



Manual v0.2  
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### TODO

- Explain skills of players, employees, youths
- Add a tip to each page of the document?
- Create a template document the size of a NDS manual to check appearance and arrange text on that

### Version History

Version	Changes	By	Date
0.1	Initial version	Simon Barratt	21/02/08
0.2	Version for Alpha	Simon Barratt	29/02/08

## Welcome

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**Welcome to Football Director** the football management game with something for everyone whether you're an experienced virtual manager or new to management games. This manual explains show you how to get started in Football Director and explains the purpose of each game screen, further information is available through the in-game help system (TODO: Explain help system)

### *Feature summary (some manuals repeat the features?)*

- Addictive strategic and tactical play
- Control any English league club
- Access players and teams from 4 other leagues (Spanish, Italian, German, Scottish)
- Watch your matches unfold with exciting commentary and hear the crowd respond to your team's performance.
- Spot upcoming youth team players and train them to their full potential.
- Manage and negotiate player and employee wages to control the clubs wage structure.
- Look at league tables based on various criteria to judge the strength of your opposition
- Search the transfer market with advanced filtering options and make crucial purchases for your club.
- Control the training of the squad and focus them on specific formations or set pieces to allow your team to play out your tactics to your desire.
- Control the finances and borrowing of the club to allow investment in new players and employees.
- Easy to use, slick layout
- Great background music to listen to as you play

## Control System

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The game is fully controlled with the **stylus**.

Pressing the **B** button when not in the match day screens will go back through the history of screens you've visited like the back button in the bottom left corner of the screen does.

## Help System

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The game features a help system with context sensitive help within each screen and for each statistic in the game. When the help function is enabled from the options menu a '?' button will be present in the corner of the screen. Pressing this will fade down the current screen and give information on the current screen and the information presented on it.

## Quick start guide

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1. Upon playing the game for the first time you will be presented with a language selection menu, select your language and press the OK button to continue.
2. You will now be presented with the main menu screen which contains three buttons 'Continue Game', 'Create New Game' and 'Options'
3. Press 'Create New Game' and enter your name.
4. Now select a club using the division selector to switch between divisions and from the club list along the left hand side. Once you have chosen your team press DONE.
5. Please wait while the game creates the game database for the first time.
6. You will now see the Status screen on the top screen and the News on the bottom screen. On the majority of screens in the game the menu and buttons visible on the left of the bottom screen will always appear. On the top screen you will see the current date and a ticker displaying the latest breaking news.
7. The button in the top left corner advances the game date, after pressing this button various other screens may appear to either notify you of players being sought after by other clubs, messages from your board or screens that require actions to be made before the game can continue.
8. The 4 buttons on the left are the menu panel (from the top "Club", "Competition", "Admin" and "Game"), clicking one of these button will rollout other options which when clicked will show the screen name, clicking a highlighted menu button again will activate the relevant screen.
9. In the bottom left corner is the back button, this will where possible take you back to the previous screen you were on and is useful when exploring the players of another club to quickly return to the squad screen.
10. Now you're familiar with the core interface you might want to have a look at your squad, to do this click the top "Club" button and then click the second icon (the shirt) you will get confirmation of which screen this icon refers to at the bottom of the screen and click again to go to the squad menu. Click on any of the players listed to show their statistics on the top screen.
11. To swap players around in the team you can click and drag a player in the list and drop it over another players name to switch their places in (or out) of the first 11 and subs.
12. Now you have adjusted your starting 11 press the advance button until you reach your first match. First of all you will see the match introduction screen which gives you the option of viewing the match yourself or simply get a report of the match.
13. If you click 'VIEW' you will see the screen change to the match day view, this actually changes the menu icons on the left to allow you to switch between various views of the match from the commentary, to match events to watching your position in the league table as the match (and other matches of teams around you) progress.
14. Hopefully your team did well in your first match and you may now wish to save your game progress. You can save your game on any screen other than the match day screens. To do this use the yellow "Game" menu icon at the bottom and select the first option which is 'Save Game'. Once in the 'Save Game' screen click Save to confirm and your game will be saved to the Game Card. Next time you play the game you can resume your saved game by pressing the 'Continue Game' button on the main menu.
15. You may now wish to explore the other screens in the game and adjust your formation and tactics as well as recruit new employees and players to achieve the success you deserve!

## Screen explanations

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The various screens in Football Director provide you with the information and controls you need to manage your club efficiently, this section explains the purpose of each screen.

**TODO: Add tips for things to do on each screen to maximise chances of success**  
i.e. using the filters on transfer list, training up in all areas over time on training, employing the best staff you can afford

### **Options screen**

This screen is accessible by pressing the 'Options' button on the main menu before the game starts and during the game via the 'Game' menu. Less options are available during the game as some of the options relate to options used at creation of a new savegame.

The various option pages can be selected by clicking left or right on the selection box between 'General' and 'Game'. Explanations of the options shown for each of the screens are shown below

#### ***General***

Options	Details
Music Volume	Changes the background music volume throughout the game
SFX Volume	Changes the sound effects volume throughout the game
Credits	Game credits

#### ***Game***

**TODO: Set remaining options up accordingly – (how to display weights/heights/distances, how stats are shown, whether help button is enabled, whether advance skips to the next interesting day or to the next match)**

### **Explain all screens briefly, what can be done on each screen and any tips, ADD NEW SCREENS**

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- Top down match view
- Live league table
- Latest scores – vidiprinter and list (vidiprinter on top + latest scores on bottom with match score at top)
- Form / League position graph (need to work out how the interface will work)

# Club Menu

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## ***News / Status screen***

*Spawns: Bottom screen will have hyperlinks in news items for players, teams, match reports, cups (will show fixtures), leagues (will show fixtures) and managers.*

This screen is the main screen you will be shown at the start and continuation of a game and after time has been advanced. The bottom screen shows the news which covers what is happening both in your club and in your country. The status screen on the top screen shows you information regarding how your club is doing from a higher level including how confident both your board and your fans are as well as when your next match takes place.

The news items on the bottom screen are blue if they are unread and grey if they have been read. The arrows above and below the news items allow the player to scroll between the current and past 7 days of news items. The news items can be expanded to be read with the + arrow by the side of the item.

## **Squad (and formation / roles screen)**

*Spawns: Separate player info screens, transfer status, contract negotiation, sack player.*

The Squad screen is where you can see all of your players at once. The squad list shows three different types of information about your players

- **Skill:** You can see the details for each player including their Handling, Passing and Shooting statistics.
- **Status:** You can see if players are injured or have been suspended.
- **Contract:** See how much they are currently being paid per week and when their contract expires
- **Stats:** See their number of appearances, goals and disciplinary record.

The list can be sorted by any of these values as well as the default sorted by player position by clicking on the relevant header of the table.

This is also the screen where you will decide who the starting 11 will be and allows you to take action on any of your players.

**Changing the lineup:** To move a player from the starting lineup (11 players and the substitutes) to the squad, simply drag him over the player you want to replace him with and they will swap positions. You might need to do this if a player gets injured or suspended and needs to be replaced.

**Transfer Status / Sack / Contract negotiation with a player:** Select a player with the stylus and you will be able to view their details on the top screen and using buttons which appear on the bottom.

On the right hand side of the bottom screen are two tabs which can be selected to set the teams formation and set the roles of key players in the squad.

With the formations tab you can assign certain formations to your team. This will be the formation that they use for the upcoming match. You can either drag players from the squad list into the position they want them to play in or drag the existing players shown on the formation around to switch. When the player is dragged from the squad list their name is shown under the stylus. The formation can also be changed using the preset list at the

bottom, in brackets the teams rating in that formation is shown (which can be improved through specific training in that formation).

Using the roles tab the corner taker, penalty taker, free kick taker and captain are set by dragging the players from the squad list onto the corresponding red dot on the pitch.

### Player information

On the top screen when viewing the squad you will see the player information screen, this shows further details on the selected player

**TODO: Information on each stat and how it affects performance (see info from Roger)**

### Tactics

This screen is very important when setting your overall team strategy for your matches. On the top screen the current formation (which is set on the Squad screens formation tab) is shown. On the bottom screen are several options which are used to set the team tactics.

Three of the options are represented with bars

1. **Style of Play:** You can decide that your team will focus on attacking, short ball, zonal, etc.
2. **Marking:** How will your team play defensively. You can choose a number of options.
3. **Aggression:** Adjust the slider bar to increase or decrease the aggression of your team. The more aggressive your players are the more determined they will be in the game, but it may mean more free kicks given away and more chance of players getting yellow and red cards. Use high aggression sparingly to avoid having too many players suspended at the same time.

#### ***Play on the Break:***

Tick the box to play this tactic. The team will mount quick counter-attacks from defensive positions, trying to catch out the opposition with a combination of speed and surprise.

#### ***Offside Trap:***

Tick the box to play this tactic. Players will rush out of defense at the appropriate moment and try to catch the opposition's attackers off-side.

### Training

This is where the user devises training plans to get the best out of his players and ensure they are at the peak of their performance. It is important that you train your team in-between matches.

Players train automatically each day and unless you change the settings on the training screen they will use the default settings. They will always perform the training; it is only the training done each day that is affected by this screen.

On the right of the top screen is the list of ratings of the squad at various set pieces and skills, on the left is the rating of the squad at playing in various formations.

On the bottom screen are bars to control the focus the training on certain formations, set pieces and types of training. The four bars will add up to 100%, adjusting one bar will adjust the other three bars so they add up to 100%. A bar can be locked to prevent it from being affected by adjustments to another bar (only 2 bars are lockable at once so that moving a bar always has an effect).

## Club fixtures

This screen displays the clubs previous and upcoming league fixture list for the current season. When the match has been played the result and league position after the match is displayed, and when the result is tapped on, the match report screen will be displayed. Tapping on the opposition clubs name will bring up that clubs information.

## Competition menu

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### League fixtures

On this screen it is possible to view every division's fixtures for any match day of the season. If the matches have been played then the result is displayed and selecting a match will display a match report, likewise tapping a club name will bring up the specific information on that club. The boxes with the arrows either side allow changing of the date or division being viewed.

### League and Current Form Tables

The League Tables screen is where you can see stats and information for each team in every division and track your progress through the league.

**TODO: Info on how to access the graph of position in the tables**

On the top screen a summary of the current selected club is shown, on the bottom screen is the league table. To switch between the various sets of information for the league you can use the selection box arrows to switch between the following:-

- **League:** You can see the details for each team's overall league standing this season. This table is sorted as expected and shows the promotion and playoff spots.
- **Home:** You can see how the team has performed in its home division matches this season.
- **Away:** See how each team did on the road in the league this season.
- **Form:** See how the teams have performed over the last 6 league games.
- **Discipline:** You can see how many yellow and red cards each team has picked up in the season to date.

You can select any team to see information on them and their first team squad on the top screen. When a team is selected a button will appear to view the clubs specific screen to allow more detailed inspection of the club.

## Cup Fixtures

This screen serves the same purpose as the league fixtures page for all the cup competitions allowing viewing of the fixtures. The selection boxes on this screen allow changing between different cups and rounds of that cup.

## Cup Schedules

This screen shows the dates each round is played, drawn and replayed for each of the cups (English, League, and Charity Shield). The dates and descriptions for that date are shown in a scrollable list. Below this is a selection box to change between the cups schedule being shown.

## Leading Goal scorers/Disciplinary Tables

This screen appears as a table with tabs below and shows both the leading goal scorers in each division and the disciplinary record league based on the number of disciplinary points a player has (3pts for a yellow card, 6 points for a red card). To switch between showing the goal scorer league and disciplinary league use the tabs below the table. Selecting a player will show their information on the top screen and upon selection buttons will appear to perform operations on that player.

## Admin menu

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### Transfer List

In order to improve their squad, sooner or later you are going to want to buy new players from the transfer market. The bottom screen shows the list of players available having been filtered by the current filter. The filters can be easily switched between using the left and right arrows in the box in the bottom right. To create or edit a filter press the 'Edit Filter' button which allows you to set the parameters of the filter.

To view more information on any player tap their name in the list and the information will appear on the top page.

In order to attempt to loan or buy a player, highlight their name by tapping on it and then select either '**Loan Player**' or '**Buy Player**'. This will take you to the relevant screen.

### Club Records

Club historical information and records are displayed here; the screen initially starts of showing the managers club however other clubs information can be viewed by simply selecting the desired club from the selection box.

The information is shown across the top and bottom screen with a selection box at the bottom of the bottom screen with a list of clubs with default as own club and another selection box to choose between the information shown :-

- **General:** Club info including when it was founded, the manager, stadium name, stadium capacity, average attendance
- **Players:** Largest transfer fees in / out, appearances, total goals, goals in a season.



- **Team:** Record victory/defeat, highest and lowest attendance, the highs and lows of league points and position. Highest round reached in any of the cups

## Accounts

This screen lets you view and control the financial situation of the club. On the top screen the current accounts breakdown is shown for the club listing the weekly and season to date income, expenditure, profit and loss. You won't be able to influence all of these figures directly but success on the pitch will generate more income. You can view the current week or year by tapping on the appropriate tabs (shown on the bottom screen).

On the bottom screen there are the controls for the banking. These allow you to borrow and repay money. Use the arrows to raise or lower the amount or tap inside the number range to set the amount you want. You can also see how much money you have, your outstanding loan, weekly payments and how long the loan will take to pay off.

The default value in the 'Apply to Borrow' box is the recommended amount that the bank will lend you, any higher than this is likely to be refused by the bank.

## Wages and contracts

This screen displays a list of all employees, the first team and youth squads, their annual salaries and contract expiry dates. The information currently viewed is set depending on which tab at the bottom of the screen is selected. Selecting a player, youth or employee will display his information on the top screen which show action buttons on the bottom screen allowing the user to renegotiate that person's contract, adjust their transfer status or view their profile in further depth before making a decision.

## Job Centre Screen

This screen is used to look for and recruit new backroom staff. The bottom screen shows you the non-player employees that you currently have hired on the left and the ones that are available for hire on the right. By tapping on a name with the stylus a person is selected and their details shown on the top screen.

Upon selection buttons appear on the bottom screen to perform actions on the selected person. These actions are :-

- **Sack :** Fire the employee.
- **Offer Contract :** extend an employee's contract. You can set their wage and contract terms. They may or may not accept your offer.
- **Hire :** Offer this person a job. You can set their wage and contract terms. They may or may not accept your offer.

## Youth Squad

The Youth Squad is where you can check out the up-and-coming talent in your organization and youth players available to buy. By tapping on a player the following action buttons appear:-

- **(if a current player) Sack :** Let the youngster go, removes him from your payroll
- **(if a current player) Promote to First Team :** Promote him to the first team. You can set their wage and contract terms. They may or may not accept your offer this is done on the youth negotiations screen.

- **(if not a current player) Hire** : Recruit a youth for your Youth Squad.

## Match screens

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These screens will appear when you reach a match through the game progression.

### Match Intro

This screen lets you choose whether to view the match or simply read a report of the match. You can also view the team lineups and read a pre-match report about your opponent's strengths and weaknesses (after the initial first few games of the season and the scouts have had chance to research!)

### Match screen

The match day screens are laid out slightly differently to the normal game screens.

The top screen shows the match time in the top left corner and the ticker becomes a commentary bar. The main part of the top screen shows goal scorers and disciplinary times.

The bottom screen top left corner changes to have a play / pause match button with a dial to change the match speed from slow to fast. The button in the bottom left skips the match, the top right button goes to the squad page to perform substitutions and tactical changes and the menu icons along the left switch between the various information screens for reviewing during the match (the current screen being highlighted).

The screens accessible are

- **Commentary** – show minute by minute scrollable commentary of the match
- **Team** - Allows you to view both squads, view details and fitness levels
- **Events** - Shows you how both squads are doing during game play on things like free kicks, shots off target, etc.
- **Skill** - Shows the possession of players within your team and as a whole what percentage of play your team is having.
- **Live league table** – view your and the clubs around you positions on a minute to minute basis. Vital near the end of the season and pushing for promotion or looking to avoid relegation!
- **Live scores** – see a list of the scores from each division / cup round being played as the results come in
- **TODO:** Details on how topdown match view fits in

### Match Report

The match report screen shows the final result on the top screen and allows browsing of the final versions of all the sub-screens from the match (Skill, Events, Team, Commentary). All the screens interact as they do in the main match day screens.

## Other screens you will encounter

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### Incoming Transfer Offers

At any time during the game you may receive an offer from another club for one of your players. On this screen you can,

- **View Details** - Check out the stats, personal details of the player in question etc.
- **Accept** - Accept the bid as it has been offered.
- **Reject** - Reject the bid outright.
- **Counter** - Counter the offer and, perhaps, ask for more money.

There are also two other areas on the screen:

- **Offer** : Use the arrows to adjust the offer.
- **Sell On Clause** : The percentage of the transfer fee to be received by the selling club when the buying club transfers the player to another club.

The response from the other team will be instant and will be shown on the top screen.

### Youth Profile

This screen displays all the information available on the youth player on the top and bottom screens. Along the bottom screen are the buttons 'Promote' and 'Sack'. Tapping on the 'Promote' button takes you to the contract negotiation screen and clicking on the 'Sack' button removes the youth from the youth squad of your club.

### Youth negotiations

This screen is for contract negotiation with a youth player and allows you to set how much per week you are willing to pay him and for how many seasons you wish him to play for your club, when you have entered these, tap on the 'offer' button and his response will appear in the bottom half of the screen.

### Employee Profile

This screen displays all the information available on the employee, tapping on the 'Sack' button on the bottom screen allows you to make remove the employee from your club's payroll but you will have to pay him the full amount of his salary for the duration of his contract as a lump sum immediately.

### Employee negotiations

Similar to the youth negotiations, this screen is where you offer the employee a weekly wage, and how long you wish him to work for the club. The top screen again shows the information on the person in question and shows the current status of negotiations when an action is taken in the negotiation process.

### Player Transfer Status

Through this screen you can set an individual players transfer status. The sliders and checkboxes act as follows :-

- **Transfer List:** Signals to other clubs that you are willing to sell the player if a suitable offer is received.
- **Reject Bids Below:** You can automatically set the game up to reject any bids below a certain amount.
- **Reject All Bids:** This will keep other clubs from making offers to you for the player.
- **Available for Loan:** Informs other clubs that you would consider loaning the player for a specified number of weeks.

### Manager Profile

Show the profile of a manager on the top / bottom, where they manage and has links to the club they manage and their last signing. There are no possible actions that can be used on the selected manager

### Player requests transfer

This screen is used when a player requests a transfer away from the club as they are unhappy with his current role within the club; it is for you to decide whether you are prepared to grant his request, the choice you make will affect his attitude and morale.

The top screen will show the players summary info and the bottom will show details of the transfer request and actions on whether to accept or reject the transfer request.

### Player Contract Negotiations

This screen is used for negotiating contracts with new players and with existing players in the squad. You can offer the weekly wage, contract length and amount of signing on fee to the player.

### Player Loan Negotiations

This screen is used to bid to loan a player, the only option necessary is to decide how many weeks the user would like to loan him for. Your club will become responsible for their 100% of the player's wages whilst they are playing for you so it is a good idea to check how much the player is earning by visiting their '**Information**' screen before offering to loan them.

**NOTE: You may not have more than 6 players on loan within a season.**

### Club Transfer Negotiations

This screen allows you to bid to buy a player from another club and set the transfer fee and may also offer a sell on clause where a specified percentage of any future transfer is paid to his current club if he is sold again.

- **Transfer Fee:** This is the amount of money you are willing to pay the player's current club to release him from his contract.
- **Sell On Clause:** The percentage of the transfer fee to be received by the selling club when the buying club transfers the player to another club.

As with other negotiations screens the top screen shows the information on the person in question and also a pop up box with the current state of negotiations.

### **Release Player**

On this screen you can release a player immediately. Remember you will have to pay him the remainder of his contract value, if the board feels he is too valuable to lose they will override the player. On the top screen the player info summary is shown and on the bottom the status of the sacking process is shown.

### **Monthly Awards**

This screen shows the Manager of the month awards for each of the four divisions every month of the current season. A selection box with arrows either side lets the player choose the month to view and the manager of all four divisions is shown and can be selected to view the manager or their clubs profile.

### **Team of the week**

This screen displays the best performing player in each position of all clubs in the currently selected division during the last match. The division may be changed by selecting another one from the list box at the bottom of the screen.