**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.

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.

**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, releasing them or negotiating a new contract. This can be done by pressing the appropriate button below the squad list.

**HELP\_FORMATIONS**

On this screen, you can assign the formation to be used for the upcoming match. You can drag the player dots shown on the pitch around to change formations. The formation can also be changed using the preset list at the bottom.

**HELP\_ROLES**

On this screen, you can set the corner taker, penalty taker, free kick taker and captain for your team. Simply drag the players from the squad list onto the corresponding dot on the pitch or in the captions below.

### HELP\_TACTICS

This screen is very important when setting your overall team strategy for your matches.

On the top screen, the current formation (set by pressing the formation button on the squad screen) 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 from a number of different 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 you can create training plans to get the best out of your 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.

Shown on the top screen is the rating of the squad whilst playing in various formations.

On the bottom screen, you can set the percentage of time spent training in different aspects of the game. By dragging the slider for a particular activity, you can adjust the amount of time spent on it. You can lock the setting for a bar (to prevent it from being affected by adjustments to other bars) by pressing the lock icon next to the bar.

The selection box below the sliders allows you to choose the formation your squad will practise.

### HELP\_CLUBFIXTURES

This screen displays the club's previous and upcoming fixture list for the current season. For matches that have already been played, the result and league position after the match are displayed. If you tap on the result, the summary for that match will be displayed.

### HELP\_LEAGUEFIXTURES

On this screen it is possible to view every division's fixtures for any match day of the season. You can select the division to be viewed, and the date shown, with the selectors at the bottom of the screen. If the matches have already been played, then the result is displayed. Tapping on a match result will display a summary for the match.

### 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.

The league table is shown on the bottom display. You can tap on a club to see summarized information about the club on the top display. You can use the selector in the lower-right hand corner of the bottom display to view the following information:

**Overall:** 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.

Pressing the 'G' button will show a graph of a club's performance on the upper display.

### HELP\_CUPFIXTURES

This screen, similar to the league fixtures page, allows you to view the fixtures for each cup competition. The selection boxes on this screen allow you to select the cup and round being viewed.

### 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. You can select the cup being shown with the selector at the bottom of the screen.

### HELP\_LEADINGPLAYERTABLE

This screen shows the division leaders in goals scored, as well as disciplinary points. You can select the division being viewed with the selector in the upper-right hand corner of the screen. You can toggle between viewing goals and disciplinary points using the selector at the bottom of the screen.

### HELP\_TRANSFERLIST

In order to improve your squad, you will want to buy new players from the transfer market. On the bottom screen, a list of players fitting the current filter criteria is shown. You can change the filters used by using the selector in the bottom-right part of the screen. To edit a filter press the 'EF' (edit filter) button – this will allow you to set the parameters of the filter.

To view more information on any player, tap their name, and their information will appear on the top display.

To loan or buy a player, highlight their name by tapping on it, and then press the Loan button (jersey with arrow) or the Buy button (jersey with pound symbol).

### HELP\_CLUBRECORDS

Club historical information and records are displayed on this screen. You can also view other clubs' information by selecting the desired division and club from the selectors.

The information is shown on the top screen and can be switched (using the 'Record Category' selector) between:

**General:** Club info, including when it was founded, the manager, stadium name, stadium capacity, attendance figures, and nickname.

**Players:** Largest transfer fees in / out, appearances, total goals, and goals in a season.

**Team:** Record victory and defeat, and highest and lowest league points.

### HELP\_ACCOUNTS

View and control the financial situation of the club with this screen. On the top display, the current accounts breakdown is shown for the club. This lists the income, expenditure, profit and loss from various parts of your club. You won’t be able to influence all of these figures directly, but success on the pitch will generate more income.

The bottom display shows the total income and expenditures of the club, as well as your current bank balance. You can also borrow and repay money here. Use the slider to raise or lower the amount you wish to borrow or repay. Pressing the button will request the loan, or pay back the amount specified. If you have an outstanding loan, you can also view the weekly payments and how long the loan will take to pay off.

The default value for the 'Borrow Amount' slider is the recommended amount that the bank will lend you. Requesting a larger loan is likely to be refused by the bank.

### HELP\_WAGES

This screen displays a list of all wages paid by your club. This includes your employees, the first team and youth squads. The table displays their annual salaries and contract expiry dates. Selecting a player, youth or employee will display his information on the top screen and action buttons on the bottom screen allow you to renegotiate that person’s contract, adjust their transfer status or sack them.

### HELP\_JOBCENTRE

This screen allows you to search for, and recruit, new backroom staff. The bottom screen shows you the coaching staff of your club. By using the selector in the bottom right hand corner of the screen, you can view the available coaches on the market.

Selecting a club employee will allow you to sack them (thumb down button), or offer to extend their contract (paper button). Selecting an available employee will allow you to offer them a job (thumb up button).

### HELP\_YOUTHSQUAD

On this screen, 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:

**Sack :** Lets the youngster go, and 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.

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

### HELP\_MATCHINTRO

This screen lets you choose whether to view the match live as it happens, or skip to a summary of the match. You can also view the team lineups, subs and read a pre-match report about your opponent's strengths and weaknesses. Note that a scouting report will not be available until after the first few games of the season, once the scouts have had chance to do their 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 can view commentary as the match progresses.

The button in the upper-left hand corner of the bottom display allows you to start or pause the match. Below that, you can find buttons to:

* View the commentary screen.
* View match events.
* View a skill comparison between the two teams.
* Open a menu allowing you to view the teams, make substitutions, view the league table live (with positions updated on a minute-by-minute basis – vital near the end of the season when promotion or relegation are at stake!), view scores from each division/cup round, and to increase or decrease the speed at which the match is played.

### HELP\_MATCHREPORT

This screen shows the final result on the top display, and allows you to browse the other sub-screens from the match (Skill, Events) on the bottom display. When you are finished reviewing the results, press the Done button.

### 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 division. Selectors on this screen let you choose the division and month to view.

### 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 selector at the bottom of the screen.

**HELP\_ARRANGEFRIENDLIES**

This screen allows you to set up friendly matches with other teams. Select a division and team, followed by the date of the match as well as whether you wish to be home or away for the match. Press the Confirm button to add the match to your schedule. If you change your mind and no longer to play a friendly on a certain date, press the Clear button.

When you are finished, press the Continue button.

**HELP\_EDITMODE**

This screen allows you to edit club and player names. These changes will take effect when a new game is started.

To edit a club name, select it using the list in the upper-left hand corner of the screen. If the desired team is in another division, you can choose it with the selector to the right. Click on the Edit Club button to change the club’s name.

To edit a player’s name, select the club to which the player belongs. Then, select the player’s name from the table in the lower-left hand corner of the screen. Then, press the Edit Player button to edit their name.

When you are finished with your changes, press the Save button. If you wish to discard your unsaved changes, press the Cancel button. If you would like to reset all player and club information, press the Reset All button.

**HELP\_EDITNAME**

Press the keys on the onscreen keyboard to edit the name. You can use the backspace button to erase your mistakes, and the Shift button in the lower-left hand corner of the keyboard to type capital letters. When you are finished, press the Save button. If you don’t wish to make changes, press the Cancel button.

**HELP\_TRANSFERSTATUS**

Through this screen you can set an individual player’s 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 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\_MATCHINTRO\_TEAMS**

This screen shows the home and away teams for the match, along with the overall skills of each player. Press the back arrow in the lower-left hand corner of the screen to return to the match introduction screen.

**HELP\_MATCHINTRO\_OPPOSITION**

This screen shows scouting information about the team you will be facing. Information about their team strategy is shown on the upper screen. A report with additional information from your scouts is shown on the lower screen. Note that if it is early in the season, your scouts may not have had enough chances to see the other team play to produce a meaningful scouting report.

Press the back arrow in the lower-left hand corner of the screen to return to the match introduction screen.