

Football Director DS 09 Manual v0.5

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Final version needs to be checked against Nintendo Terminology document (attached) – have done a first pass of it, not too much to conflict really (the control stuff seems fine)

NOTE: Items in red may be changing subject to current layout / control discussions

NOTE: Images will be updated pre-final version

NOTE: Will need updating once we know about Football League etc possibly

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
0.3	Version for Beta	Simon Barratt	16/03/08
0.4	Added placeholder icons / screenshots	Simon Barratt	31/03/08
0.5	Further adjustments	Simon Barratt	04/04/08

Welcome

Welcome to Football Director DS 09 the football management game with something for everyone whether you're an experienced manager or new to management games. This manual will show you how to get started in Football Director DS 09 and help you learn the ropes on your way to being a top manager!

Control System

All you need to become a top manager is your stylus and your Nintendo DS system!



News/Status screen

Help System

For further information on any screen in the game you can access help information via the help button on the menu bar on the left of the screen. When the '?' icon is pressed information on the current screen and general game help will be shown.

Quick start guide

This is a brief guide to get you started in **Football Director DS 09**.

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. If you need to change your language setting you can do this later from the 'Options' screen.
2. You will now be presented with the main menu screen which contains four buttons; 'Continue Game', 'Create New Game', 'Options' and 'Edit Database'.

3. Press 'Create New Game' and enter your name.
4. Now, using the division selector to switch between divisions, select a club 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 and 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 click the first player you wish to switch, then click the swap icon and click the player you wish to substitute.
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 getting a report of the match.
13. If you click 'VIEW' you will see the screen change to the match day view. This 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!

Players

As manager your primary focus will be managing your players and their tactics during matches. However you will need to evaluate and recruit based on skills.

Players are listed with an overall skill which for outfield players is made up of the 4 following skills

- **Tackling** – most important for defenders and then for midfielders.
- **Passing** – critical to the performance of your midfielders but important all across the field
- **Shooting** – accounts for much of your attackers abilities but can be important across the team
- **Heading** – a great general skill for those aerial battles!

The only skill of importance to your goalkeepers is Handling.

Game Screens

A great manager needs access to all the information on his club and the various screens in Football Director DS 09 provide you with the information and controls you need. This section briefly explains the purpose of each of the main screens you'll encounter.

The majority of screens are accessed through the menu available on the left hand side of the bottom screen. Click one of the menu icons to expand the menu rollout and choose a screen to go to.

Club Menu

This menu section contains the most important screens used for playing Football Director DS 09.



News / Status: You will be taken back to this screen throughout gameplay as it gives you access to the major news at club and country level as well as showing you information on your club and next match.



Squad: See your full squad of players and view their stats. The list shows three different types of information about your players

- **Skill:** Details of each players abilities
- **Status:** Information on players injuries and suspensions
- **Contract:** Details of current salary and contract
- **Stats:** Information on 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. You can also swap players in and out of the first 11 as well as adjusting the formation and their roles in the team via the rollouts on the right hand side. Upon selecting a player you will also be shown version action buttons which can be used to set the transfer status, sack or negotiate a new contract with that player.



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 including the style of play, marking style and level of aggression.



Training: On this screen you can devise your squads training plans to get the best out of your players and ensure they are at the peak of their performance. It is very 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.



Club fixtures: Displays the clubs previous and upcoming fixture list for the current season. When the match has been played the result will be shown and you can access the match report.

Competition menu

This menu section lets you keep an eye on the progress of the league and cup competitions you and other clubs in the country are taking part in.



League fixtures: View every division's fixtures and results.



League and Current Form Tables: View the league and form tables and stats for every team in each division in a table or see a graph of a teams position through the season.



Cup Fixtures: View the fixtures and results for every cup round



Cup Schedules: View the dates for each cup



Leading Goal scorers/Disciplinary Tables: View the player tables for goal scorers and disciplinary points



Manager of the month: Look back at previous winners of the manager of the month award

Admin menu

This set of screens is used for the business side of your club from recruitment to contracts.



Transfer List: Filter out and buy or loan new players to improve your squad. Maintain saved searches for quick access to the type of players you're looking out for.



Club Records: View information on any club including their record victory and defeats, largest transfer fees and best league positions from your current game.



Accounts: View and control your club's financial situation, take out further loans or repay existing ones.



Wages and contracts: View annual salaries and contract expiry dates of all the club's employees, the first team and youth squads.



Job Centre Screen: Look for and recruit new backroom staff



Youth Squad: Promote existing youth team members and acquire new ones.

Match screens

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

Match Intro: View the match or choose to skip and read a report of the match. Also view the team line-ups and read a pre-match report on your opponent's strengths and weaknesses.








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 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 via the match menu are

-  **Commentary** – shows minute by minute scrollable commentary of the match
-  **Team** - Allows you to view both squad's 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
-  **Top down match view** – this option can be toggled to enable or disable the top down match view of the game.

Match Report: 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, and Commentary). All the screens interact as they do in the main match day screens.

Other screens you will encounter

Throughout the rest of the game the other screens you encounter will be negotiations and offer screens as well as information on monthly awards and teams of the week.

Edit database

This screen can be accessed via the main menu and can be used to edit player and club names. Any changes you make will only be present in the next new game you create and it will not affect your current game. Any adjustments made will be kept for all future new games you create unless you choose to reset.

Credits

Four Door Lemon Limited

Programming

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