**NOTES FOR TRANSLATOR:**

**Please keep the underlined headings in bold present in the translated document.**

**HELP\_OPTIONS**

Use this screen to change the sound volume and other settings in the game. Some option pages are only available when accessed from the main menu as they affect creation of new games.

To switch between different options pages use the selection box in the bottom right corner and press Accept to confirm any changes and Cancel to leave the screen without applying the changes.

**HELP\_STATUSNEWS**

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. Use the scroll buttons to move 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.

**HELP\_SQUAD**

See details of all your players at once, switch between four 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.

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.To move a player from the starting lineup (11 players and the substitutes) to the squad, simply click the player and then click the swap button and click the player you wish to switch him with. You may need to do this if a player gets injured or suspended and needs to be replaced.

You can also perform various actions when you have a player selected from the squad list such as setting their transfer status, release them or negotiate a new contract. This can be done by pressing the appropriate button below the squad list.

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.

### HELP\_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.

The three slider bars control

**Style of Play:** You can decide that your team will focus on attacking, short ball, zonal, etc.

**Marking:** You can dictate how your team will play defensively. You can choose a number of options.

**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.

***Counter attack:*** 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.

### HELP\_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).

### HELP\_CLUBFIXTURES

This screen displays the clubs previous and upcoming 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.

### HELP\_LEAGUEFIXTURES

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.

### HELP\_LEAGUEFORMTABLES

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.

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:** Details for each team's overall league standing this season. This table is sorted as expected and shows the promotion and playoff spots.

**Home:** Team performances in home division matches this season.

**Away:** How each team did on the road in the league this season.

**Form:** Performance over the last 6 league games.

**Discipline:** The number 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. When a team is selected a button will appear to view the clubs specific screen to allow more detailed inspection of the club.

### HELP\_CUPFIXTURES

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.

### HELP\_CUPSCHEDULES

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.

### HELP\_LEADINGPLAYERTABLE

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.

### HELP\_TRANSFERLIST

In order to improve your squad you are going to want to buy new players from the transfer market. On 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 ‘EF’ (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.

### HELP\_CLUBRECORDS

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

The information is shown on the top screen and can be switch between showing

**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

### HELP\_ACCOUNTS

View and control the financial situation of the club with this screen. 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.

### HELP\_WAGES

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 and 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.

### HELP\_JOBCENTRE

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.

### HELP\_YOUTHSQUAD

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:-

**Sack :** Let the youngster go, removes him from your payroll

**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.

**Hire :** Recruit a youth for your Youth Squad.

### HELP\_MATCHINTRO

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, subs 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!)

### HELP\_MATCHSCREEN

On the top screen you will see the current match time and the match result so far.

On the bottom screen you are able to switch between the following screens

**Commentary** – show minute by minute scrollable commentary of the match

T**eam -** Allows you to view both squad’s details and fitness levels

**Events -** Shows you how both squads are doing during game play e.g. 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 –** toggling this option will show a full pitch on the top screen allowing you to watch as it plays back in realtime, you can continue to view other details while watching the match like this.

### HELP\_MATCHREPORT

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.

### HELP\_INCOMINGOFFER

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.

The two sliders on the screen allow you to adjust the offer to counter it

**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 club will be instant and will be shown on the top screen.

### HELP\_PLAYERPROFILE

This screen displays all the information available on the player on the top and bottom screens. Along the bottom screen are buttons depending on whether this player is owned by you or not.

### HELP\_YOUTHPROFILE

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.

**HELP\_YOUTHNEG**

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.

### HELP\_EMPLOYEEPROFILE

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.

### HELP\_EMPLOYEENEG

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.

### HELP\_PLAYERSTATUS

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

**Transfer List:** Notifies 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.

### HELP\_MANAGERPROFILE

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.

### HELP\_TRANSFERREQUEST

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.

### HELP\_PLAYERNEG

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.

**HELP\_PLAYERLOANNEG**

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.**

### HELP\_CLUBTRANSFERNEG

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.

### HELP\_RELEASEPLAYER

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.

### HELP\_MONTHLYAWARDS

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.

### HELP\_TEAMOFWEEK

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.