STATISTICS

Here you'll see all the information about the strength of the clubs, match results, tables, and a summary of the rankings.

6.2.1 TABLES

Using this menu, you can view the tables of all divisions for any matchday. Click the bottom left button to select the home, away, or total table. The computer will make a prediction of the final table if you left-click the button at the bottom right.
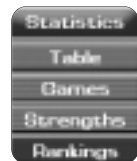
6.2.2 MATCHES

This will show the matchings and results for all competitions. The bottom left button lets you view only your own team´s matches.

In addition to the matchings, the rankings and strengths of the teams will be displayed.

6.2.3 STRENGTHS

The "Strengths" menu gives you information about the strengths of all teams. Furthermore, you can view information on the salary structure and the average number of spectators for all clubs.

Keep in mind that the strengths displayed only reflect the basic strength of the individual players. Morale, exhaustion, and particularly the learned talents can have great influence on a player's strength.

Using the bottom right button, you can choose to show the total strength of all players or of the eleven fielded players only.

6.2.4 RANKINGS

For a summary of your team's success you can view three different "Rankings".

The "Current Rankings" serves not only statistical purposes, but also is an important indicator for your reputation with fans and sponsors. A good ranking leads to more profitable offers from sponsors and will attract more spectators to your stadium.

Your position in the rankings is calculated based on the points you made during your last ten matches. Your team is awarded points for wins, draws, and defeats always in relation to the relative strengths of your team and the opponent, i.e. you'll always be awarded more points for a win against a strong opponent than against a weaker one. Thus the teams of the European top class automatically gain more points than those of the lower classes.

The "Eternal Rankings" are statistical in nature and continuously record the points of all teams.

6.3. FINANCES
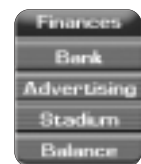
6.3.1 BANK

Should you -against all expectations - be forced to resort to outside capital, you will have to take out a bank loan.

To take out a bank loan, select the amount and the maturity of the contract using the two selection bars. The corresponding interest rate will be displayed continuously.

6.3.2 ADVERTISING

In addition to the gate money and the income gained through sales of players, a big part of the money needed to cover your overall costs comes through advertising contracts.

You can have up to eight contracts running simultaneously.

You'll have to find a main sponsor (kit icon), a partner for the marketing of TV rights, and six other advertising partners for board advertising.
A replacement partner, whom you'll need as well, can stand in whenever there are no running contracts.

The left of the screen displays the offers from the advertising companies.
You can only view one offer at a time. Before you get another offer, you therefore have to decide whether you like this one or not.

Left-click the "Search"button, to start negotiations with another advertising partner. But note that the search for new offers may cost more money each time you try it.

If you don't want to search for advertising partners yourself, you can left-click the button "Automatic" and leave this activity entirely to the computer.

Good performances in the previous matches and the general success of our team lead to more profitable offers, compared to the offers you get when your club is in a bad way.

6.3.3 STADIUM

All settings concerning your stadium are configured in the menu "Stadium".

You can change the ticket prices, improve the comfort, increase the seat capacity, and even build completely new stadium.

If you want to change individual areas, you will be shown the costs arising from this. The changes take effect immediately after you have confirmed your selections by left-clicking on the respective buttons. That means no time is spent on construction.

You should adjust your ticket prices taking in to consideration your next opponent and the number of spectators of previous home matches. You'll see whether your ticket prices have been decided wisely when your stadium is practically full to capacity.

If all the seats were sold you might have asked for even higher prices. But be careful not to ask too much. It is far more advisable to extend a small stadium in the course of time.

6.3.4 BALANCE

The balance shows you a budget summary for each completed matchday. All income and expenses are compared, and the balance tells you whether you made a profit or loss. Always keep an eye on the balance.
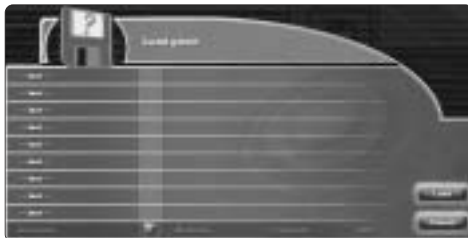A permanently negative balance will be your ruin sooner or later.

In addition, the number of spectators for each matchday is displayed.
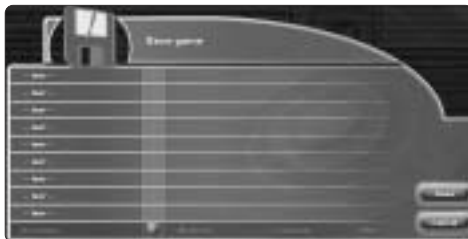
6.4 MANAGEMENT

6.4.1 LOAD

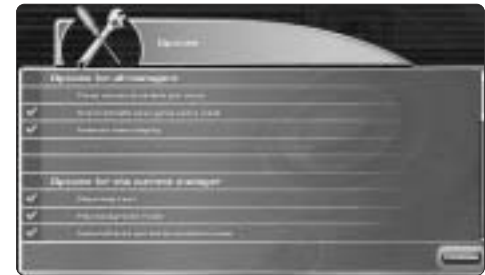Here you can load one of your saved games and continue it.

6.4.2 SAVE

In this menu you can save the current game.

6.4.3 OPTIONS

In "Options" you configure the general settings of your current game.
Check the fields you want to select by left-clicking on them or remove unwanted checkmarks in the same way.

The option of limiting the time per move speeds up a game in Multiplayer Mode. Each manager than has only a limited time to configure his settings.

When this time runs out it's immediately the next manager´s turn or the start of the match day.

The other options should speak for themselves.

6.4.4 QUIT
You'll quit the game shedding lots of tears - only to return to it soon enough.

7 | PLAYER INFORMATION

Wherever your players' names are listed you can find a detailed summary by right-clicking on a player. In addition to the already visible data, salary and market value are displayed, as well as the statistical data: goals, crosses, yellow cards, yellow-red cards, and red cards.

8 | LIVE GAME

After completing your configuration, the game can begin.
To start the game click the button "Continue" in the bottom right menu bar.
This ends your "Round" and your team sets out to the stadium...

8.1 BEFORE THE MATCH

Before the match starts the line-ups of the two opponents are graphically displayed. The players shown here will begin the match. Left-clicking gets the game under way.

8.2 THE MATCH

Now it's your team's turn. You are relegated to the bench and have only limited possibilities to influence the match. However, you can at any time make substitutions or change your tactical instructions. You make such changes by left-clicking on the buttons of the bottom screen bar.
The top section of the screen shows the current score and time of the game.

The buttons on the bottom bar represent the following functions:

Double arrow left:
Shows the last play in slow motion.

Double bars:
Stops the game. Time stands still. You should use this function for substitutions or changes to the tactical so you won´t waste valuable time with these activities. Click the button again, to continue the game.

Double arrow right:
The match is speeded up until you press the left mouse button again. Click it again to reset the game its normal speed.

Table icon:
Shows the current table. You can move this table to the desired position on the screen by clicking and dragging. Each scored goal updates the table automatically. This way you'll always be fully informed during a game. Left-clicking the button again hides the table.

Match icons:
All matchings of the current match day are shown. All goals scored will also be displayed here. Left-clicking the button again hides the display.

Kit:
Here you can make substitutions and change the formation. After left-clicking on the button your player list and the small formation field will appear. The player list shows the number, player name, strength, level of fitness, and talents. You should pay particular attention to the fitness value.
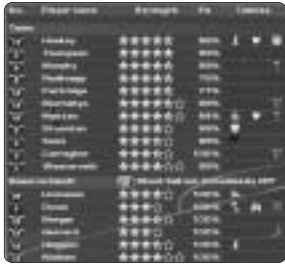
Players suffering from exhaustion cannot perform as well as at the beginning of the match.

You exchange players by left-clicking on the two selected players. The substitution will be carried out during the next break. If time is short and you don't want to wait for the next break, left-click the "checkmark" to give the order "Kick ball out of play".

Your team will then kick the leather out of play as soon as possible so that the substitution can take place. You are allowed three substitutions per match.

The formation field - just like the formation menu - lets you change the positions of your eleven fielded players. This way you can respond to the current score and adjust the orientation of your team accordingly.

Left-clicking the kit icon again removes the player list from the screen.

Blackboard icon:
The basic settings for tactics can be changed during the game. The two areas "Offside Trap" and "Diving" can be enabled or disabled by left-clicking on them. You change the other four areas using the buttons "+" or "-". Your team will instantly try to implement your new instructions.

Left-clicking the blackboard icon again removes the display from the screen.

Green diskette:
You can load a previously saved game.

Red diskette:
You can save the current game.

Lightning icon:
This will speed up the match in quick-motion.

After the game, you will be shown some statistical data. First you will receive information about the goals and the players who scored them. Next, you'll see a summary of goal scoring chances, fouls, challenges, and game dominance for both teams.

Next your balance is displayed, followed by all the results and the table for the match day.

When you have finished reading this information you can return to the main menu and begin the next round. Now you can prepare for your next match.

9 | SPECIAL EVENTS

At various points during the match you'll be confronted with special events or offers that are shown on screen. These are of various kinds, and you can view their different effects.
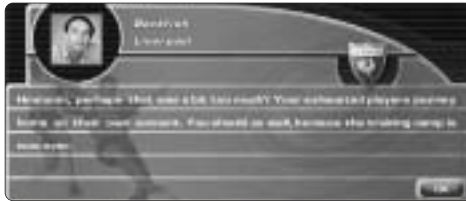
10 | MULTI-PLAYER MODE

If there are several managers taking part in the game, each in turn will have one opportunity per round to configure his settings for the next game. In order to ensure fairness the order will be changed each round. During the live game the screen is divided into up to four stadium views. This enables several managers to follow their teams' game simultaneously. But one field always has to serve as the "active" one. Only there the game can be influenced using the selection bar at the bottom of the screen. You select another game by left-clicking in the corresponding field.

11 | THE EDITOR

Before you embark on the game, you can use the editor in order to customise your game configuration.

All club and player data can be changed to your liking.

11.1 GENERAL

The Editor screen is divided into two areas. On the left you'll find the summary of all clubs, on the right is the player list of the currently selected club.

Using the three buttons on the bottom right on the screen you can load the existing configuration, save your changes, or quit the Editor.

11.2 CLUBS
The club data are listed alphabetically by club name as default. You can change the order by left-clicking "Nation". This sorts the list by nation names.

The left edge of both lists contains an icon "Exchange" in each line, which we will explain in detail later.
Should you wish to change a club's name select it by left-clicking. Now enter the new name. You are can change other team data by left-clicking the "Magnifying glass" icon. Another window will appear in which you can change all team data.

If you want to swap two teams against each other you have to enable both their "Exchange" icon by left-clicking it. Performing such a swap, you can alter the division membership of individual teams.

This way you can promote and relegate teams to any desired division.

11.3 PLAYER DATA

The player list always shows all 20 players of the currently selected club on the right-hand side. You can now to edit all player data, which includes the following information:

- Number
- Player type
- First name
- Last name
- Strength
- Talents
- Appearance (via the "magnifying glass" icon)

Each area can be edited by selecting it using the left-click.

Number:
Enter your chosen number. These numbers should not be duplicated within one team.

First name:
An initial is required.

Name:
Enter the last name of the player.

Strength:
There are two boxes for the strength values. The first box refers to the actual playing strength, the second one to the maximum strength that can be achieved.

Please note that "half-strengths" have to be taken into consideration. Therefore the highest number is 12 (this corresponds to a strength of 6.0 in the game). In order to determine the player's actual strength you'll simply have to divide the entered values by 2. Thus a player for whom you have entered the values 5 and 8 will have the strength of 2.5 at the beginning of the game and can through training achieve a strength of 4.0.

Talents:
Here you decide on the talents a player will have at the game's outset and on those he'll be able to learn during the game. Left-clicking will open a context menu that allows you to allocate talents to the player. You can enable the desired icons by left-clicking the corresponding boxes. The green "checkmark" shows that the player has this attribute from the game's outset while the red "prohibition sign" indicates that the player will not be able to learn the corresponding talent. All other attributes can be trained.

Nation:
Left-click to open the context menu that allows you to change a player's nationality.

Appearance:
If you left-click the "Magnifying glass"icon, you open a context menu that enables you to edit the player's skin colour, chin, eyes, hair, mouth, and nose.

Close all context menus by right-clicking outside the box containing the summary.

Using the function "Exchange" you can assign players to other clubs. The procedure is similar to the one of exchanging teams. First you select the "Exchange" icon of one of the players you want to exchange by left-clicking it. Now this player appears in a "memory field" below the player list. Then select the club of the second player you want to exchange from the club list. You can then enable him in the appearing player list by left-clicking the "Exchange" icon. Both players have now swapped their clubs.

Equally you can edit players found on the transfer market or by scouts. Select them by left-clicking the respective box below the club summary.

If you are not happy with the changes you've made, simply leave the editor without saving.

> **NOTE!**
>
> Do not forget to save your changes, or all your trouble will have been for nothing.

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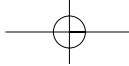Localisation Manager
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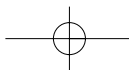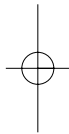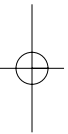**UK Marketing Manager**
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