

# Contents

- 1 - The Game Structure - Leagues and Cups
- 4 - Submitting your decisions
- 5 - The Player profiles
- 6 - Training
- 7 - UE Points
- 8 - Special Abilities
- 11 - Mentorships
- 11 - Picking a team
- 12 - Tactics and Positions
- 18 - Substitutes
- 19 - Injuries, Suspensions and Player Performance
- 19 - State of Mind
- 20 - Karma
- 23 - Player Interaction, Reserve and Youth Squads
- 25 - Player Loans
- 26 - Transfers, Signing Players including Trialists
- 29 - Directors Confidence
- 29 - Player Evaluation, Financial Details
- 31 - Scouting
- 32 - Specific Player Searches
- 32 - National Team Management
- 33 - Pools, Friendlies
- 34 - Gameplay and conduct
- 35 - End of season
- 36 - Multi Team Management
- 37 - Games Charges, Methods of Payment
- 39 - Appendix

# 1 - ULTIMATE EUROPE

A Great man once said "Some people think Football is a matter of life and death, but it's not, it's far more important". This sums up why the greatest ever sport "Football" is so popular and compelling. Welcome to ULTIMATE EUROPE, a game with as much realism as possible and then a little bit more!

What is Ultimate Europe?

Ultimate Europe is a multi-player football manager game that is played by email. You will be playing against the computer and other managers like you so the competition will be high. You will have complete control of everything from picking the team, choosing tactics and training, buying, and selling players and organising finance it will be up to you to find a winning formula for your club.

How do you Play?

The game is run over a seven-day period with us sending you your team info (Manager's Report) and then you submit your decisions to us through the. Your decisions and team selections are imported into our computer, which then runs the games.

Why ours?

Ultimate Europe has more weekly info for you as a manager to digest, more facts and figures without being overly complicated. You will find the game to be highly playable and rewarding as you discover the ways in which your decisions can shape your players and team performances. You can play for as long as you like but the more involvement you put into the game the richer will be your reward, any team under management can be built to compete with the best around!

## Tips and Hints

*\*\*\* Pay close attention to the Tips and Hints throughout this rulebook as they can give you valuable advice about playing the game \*\*\**

## The Game Structure

There are up to 8 Leagues in the game, though not all are available to manage in. Each League has divisions comprising of 14 teams. A season consists of 26 league games with three teams promoted and three relegated at the end. The league make up can vary for each game, but some of the leagues that are typically available are below. Some Leagues may run 4 divisions, some 2.

League	Teams from which Countries	Manageable
UK League	England, Scotland, Wales, Northern Ireland, Southern Ireland	Yes
Southern European	Spain, Italy, Portugal, Greece	Yes
Western European	Germany, France, Holland, Belgium, Austria, Switzerland	Yes
Northern European	Sweden, Norway, Denmark, Iceland, Finland, Latvia, Estonia	Yes
Eastern European	Russia, Poland, Ukraine, Serbia, Turkey, Romania and others	Yes
North American	USA, Canada	No
South American	Brazil, Argentina, Uruguay, Mexico, Chile, Bolivia and others	No
Asian	Saudi Arabia, China, Japan, Iran, South Korea	No

In most games, all the players in leagues which aren't manageable will be available to be signed, along with the players from over 1,500 "Rest of the World Team". For a price.

There are 4 main cup competitions running throughout the season.

### **The Champions League**

The most prestigious of all the cups in Europe. The route to the final starts with the highly competitive Champions' League. Firstly, nine groups of four teams will play each other home and away with the top two teams in each group plus the two highest third placed teams qualifying for the second group stage. Then five groups of four teams must play each other home and away with the five group winners and three highest runners up progressing into the knockout stages. Teams that qualify for this competition will be the top three league clubs and the FA Cup winners along with the winners and finalists from last season's European and UEFA Cup finals.

### **The UEFA Cup**

Second in status only to the Champions League, this is a knockout cup that runs on a two legs basis with each team playing home and away en route to the final. Teams that just missed out on the Champions League qualify along with the league cup winners. If a team qualifies twice or if any of the teams that would qualify for the UEFA also qualify for the European Cup then teams lower down the league table may be eligible.

### **The World Club Cup**

Teams from the North American, South American and Asian Leagues battle it out in this knock out competition. 10 teams from each league qualify as well, as the finalists from last season. The finalists from the FA and League Cup make the cut, along with the top 6 from first division from each league.

### **The FA Cup**

Each League will have its own FA Cup, it will be run as a knock out tournament and the eventual winners will qualify for a place in the European cup. All teams in each division are entered with four having buys into the first round.

### **The League Cup**

The other domestic based competition that is run on a knock-out basis with each team playing two legs, home and away until the final. The winners will qualify for the UEFA Cup and all teams that have not qualified for a European competition are entered.

## **Submitting your Decisions**

All of your decisions, your team lineup and tactics, and transfers you want to try and put through, can be entered on the **Manager Decision Sheet (MDS)** form on the website.

**Online Submission:** [http://www.ultimate-europe.net/mds\\_form.htm](http://www.ultimate-europe.net/mds_form.htm)

There is an alternative form with less drop down lists which some managers find easier to enter through phones or tablets, this can be found here:

**Alternative Online Submission:** [http://www.ultimate-europe.net/mds\\_formAlt.htm](http://www.ultimate-europe.net/mds_formAlt.htm)

Your MDS must be submitted before 6am on the deadline day. You can submit it as early as you like, and resubmit it if you want to make any changes. The most recent entry will be used in its entirety.

If it does not arrive in time then we cannot enter your decisions and if you have no credit you will be deleted from the game! If for any reason you are unable to return your MDS to us by the deadline, please contact us as we can save your team for you. You can return your MDS to us by:

**Email:** [contact@ultimate-europe.net](mailto:contact@ultimate-europe.net)

## **Returning your Report**

Once the game has run, your report will be e back to you on the deadline day. If it has not arrived by 4pm email the office and we will look into it.

*\*\*\* Just enter any changes that you have to your MDS as this will allow us to process your decisions more efficiently and with less chance of error. \*\*\**

## The Players

Every player in Ultimate Europe has a profile made up of the following:

<b>Shooting (Sho)</b>	The Accuracy and Power of his Shot.
<b>Movement (Mov)</b>	A Players ability to Lose his Marker and Create Space for others.
<b>Passing (Pas)</b>	The Range and Accuracy of his Passing and Crossing.
<b>Control (Con)</b>	The quality of his First Touch and his ability to Dribble past opponents.
<b>Speed (Spe)</b>	How fast he can run.
<b>Stamina (Sta)</b>	The players natural level of fitness.
<b>Heading (Hea)</b>	The players ability to win and direct Headers.
<b>Strength (Str)</b>	How able a player is to hold off opponents
<b>Aggression (Agg)</b>	A players "enthusiasm" when challenging for the ball.
<b>Tackling (Tac)</b>	How good a player is at making and timing tackles.
<b>Judgement (Jud)</b>	Player's positioning, and ability to read the pace and nature of the game.
<b>Vision (Vis)</b>	How aware he is of the position and movement of his team mates.

Goalkeepers have 4 skills in their profiles that related purely to goalkeeping:

<b>Distribution (Dis)</b>	A goalkeeper's ability to launch attacks from the back.
<b>Handling (Han)</b>	How sure-handed a goalkeeper is.
<b>Reflexes (Ref)</b>	How sharp a goalkeepers reactions are.
<b>Crosses (Cro)</b>	A goalkeepers ability to deal with crosses.

### Other Attributes:

<b>Overall Ability (OA)</b>	The Total of the 12 skills (the higher the better the player)
<b>Age</b>	How old the player is.
<b>Nationality</b>	The country the player is eligible to play for.
<b>Foot (R, L or B)</b>	The players preferred footing - Right, Left or Both Footed.
<b>Morale</b>	An indicator of the players current mood.
<b>Confidence</b>	This can vary throughout the season and can have a profound effect on a players ability and performance. A rise in confidence may result in a player's skills going up but a fall could coincide with a loss of skills.
<b>Fitness</b>	An indicator of a players "match sharpness"

*\*\*\* You can interact with a player to help improve a Players Confidence but there is no easy fix. \*\*\**

*\*\*\* A + or - sign will indicate if a skill has gone up or down that week. \*\*\**

*\*\*\* A \* symbol means the player has exceptional ability in that skill. \*\*\**

## Training

Every week you can spend up to 25 hours on training your squad, this can have several long and short term benefits. Skills can be improved to help balance your team's structure, weak areas can be developed and some players may dramatically improve!

Below is a Breakdown of the types of Training you can get your squad working on:

Area of Training	Summary
<b>Passing</b>	The squad will practice long, middle and short range passing, including corners, one touch passing and crossing the ball.
<b>Heading</b>	All aspects of heading will be practiced for both the attacking and defending
<b>5-A-Side</b>	The squad will split into groups of 5 and play short games against each other.
<b>Defensive Work</b>	The coach will work on the defensive side of the game, concentrating on marking, blocking and tackling.
<b>Attacking Work</b>	The coach will work on the attacking side of the game, concentrating on shooting and freekick practice.
<b>Strength</b>	The team will undergo various strength building exercises; both upper and lower body will benefit.
<b>Fitness</b>	The team will undergo intensive stamina building exercises, including circuit training and long-distance running.
<b>Ball Skills</b>	The team will practice their first touch, dribbling and ball juggling.
<b>Study League Opponents</b>	The team will spend time preparing for upcoming league matches. This can consist of studying videos of the opposition, highlighting their strengths and weaknesses, and learning how to deal with them on the training pitch.
<b>Study Cup Opponents</b>	The same as above but the time will be spent preparing for any upcoming cup matches.

Each week you can also request for up to three of your players to undertake intensive training on one skill (you can train a further 2 players if you are managing your reserve and youth teams – 1 Reserve / 1 Youth). For each individual player you train you will then receive a report on his progress. To Train an Individual player it must be entered in the Actions section as below:

Player ID	Player Name	Action
HAGH	E Haaland	Train Stamina

*\*\*\* Some players respond better to training than others, keep a close eye on how your players improve - some may have huge potential! \*\*\**

*\*\*\* Goalkeepers will have their own training schedule, but they will generally improve with age and experience. You can train them individually in their PV Stats or any other skills if required. \*\*\**

*\*\*\* Speed, Aggression and Vision cannot be trained, Judgement will improve with Age and Game Time. \*\*\**

## UE Points

At the start of every game some teams will have 'UE points' to spend. They were brought in to help “smaller sides” compete with the so-called Giants of European Football. They can be spent in the following ways.

<b>UE Points – Allocation Option</b>	<b>UE Points Cost</b>	<b>Summary</b>
<b>Boost Player Potential</b>	7 UE Points – Can only be done once per Player	All players have several hidden potentials. Spending UE points to boost their potential, will set all his potential values to a very high level, giving them a better chance of improving. Players who have been boosted in this way have a * in 'P' column in your squad's 'Player Statistics' page.
<b>Boost Player Speed (up to 9)</b>	10 UE Points – Can only be done once per Player	Increase a Player's speed by 1
<b>Boost Player Speed (up to 10)</b>	20 UE Points – Can only be done once per Player	Increase a Player's speed from 9 to 10.
<b>Boost Player Aggression (up to 9)</b>	10 UE Points – Can only be done once per Player	Increase a Player's Aggression by 1
<b>Boost Player Aggression (up to 10)</b>	20 UE Points – Can only be done once per Player	Increase a Player's Aggression from 9 to 10.
<b>Make Player Both Footed</b>	5 UE Points	Making a Player BOTH Footed can make him more comfortable on the ball, and capable of playing on any side of the pitch.
<b>Adding Available Funds</b>	1 UE Point per £3,000,000	Occasionally we all need to add Funds to assist in running the team. Add £3,000,000 to your Transfer Funds at the cost of 1 UE Point.
<b>Expanding the Stadium / Improving Condition</b>	5 UE Points – Per 10,000 Seats added and 1 increase in Condition.	Investing in Seating and Condition can marginally improve Gate Receipts and Attendances.

*\*\*\*Players with added Potential are not easily traded - your board could block any deals involving said player that does not significantly improve your existing squad \*\*\**

*\*\*\* UE points can be purchased in the actions section but they are expensive, £10M each. If you wish to do this please note - buying points is one of the first thing that happens in the turn. You must have the money already in the bank\*\*\**

## Special Abilities

UE Points can be used in various ways to improve your Playing Squad below are the various SA's that can be added:

Stat dependent – The SA's below are stat dependent and can only be added to said player if they meet with Minimum Stat Requirements.

<b>Special Ability</b>	<b>UE Pts. Cost / Min Stat Requirements</b>	<b>Summary</b>
<b>COM - Composure</b>	6 UE Points - player must have at least 8 Passing and Control	Players who seem to have more time on the ball and can use it to influence the pattern of play.
<b>DET - Determination</b>	6 UE Points - Player must have at least 8 Aggression	The type of player who will never give up for their team.
<b>FLA- Flair</b>	6 UE Points - Player must have at least 8 Control	Crowd pleasers who like to try tricks and try the unexpected.
<b>FKS - Free Kick Specialist</b>	3 UE Points - must have at least 8 Shooting.	Free Kick Specialist who has an increased chance of scoring from set pieces.
<b>GSI - Goal Scoring Instinct</b>	6 UE Points – Player must have at least 8 Shooting.	The knack of being in the right place at the right time, in an around the penalty area.
<b>LEA - Leadership</b>	9 UE Points - Player must have at least 8 Aggression and Judgement	A true leader who can inspire and galvanize his teammates.
<b>SWK - Sweeper Keeper</b> <b>*** GOALKEEPER ONLY***</b>	6 UE Points - Player must have at least 8 Passing, Control and 8 Speed	Goalkeepers who are comfortable on the ball and will try and keep possession and play out from the back, as well as effectively rushing out to cover through balls if your defence plays a high line.

Non Stat Dependent SA's – The SA's below are not Stat Dependent

<b>Special Ability</b>	<b>Point Cost</b>	<b>Summary</b>
<b>CHA - Character</b>	3 UE Points	Having strong characters in the dressing room and on the pitch, can boost morale, and can help support players when things are not going for them.



<b>GAM - Gamesmanship</b>	3 UE Points	Players who do whatever they can to gain an advantage, whether it is taking a dive or pulling an opponent's shirt.
<b>GNT - Gentleman</b>	3 UE Points	Behaves impeccably on the pitch, very rarely in trouble with the referee.
<b>PRO - Professional</b>	3 UE Points	A model professional, first to training, last to leave. Always motivated, can be an example and inspiration to others.
<b>PRE- Presence *** GOALKEEPER ONLY***</b>	6 UE Points	A keeper who reassures defenders and makes opposing forwards doubt themselves in a one on one.
<b>REL- Reliable</b>	6 UE Points	Steady players you can rely upon, who make few mistakes.
<b>RES - Resilience</b>	6 UE Points	Can shake of most knocks, very rarely injured.
<b>TEA - Team Player</b>	6 UE Points	Plays unselfishly - sacrificing himself for the team, always looks to cover and support his teammates.

There are some special abilities that cannot be purchased with UE Points

<b>Special Ability</b>	<b>Summary</b>
<b>VER - Versatility</b>	This player is as home playing as an Attacker, A midfielder or as a defender.
<b>DEF - Defence</b>	This player is as home playing as a defender, as well as his current position.
<b>MID - Midfield</b>	This player is as home playing as a Midfielder, as well as his current position.
<b>ATT- Attack</b>	This player is as home playing as an attacker, as well as his current position.
<b>EXP - Experienced</b>	Has a lot of games under his belt and has seen and dealt with most situations on a football pitch before. Experienced players can read the game better than most of their younger teammates.
<b>GEN - Genius</b>	Can see things other players cannot see and produce moments of magic in the game. A Very rare SA.
<b>HEI- Height</b>	Very tall players (193 cm+) have a clear advantage when going to head the ball. They can be the cause of lots of problems in the opposing penalty area as well as being useful in defence.
<b>NOS - Nerves of Steel</b>	When through on goal, players who are cool as ice, players who thrive on under pressure.
<b>LTS - Long Throws</b>	Very few players have the ability to make a throw in almost as useful as a corner.
<b>LOY - Loyalty</b>	Loyal player who loves the club, run a little bit more, give everything they have on the pitch. If sold, they will reluctantly accept, but they will lose the LOY SA.

As with every positive there must always be some Negative and the SA's below if not managed correctly can lead to problems for both you the Manager and the Players themselves.

<b>Special Ability</b>	<b>Removal Cost</b>	<b>Summary</b>
<b>ALC - Alcoholic</b>	10 UE Points to remove	These players may struggle to focus on the game and may be unavailable for periods as they battle with their problem.
<b>DIS - Disruptive</b>	5 UE Points to remove	If disruptive players are in the team and playing well, they might not cause any problems and might not upset other players with their bad attitude. Maybe.
<b>DRI - Drinking Problem</b>	5 UE Points to remove	Some players are very fond of a drink or 3 after the game. May lead to more serious problems.
<b>EGO - Ego</b>	5 UE Points to remove	Has absolutely no doubt in his ability. Will not hide his anger from any manager foolish enough not to select them.
<b>INJ - Injury Prone</b>	5 UE Points to remove	Picks up injuries more often than other players.
<b>INX - Inexperience</b>	This cannot be removed by spending UE points, but will disappear after that player has played a certain number of first team games or reaches a certain age. What that age is, and how many are needed varies from player to player.	Young players often start with the inexperienced SA which can affect their performance, though some positions are affected worse than others.

*\*\*\* Whilst these SA's could be viewed as Negative it is down to you the Manager to handle each individual player in the way you see fit – even some of the World Greatest Ever Players have had their own personal demons \*\*\**

*\*\*\* Adding some SA's to a player can see a significant rise in value – bear this in mind should you wish to trade them\*\*\**

*\*\*\* Players can gain the Loyalty and/or Experience SA's in your squad at the End of the Season \*\*\**

*\*\*\* Youth Team Players can achieve the Def, Mid or Att SA on Turn 26 - so keep an eye on your Youth Squad prospects \*\*\**

*\*\*\* From Season 2 onwards you will attain 3 Bonus Points and a further Point on Turns 5, 10, 15, 20 & 25 \*\*\**

## Mentorships

You can ask an older, more experienced player to mentor a younger player in your squad. They will not coach them, but will keep an eye on and look after, offering guidance and advice.

You can have 3 active mentor ships going at any one time. Mentors must be 28 or older. Players being mentored must be 21 or younger. The effectiveness and benefits from mentoring will depend on many factors.

To set up a mentorship use the Action 'Mentor', using a separate line for each player.

The Mentor will tell you when he feels the mentorship has run its course. If you wish to end it early you can use the Action 'Mentor End' on either player involved.

If you want to get a summary of who is currently being mentored use the action 'Mentor Summary'

*\*\*\* Players with certain SA's can make good Mentors but Communication and Player Understanding is also Important to consider \*\*\**

## Picking Your team and tactics

It is your job as manager to pick the Formation, Tactics, and Players you feel will be successful for your club. Every player should be given a position in your team's formation and this will be his role for the match. It is particularly important that you play your players in suitable positions and you can use the positional boxes on the next few pages to help you pick your team.

Just picking the best players is only part of finding a winning formula as you also need to choose a combination of tactics that your team will follow during each match. You will be able to choose two tactics for defence, two for midfield and a final two for your attack. You also have the option of selecting a "Master Tactic" which if used correctly can either give your team the edge or selecting the wrong one could equally prove detrimental.

You will also need to pick a Captain and Penalty and Free Kick taker.

*\*\*\* Pick a sensible formation, you will need to find a good balance, or your team could be beaten by the lowest of opposition. \*\*\**

*\*\*\* It is important to select a suitable Captain. Age, Experience, and Average rating should all help you to make the right decision. The Special Ability Leadership is ideal. \*\*\**

*\*\*\* Both footed players can play on either side of the pitch, but right or left footers will only perform better if they are played on the relevant side or in the middle. \*\*\**

*\*\*\* Some tactics clash with each other and do not produce very good results. An example of this would be to play Zonal Marking with Man Marking! \*\*\**

*\*\*\* Play to your strengths, but also look at what your opponents are good at, and where they are weak. There are no master tactics and formation that will work all the time. Scouting your opponent's matches and looking for chinks in their armour can go a long way. \*\*\**

## The Master Tactic:

Any tactics for Defence, Midfield or Attack are can be used an “Master Tactic”. It can be used in 2 ways:

- 1) Selecting an additional tactic, which would allow you to have 3 tactics for Defence, Midfield or Attack. This opens up new possibilities and combinations that have not been possible before.
- 2) Selecting a tactic to double up on, a tactic you have already chosen as one of your six tactics. This then becomes a master tactic, something you tell your team to focus on more above all else.

*\*\*\* You must select it each turn. Whatever you selected last week will not carry forward. So if a manager doesn't submit an MDS or doesn't select a Master Tactic, they won't gain any benefit for that week. \*\*\**

## Player Positions / Formations:

**Goalkeeper (GK):** The backbone of any team and last line of defence. A Top-Class Goalkeeper can win you some vital points just as much as your leading goal scorer can.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	DIS	HAN	REF	CRS
								X	X	X	X

## Defensive Positions:

**Full Back (LB / RB):** Tends to be a fast and tenacious defender who normally plays on the left or right side of the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
				X	X			X	X		

**Wing Back (LWB / RWB):** Tends to be a player who looks to support the Midfield and beyond. Needs High energy and be good at going forward. Remember though he is a defender as well

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
	X	X		X	X						

**Centre Back (CB):** The mainstay of any successful defence. Deals with the aerial threats and also the ground. Must be aware of other players whilst maintaining his position centrally.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
						X	X		X	X	

**Sweeper (SW):** Plays in between the Defence and the Goalkeeper. Will come forward to support the Midfield and Attack if instructed. Must be able to read the game to influence play.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
		X	X						X	X	

## Defensive Tactics

### **Man Marking (MM)**

Your defence will assign a man to shadow each of the opposition's attackers. If played with quick and strong defenders, the opposing attackers will find it very hard to get into the game. However, the defenders can be dragged out of position, leaving holes that an attacking midfield opposition may be able to exploit.

### **Zonal Marking (ZM)**

Each defender will hold their position and not stray from their area of the pitch as they will be responsible for marking any player entering that zone. This tactic gives excellent cover against most attacks. However, unless your defenders can read the game and work together, attackers may be able to find space in dangerous positions.

### **Defend Deep (DD)**

Your defence will drop deep when out of possession. This can be a very powerful defensive option if backed up by the rest of the team, (if not, it may give creative opponents too much room in other areas of the pitch). It can be very hard to break down as the opposition is denied space to run into, making faster opponents less effective. It can limit your attacking options and give your opponent lots of possession. A good tactic to pick if you are looking for a low score line.

### **Offside Trap (OST)**

The defence will play a high line, squeezing play and trying to catch runners offside. A very well organised offside trap can keep your opponents at arm's reach, away from your goal and lead them losing possession as they try to beat the trap. But it can be a dangerous game, especially when you are against a forward line with very good movement, and pace. It is important all the defenders are on the same wavelength because a lapse of concentration or poor judgement from any of them could gift your opponents a goalscoring opportunity.

### **Go in Hard (GIH)**

Your defenders will go in hard on the opposing attackers - pulling their shirts, holding them back and even kicking them whenever they think they can get away with it. This can prove to be very effective against attackers who haven't got the physical presence or spirit to deal with it. It is a relatively safe option for lesser teams as strong, aggressive defenders are easier to find than cultured ones, but can result in the giving away of more freekicks or even penalties if tackles are misjudged.

### **Play out of Defence (POD)**

This will instruct your defenders to play a more attacking role when possible, bringing the ball out of defence and stepping into midfield, and when they see the opportunity, beyond. A tactic that will work best when the rest of the team is playing a patient and expansive game. This can give your side an attacking edge as your defenders are unlikely to be marked when they move forward to attack, however your defenders must be good on the ball because if they make a mistake the opposing attack could profit from it.

\*\*\* It is recommended that either Man Marking or Zonal Marking is used. Not doing so may well create confusion amongst your defenders and leave gaps your opponents can exploit. \*\*\*

## Midfield Positions

**Anchor Man (AM):** A Defensive Midfielder who will sit in front of the Defence rarely venturing forward. Normally a Strong and Aggressive player who will look to break up attacks before they develop.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
							X	X	X	X	

**Central Midfielder (CM):** An energetic Midfielder who will play centrally helping both the Defence and Attack moving from Box to Box supporting the team through the Midfield.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
		X			X	X			X		

**Wide Midfielder (LM / RM):** A Wide Midfielder who will play on either the left or right of the midfield and will look to supply balls to the attackers from out wide.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
		X	X	X	X						

**Playmaker (PL):** A creative midfielder who likes to dictate play from the middle of the park and is always looking to support the attack by playing the killer pass either to the attackers or players positioned better to create attacking opportunities. Must be able to read the game.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
		X	X							X	X

**Free Role (FR):** An attacking midfielder who offers little defensively but is always on hand to support the team going forwards. Looks for space behind the attackers.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
X	X	X	X								

## Midfield Tactics

### **Keep Possession (KP)**

Your midfield will pass the ball around patiently and wait for the chance to create a goalscoring opportunity. If you have intelligent players who are comfortable on the ball, you can dictate the game, frustrating and disheartening your opponents. Keeping possession also denies your opponents the ball, and gives them fewer opportunities to cause you problems. However, against an organised defence, unless your midfield has the vision to break down stubborn defences the possession may come to nothing.

### **Attack on the Break (AOB)**

As soon as an opposition attack breaks down, your midfield will launch a counterattack, moving the ball to the strikers and quickly advancing up the field to support them. This will work well if your midfielders (and forwards) have the pace and movement to attack quickly once possession has been regained. It can be very effective against a team that focuses on attacking and commits a lot of players forward. Especially if their defence does not have the pace to deal with any potential break away.

### **Support Defence (SD)**

Your midfield will concentrate on the defensive side of the game, tracking any opposing midfield runners and creating a barrier of players in front of the defence whenever the other team are attacking. This tactic is very effective at containing the opposition's attacks and combines well with the tactics that focus on staying deep.

### **Fluid Midfield (FM)**

This gives your midfielders freedom to drift from their positions in search of space from which to damage the opposition. This is an offensive tactic and can be effective if your midfield have the movement, imagination and mobility to take advantage of the space they find. However, by playing this you could leave gaps in the midfield at times that the opposition may be able to exploit. Is most effective when you outnumber your opponents in midfield.

### **Pressure Play (PP)**

The midfielders will try to close down and tackle the opposition quickly, not giving them the time or space to pass the ball around. This is a high tempo tactic that flair players from the other team will find it very hard to play against. It will make it harder for opponents who are focussing on possession. It requires a lot of aggression and energy for your players to maintain for 90 minutes, and all the midfielders need to be capable of carrying out this tactics for it to work effectively.

### **Play to Wings (PTW)**

Your midfielders (and possibly your defenders and attackers, depending on your other tactics) will use the full width of the pitch to stretch the opposition and will attempt to play the ball into wide areas and get crosses into the box. A good tactic if you have the wide players who can beat their man and deliver quality crosses as well as the type of forwards who can thrive on such service.

## Attacking Positions

**Inside Forward (IF):** Looks to play “in the hole” just behind the other attackers. Will look to create opportunities or take them himself if the opportunity presents itself.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
		X	X							X	X

**Centre Forward (CF):** Plays in the centre of the attack looking to get on the end of crosses and take opportunities when presented with them. Will look to assert himself on the opposing defenders.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
X	X						X	X			

**Target Man (TM):** Will look to receive passes or crosses and hold on to the ball when supporting his Teammates. Offers an Aerial threat when attacking.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
			X			X	X	X			

**Wide Forward (LF / RF):** Will look to drift wide from the centre and will aim to utilise skill and pace to beat the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGG	TAC	JUD	VIS
X	X		X	X							



## Attacking Tactics

### **Create Space (CS)**

Your attackers will try to create space for themselves and others by dropping off and making runs off the ball, trying to beat the offside trap, and find space in behind. This tactic can give the opposing defenders a very hard time, but depends upon a lot of hard work, good off the ball movement and pace from your forwards as they try to drag the opposition out of formation.

### **Run at Defence (RAD)**

Your attackers (and possibly your defenders and midfielders, depending on your other tactics) will be told to run at the opposition defenders, in the hope of cutting straight through them. This can be effective if your forward players have the pace and skill to get the better of their marker, and most flair players would relish the chance to play in such a style. But playing this way can lead to a loss of possession or a waste of a good opportunity due to an individual player's greed!

### **Link Play (LP)**

Your forwards will try and bring other players into the game by dropping back to link up with the midfield. This can combine well with certain other tactics, and certain attacking positions are very suited to playing this way. If your strikers have the passing ability, vision and skill plus good support from your midfield this tactic may prove very fruitful. However, some players could over-elaborate while playing this tactic, playing one pass too many when a shot on goal would be the better option.

### **Shoot on Sight (SOS)**

Your forwards will be told to shoot on goal at every opportunity, from all distances and angles. If you don't shoot you don't score, and you could get a goal out of nothing from a mistake or a deflection. If your forwards have great shooting ability and the opposition goalkeeper isn't the best, this can be a great tactic to play. But it could lead to giving possession to the other team without them having to fight for it, and might be at the cost of better situations, if you had been more patient.

### **Aerial Bombardment (AB)**

Your team will bombard the penalty box with high passes and crosses in an attempt to give your attackers opportunities to head at goal. Having attackers with good aerial ability is vital to this type of play, as is a good supplier of crosses. However, this approach can become predictable and therefore easy to defend against, if the opposition center backs have the attributes to do it. Can be played effectively with one main central striker, but with the right supply, can work very well with two.

### **Defend from the Front (DFF)**

This will tell your attackers to put energy into hassling the opposing defenders and chasing any loose passes, forcing the opposition into making mistakes and conceding possession. It will encourage certain attacking positions to drop back into midfield when out of possession. If your strikers don't mind working hard and have speed and tenacity, they could provide a good first line of defence.

## Substitutes and Substitutions

Now you have hopefully selected your starting line-up you should also select 5 Substitutes. You can then use the Substitute Instructions area on your MDS to allow you to make up to 3 substitutions each league, cup or friendly game. You can also change a players position during a match - this does not count as a substitution BUT does use one of the 5 options available to you.

Substitute Option	Entry / Circumstance
Minute	1 – 90 (120 if FA Cup Match / 2 <sup>nd</sup> Leg Tie or Final)
Circumstance (Options)	Winning Losing Drawing Any Not Winning Not Losing
Player On	Please use the 4 Letter / Digit Code of the Player coming on.
Player Off	Please use the 4 Letter / Digit Code of the Player coming off.
Position	Please select the Position you wish the player to play in.

Please see the Examples below:

Minute	Circumstance	Player On	Player Off	Position
46	LOSING	KANH	KANH	TM
60	ANY	GREJ	ALID	PL

In the 46<sup>th</sup> Minute you will move Harry Kane to the TM position if you are losing

In the 60<sup>th</sup> Minute you will replace Dele Ali with Jack Grealish as a Playmaker regardless of the present outcome in the match.

*\*\*\* Injured players will be replaced by the computer using the most suitable player from the bench. \*\*\**

### Player Performance / Match Rating:

Whenever a player plays a game, he will score a match rating. This is in the form of a percentage and shows how well he has player performed in that match. All players have good and bad days and as they play more games, they will build up an Average Rating (AR). This is very important and indicates how consistently a player has been playing.

*\*\*\* These Match Ratings depend on playing the Player in his preferred position and tactical choices you make \*\*\**

Match Rating	Performance Marker
< 40%	Your player is likely in the Wrong Position
40% - 50%	Below Professional Standards
51% - 65%	Average Performances
66% - 79%	Good Club Form

80% - 89%	International Standard
90% >	World Class

## Injuries and Suspensions

Over the course of the Season players can be Injured or Suspended and you will need to make sure that you have adequate cover considering this.

### Injuries

A players fitness should always be around 100% unless he gets injured or is tired from playing too many games. Any player in the game can pick up an injury at any time, some may be serious others minor knocks, the type of injury and the recovery time will be displayed on your team statistics page. If a player is injured, he may not be selected until he has recovered, at this point his fitness will probably be lower and so he may need more time before he is fit enough to play again.

*\*\*\* Injured players may drop in skill but could recover as fitness improves. \*\*\**

### Suspensions

Bookings will be picked up by all players at some time or other and suspensions will be dished out in accordance:

Offences	Length of Suspension
6 x Yellow Cards	Suspended for ALL Games that Turn
1 x Red Card	Suspended for ALL Games that Turn

*\*\*\* Some SA's can affect a Players Disciplinary Record in both a Positive and a Negative manner. \*\*\**

## State of Mind

All players within your Squads will have a State of Mind and is unique to each player individually. It will have a bigger effect on their overall performance. It will be displayed on your teams 'Player Statistics' page. A player's state of mind can be affected by many things, including how you interact with them.

There are several 'States of Mind' are they include the following:

Motivated, Happy, Content, Settling in, Complacent, Dissillusioned, Homesick, Depressed.

*\*\*\* Players State of Mind can fluctuate based on a variety of factors – interaction with players is key to maintaining a happy and motivated camp! \*\*\**

*\*\*\* State of Mind is different to Morale and Confidence and should be treated as such – that said a Happy Player will likely have better Morale and Confidence!!!*

## Karma

You can also achieve Karma Points in which to further implement changes and upgrades to your team. These can be earned by the ways listed below:

<b>Action</b>	<b>Summary of Action</b>	<b>Karma Gain</b>
<b>Submitting an MDS</b>	Received on or before 08:00am on the given Deadline	10
<b>Completing an Agreed Deal with a fellow Manager</b>	Completing an Agreed Deal with a fellow Manager. However, selling a player via the transfer list or to a Rest of the World Club will not count.	1 per Player
<b>Charity Work</b>	This is the equivalent of sending your players to visit hospitals, helping in the local community etc. There is no morale or financial gain, just Karma.	3 per Action Slot
<b>Posting on the Manager Noticeboard.</b>	This is for Unique/Relevant messages only.	1
<b>Taking Part in Manager Led Forum Competitions</b>	Please see details on the Game specific relevant section on the Forum. Should you have any ideas on running a competition please contact the office directly and we will happily advise / assist in initial set up.	Variable
<b>Karma Bets</b>	You can use an Action slot to bet 10 Karma on the result of a league match. The odds will be $(\text{league position} * 2 + 8) / 2$ . So betting on a first place team to win would win you 5 points. Betting on a 6th placed team would win you 10 points. Betting on a 14th placed team would win you 18 points. This can be done multiple teams per week and you can bet on yourself. The Karma bookmakers will give you credit, so you can place bets even if your current Karma score is 0. To do this select the 'Karma - Bet' option in the actions section, and enter the team you wish to bet on in the 'Player (SPS), Team Name (Loans)' column.	Variable – Please note if you lose your bet you will lose your 10 Karma stake as well.

Whichever manager spends the most (or joint most) on 'Charity Work' gets an additional 30 Karma points.

So now you have built up all these Karma Points you have licence to spend them in the ways outlined below:

<b>Karma Action</b>	<b>Karma Summary</b>	<b>Karma Cost</b>
<b>Reduce Injury – 1 Week</b>	This can only be done once per player, per week. Takes effect after this weeks match(es) so will not allow anyone with a 1 week injury to play this week.	40 Karma
<b>Reduce Injury – 2 Weeks</b>	As Above – Please note: If a player has had his injuries reduced by more than 4 weeks there is a chance the injury reduction will fail.	150 Karma
<b>Regain Lost Confidence</b>	Will restore a player whose Confidence may have fallen. This will also restore any lost stats through the Confidence drop. Please Note: This action can only be done one the week that a players confidence has gone down. Please note this will only regain his confidence for that week, it won't protect is from falling again in the future.	100 Karma
<b>Postpone Retirement</b>	As players get older they are more likely to Retire however you can persuade a Player not to retire. However they must be under 37 and this action can only be actioned once a player has announced his Retirement on Turn 26.	250 Karma
<b>Add Longevity</b>	As players get older, they can lose Match Sharpness one way of combatting this is adding Longevity to him in the hope he maintains his existing playing level. Please note this is not a guarantee however he will also have an "L" in the P column on your Squad list. After one EOS (end of season) the "L" will become 'I'. This will continue to give some protection but less than 'L'.	250 Karma
<b>Create a Personalised Youth Player – Silver Option</b>	Newly generated players via this method will typically only have one 10 in the untrainable stats. The name must be unique in the game in question and in the masters file, so nobody will be able to use the same name as current players or legends.  This option is not available in every game.	350 Karma

<b>Create a Personalised Youth Player – Gold Option</b>	<p>Newly generated players via this method will be more likely to have more 10s in the untrainable stats. They will automatically have added potential. The name must be unique in the game, but not compared to the masters, so using legend names will be possible, as long as they are not already taken.</p> <p>This option is not available in every game.</p>	1000 Karma
<b>Add a Playing Position</b>	<p>With this option you can add either Def, Mid or Att SA to a player of your choice. To do this select the 'Karma - Def', 'Karma - Mid', or 'Karma - Att' option in the action section. Please Note: This option is for “Outfield Players” only and NOT Goalkeepers.</p> <p>To add this the player must have an empty SA slot.</p> <p>If you the player already has Def/Mid/Att and you add a new position, the positional SAs will combine and become 'VER'.</p>	1000 Karma

When creating a “Personalised Youth Player” please submit in the following way in your actions:

Player ID	Name	Action	Player (SPS) / Team Name (Loans)
<b><i>(Initial)</i></b>	<b>LEAVE BLANK</b>	Karma Youth Player - Position	<b><i>Personalised (Surname of Player)</i></b>

For the Karma Gold Option:

Player ID	Name	Action	Player (SPS) / Team Name (Loans)
<b><i>(Initial)</i></b>	<b>LEAVE BLANK</b>	Karma GOLD Youth Player - Position	<b><i>Personalised (Surname of Player)</i></b>

**\*\*\* All Karma Points Options are to be requested utilising the Action Spaces on your MDS. \*\*\***

## Player and Squad Interactions

Each player has his own unique personality and so player and manager interaction is a big part of the game. Morale can indicate a player's state of mind and should be monitored as good team spirit is important to the success of your team. Below is the list the actions available for you as a manager to interact with your players.

Action	Summary of Action
Talk to Player (TTP)	Find out if the player is ok, has any problems (you may wish to use this if Morale and/or Confidence is low.)
Reassure Player	Reassure a player if he has expressed concern.
Fine Player (1 or 2 Weeks Wages)	If you feel a player has stepped out of line or are unhappy with his disciplinary record, then you can fine him 1 or 2 weeks wages.
Praise or Criticise a Player's Attitude (PPA/CPA)	You may want to praise or criticise any of your players. You will do this face to face but you can go public if you want.
Praise or criticise a player's league performance (PPLP/CPLP)	You may want to Praise or Criticise a player's last league performance, private or public.
Praise or Criticise a player's cup performance (PPCP/CPCP)	As above but for a Cup Game performance.
Praise or Criticise your team's League performance (PTLP/CTLP)	As above, but make a statement about the Teams League Performance in private or public.
Praise or Criticise your team's cup performance (PTCP/CTCP)	As above, but make a statement about the Teams Cup Performance in private or public.

*\*\*\* Remember although some players may respond well to the "verbal hairdryer" others may react better to an "arm around the shoulder!" \*\*\**

*\*\*\* To make any of the above statements public just add a "P" after your command. \*\*\**

## Reserve & Youth Squads

In addition to managing your First Team Squad you can also take Control of your Reserve and Youth Squads in the same manner.

Each week when your team plays in the league, your reserve and youth teams will also play against your league opponents reserve and youth teams. All the players involved will score separate Average Ratings so you will be able to see how they have performed outside the 1st team. Both the Reserve and Youth Teams will

take part in the squads training and will play the same tactics and formation as the 1st team, but the players will be selected by your coaching staff, **unless** you choose to manage them yourself.

IF you decide not to Manage your Reserve and/or Youth sides you may wish to view their progress and you can do this by requesting them in the Extra Prints section like below:

<b>Extra Prints</b>
<i>Reserve Squad</i>
<i>Youth Squad</i>

*\*\*\* If you choose to scout them you will get full squad details plus a match report and league tables. \*\*\**

You can promote or relegate players between your squads, although players must be 21 or under to play in the youth team. You can do this in 2 ways. One by utilising the Action as per the Example below OR by selecting the Player to play in the corresponding Fixture including as a substitute.

<b>Player ID</b>	<b>Player Name</b>	<b>Action</b>
<i>FODP</i>	<i>P Foden</i>	<i>Promote to 1<sup>st</sup> Team</i>
<i>ROBP</i>	<i>P Roberts</i>	<i>Relegate to Reserves</i>

## **Managing your Reserve or Youth Team(s)**

You can manage your reserve or youth team for an extra 50p per turn if you wish to (managing both will cost £1 per turn) Please note that once you have made your request you will be in charge of the team until you resign.

Besides from the obvious advantage of being able to choose your players positions you will also be given your next weeks Reserve and/or Youth Team Opponents, receive a larger number of Trialists and be able to give individual training to a member from each squad you manage.

To apply to manage your reserve or youth team simply enter manage reserve team or manage youth team in the extra prints section. To resign from your reserve or youth team simply enter resign reserve team or resign youth team in the extra prints section.

<b>Extra Prints</b>
<i>Manage Reserve Squad</i>
<i>Manage Youth Squad</i>

*\*\*\* Winning the Reserve or Youth Team gets you 3 Bonus UE Points at the End of the Season & 250 Karma!\*\*\**



## Player Loaning

It is possible to loan out or take other players on loan. You can do this from 1 to 26 weeks and have the option to recall or return the player at any time. If you take a player on loan you are responsible for his wages until he returns to his club. Please note, although you can loan out as many players as you like, you can only have a maximum of three players loaned to your club at any one time. If you want to agree a loan deal with another manager then you both must write the deal in the **Actions** section on your MDS.

Player ID	Player Name	Action
<i>BARR</i>	<i>R Barkley</i>	<i>Loan 26 Aston Villa</i>

You can also put players on the **transfer list** for loan, enter their details in the section as usual but in the amount column write "loan" and the number of weeks he is available for.

### Transfer List a Player

Player ID	Player Name	Amount
<i>LOFR</i>	<i>R Loftus-Cheek</i>	<i>Loan 26</i>

Other teams can then bid to take the player on loan by entering the details in the **actions** section as below, the player will then decide which club to join.

Player ID	Player Name	Action
<i>LOFR</i>	<i>R Loftus-Cheek</i>	<i>Loan 26 Fulham</i>

Any player can be recalled or returned by either manager at any stage by entering Recall or Return in the Actions section (Recall to get your player back, Return to give back the loaned player).

Player ID	Player Name	Action
<i>BARR</i>	<i>R Barkley</i>	<i>Recall / Return</i>

You can also Extend the Loan if you wish but both managers must write it in their actions the same week as per the example below:

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
<i>BATM</i>	<i>M Batshuayi</i>	<i>Loan Extend</i>	<i>10 Weeks – Crystal Palace</i>

**\*\*\*Unmanaged Sides will take Players listed for Loan provided they offer better options to their existing squads BUT can only take a Maximum 3\*\*\***

**\*\*\*Loaning Players out is a good way for them to get games and gain experience\*\*\***

**\*\*\*Your Board will Block any Loans involving your 3 most valuable players. \*\*\***

## Transfers

From time to time, you may want to freshen up your side and add some new faces to the squad on the other hand you may wish to trim your squad of players who do not fit your system or meet with your requirements. This Chapter will aim to explain how to sign, sell or even swap Players.

You can bring in new players in the following ways:

### Bidding for Players on the Transfer List:

The transfer list operates like an auction where the highest bid gets the player. To attempt to sign a player just make a bid in the bids section on your MDS, enter his Code, Name and the Amount you want to bid. Some players will be classed as 'Unattached' in this case they will join the highest bidding team and the bid will act as a signing on fee. Remember many other managers may be bidding for the same player!

Player ID	Player Name	Amount
PFOD	P Foden	£115,000,000

*\*\*\*Be careful when bidding for Transfer Listed Players not to go OVER their Maximum Value – if you do its highly likely your board will block the deal! \*\*\**

*\*\*\*On occasion there will sometimes be Players listed from Non-League Teams from your Nation – these will only be viewable to Managers who have sides from that Nation! \*\*\**

### Bidding for Non-Transfer Listed Players:

Other managed teams may have players that you would want to sign but have not made them available by placing them on the transfer list. In this case you can use your Player bids section to make an offer for them. The other team will receive a message informing them of your offer and if they accept the deal it could go through the following week. If you change your mind you can cancel a bid by entering the Player's ID, name and 'cancel bid for player' in the Actions section.

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
ODEM	M Odegaard	Cancel Bid for Player	

*\*\*\*When cancelling a bid for a Player it is viewed as "Good Practise" letting the other Manager know you have changed your mind! \*\*\**

### Bidding for players from Around the World:

If you find players that are playing for a team outside of the Main Leagues (as in the ones Managers can Manage sides in) that you wish to sign, again you can make an offer through the bids section. These clubs will have a price displayed by their players on their squad sheet and you must beat or at least equal this amount in order to sign them. It works exactly the same as the Transfer list and it is possible that other managers will be competing for the signings.

## Agreed Transfers (including Exchange Deals)

You can also agree deals with your fellow managers that can involve swapping or part exchanging players, this needs to be done through the Agreed Player Transfers section on your MDS. If you agree on a deal then both managers should write the Players Code, Name, the Team the player is going to and the amount he is going for on both of their MDS's. These deals can often be quite complex, the deals below shows K De Bruyne going to Real Madrid in exchange for two players + £25,000,000.

Player ID	Player Name	Buying Team	Amount
TEBK	A Tchouameni	Chelsea	£25,000,0000
MSCO	M Mudryk	Real Madrid	0
MARC	R Sterling	Real Madrid	0

*\*\*\*When it comes to bringing Players **IN** you can use any one of your 10 spaces either Player Bids or Agreed Deals section on your MDS\*\*\**

## Triallists

Every week you will receive a list of "Triallist" players at the end of the transfer list. These players will be available to your team only for just the week they appear. You can sign them if you wish to do so by making a bid of £0 for them. As mentioned earlier you will receive more trialists if you manage your reserve or youth teams.

*\*\*\*You can sign Triallists automatically if you manage your Youth Team by selecting them to play in the upcoming Youth Game except for Karma Youth Players who must be signed in the way outlined above\*\*\**

## Transfers - Selling Players

### Transfer Listing Players:

To Transfer List a Player enter his code, name and the minimum amount you are willing to sell him for, any bids below this amount will be ignored. You can put up to 5 players on the transfer list each week and if a player is not sold he will automatically disappear from the list the following week.

Player ID	Player Name	Amount
HOJK	R Hojlund	£65,000,000

*\*\*\*You can Transfer List any Player in your Squad for £0 and this should get you a sale but be careful as you will only get **up to** Minimum Value on said player unless a Managed Side bids over Minimum Value and you can lose a lot of Money by doing this! \*\*\**

## Removing Players from the Transfer List

If you change your mind about selling a Player, you can remove him from the transfer list by entering his ID, name and 'remove from the list' in the Actions section.

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
WRRK	O Watkins	Remove from Transfer List	

*\*\*\*Players can lose Confidence when Transfer Listed which could see a decrease in Stats! \*\*\**

## Accepting Bids

If another team has made an offer for one of your Non-Transfer Listed players you can automatically accept the bid by entering the details through your Agreed Player Transfer section as per the example below:

Player ID	Player Name	Buying Team	Amount
VORA	F Valverde	AC Milan	£81,500,000

## Agreed Deals (including Swap Deals)

You can also agree deals with your fellow managers that can involve selling Players for Cash this needs to be done through the Agreed Player Transfers section on your MDS. If you agree on a deal then both managers should write the Players Code, Name, the Team the player is going to and the amount he is going for on both of their MDS's. These must match EXACTLY for the deal to go through!

## Free Transfers

If you have a player that you cannot sell you can release him on a free transfer. To do this just fill in the player's code and name in the Actions section and enter "Free transfer".

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
WILL	Willian	Free Transfer	

*\*\*\* Players need to pass a medical before they can join a club, please take this into account when arranging deals as injured players cannot be transferred. \*\*\**

*\*\*\* You can put players on the transfer list for less than their minimum value, however they might get sold for much less than they are worth! \*\*\**

*\*\*\*When bidding for Players Maximum Value often dictates the market at the beginning of a New Game World! \*\*\**

*\*\*\* A lot of Managers prefer Swap Deals and these require negotiating so don't become disillusioned if your initial offer is rejected! \*\*\**

## Director's Confidence

Your club's directors will monitor all of your activity as manager and will have the final say over any deals that you may propose. They may block any transfers that they deem foolish, or not in the best interest of the club. The better job you do the more they will trust your ability, this is known as Directors Confidence. This will start at 50% and will rise or fall depending on how long you are there and how successful you are as a manager.

*\*\*\* If you have a high directors' confidence, at least over 60%, you will be able to pay slightly more than the maximum value of a player. \*\*\**

*\*\*\* Attempting to sell players to one club for their minimum and buy players back for their maximum is classed as 'asset stripping' and will not be allowed. \*\*\**

*\*\*\* Your directors will be very reluctant to let go of any players who have had UE points spent on boosting their potential. If you are trading a pot player, you will need to get another pot player in exchange, or a someone who is significantly better. They won't let a pot player go for cash in an agreed deal, but they can be placed on the transferlist, allowing everyone to bid. \*\*\**

## Player Evaluation

Every player has a Minimum and Maximum Value and these are displayed on your Player Statistics sheet. These values can change as a player changes and are mainly based on four things.

<b>Age</b>	Older players will lose value as they are nearing the end of their careers.
<b>OA</b>	The higher the Overall Ability of a player the more he will be worth.
<b>PV</b>	Positional value is also essential when evaluating a player. To establish the best positions use the ticked boxes on pages 13, 15, & 17.
<b>SAs</b>	Some Special Abilities can add to a players value, but not all do.

## Financial Details

Football is big business and huge costs will affect every team no matter how big or small. Every week you will receive a financial report for your club. It will list all of the income and expenditure activity that has occurred during the previous week including player transfers and ground expenses etc. The final figure on the page will be your current balance. This will obviously represent your spending power for the club, however it will be difficult for any team big or small to generate profit unless they are winning things! The ultimate key to riches lies in European Competition and mainly the highly lucrative Champions league.

Below are the Cash Prizes for First Team Tournaments available:

The Champions League	The biggest of the money spinners, the revenue starts rolling in at the league games stage with £500,000 for every draw and £1,000,000 for every win. Qualification to the quarter final nets you £2,000,000, another £2,000,000 for reaching the semis and a further £2,000,000 if you get to the final. On top of that the winner can expect to pick up a final bonus of £10,000,000.
The UEFA Cup	A bonus of £750,000 will be paid for every round your team qualifies through, adding up to a possible £3,750,000. Upon reaching the final, the cup winner will also receive £7,500,000.
The World Club Cup	A bonus of £750,000 will be paid for every round your team qualifies through, adding up to a possible £3,750,000. Upon reaching the final, the cup winner will also receive £7,500,000.
The FA Cup	£7,500,000 for the team that wins the FA Cup.
The League Cup	£5,000,000 for the team that wins the League Cup.
The League Title (Premier / 1 <sup>st</sup> Division)	The winners will receive £7,500,000.
The League Title (2 <sup>nd</sup> Division)	The winners will receive £5,000,000.
The League Title (3 <sup>rd</sup> Division – If Applicable)	The winners will receive £2,500,000.
The League Title (4 <sup>th</sup> Division – If Applicable)	The winners will receive £1,250,000.

Below are the Cash Prizes for Reserve and Youth Team Tournaments available:

<b>Tournament</b>	<b>Summary</b>
The Reserve League Title (Premier / 1 <sup>st</sup> Division)	The winners will receive £4,000,000. +3 UE Bonus Points & 250 Karma
The Reserve League Title (2 <sup>nd</sup> Division)	The winners will receive £2,000,000. +3 UE Bonus Points & 250 Karma
The Reserve League Title (3 <sup>rd</sup> Division – If Applicable)	The winners will receive £1,000,000. +3 UE Bonus Points & 250 Karma
The Reserve League Title (4 <sup>th</sup> Division – If Applicable)	The winners will receive £500,000. +3 UE Bonus Points & 250 Karma
The Youth League Title (Premier / 1 <sup>st</sup> Division)	The winners will receive £2,000,000. +3 UE Bonus Points & 250 Karma
The Youth League Title (2 <sup>nd</sup> Division)	The winners will receive £1,000,000. +3 UE Bonus Points & 250 Karma
The Youth League Title (3 <sup>rd</sup> Division – If Applicable)	The winners will receive £500,000. +3 UE Bonus Points & 250 Karma

The Youth League Title (4 <sup>th</sup> Division – If Applicable)	The winners will receive £250,000. +3 UE Bonus Points & 250 Karma
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Cup runs don't just generate the bonuses above. Teams will also get to keep home gate receipts and split any cup final gates. Merchandising and Sponsorship will rise considerably with any cup run. Take this into account and both League and FA Cup winners could raise between £6m -£11m while the UEFA Cup could be worth a staggering £11m- £16m!

\*\*\* You will earn interest on any positive bank balance, but you will also pay an overdraft rate if you go into debt. \*\*\*

\*\*\* Each team can go up to £25,000,000 into debt, any deals that push your team beyond this will be blocked by the board. \*\*\*

\*\*\* All Prize Winnings and UE Points are paid out on Turn 26. \*\*\*

## Scouting National Squads

Scouting an International team can uncover a wealth of talent. The best players from 76 countries as well as the corresponding under 21 squads are available. This gives you access to thousands of players, some of which will already play for the teams in the game, whilst others will play for other teams from around the world. These teams will be willing to sell their players for a price which will be given. Top internationals from Brazil are likely to cost millions but unknown players from smaller countries could be available on a free transfer. Who knows you might find the next Messi!

The Nations available are listed below:

Albania	China	Holland	Nigeria	South Korea
Algeria	Columbia	Hungary	Northern Ireland	Spain
America	Costa Rica	Iceland	Norway	Sweden
Angola	Croatia	Iran	Paraguay	Switzerland
Argentina	Czech Rep	Irish Rep	Peru	Trinidad
Australia	Denmark	Israel	Poland	Tunisia
Austria	Egypt	Italy	Portugal	Turkey
Belarus	England	Ivory Coast	Romania	Ukraine
Belgium	Estonia	Jamaica	Russia	Uruguay
Bolivia	Finland	Japan	Saudi Arabia	Wales
Bosnia	France	Latvia	Scotland	Zambia
Brazil	Georgia	Liberia	Senegal	Zimbabwe
Bulgaria	Germany	Macedonia	Serbia	
Cameroon	Ghana	Mexico	Slovakia	
Cape Verde	Greece	Moldova	Slovenia	
Chile	Guinea	Morocco	South Africa	

To scout an International Team, write NAT then the name of the country in the Extra Prints box. To scout an under 21 team write U21 followed by the name of the country. We will automatically send you your league's National and U21 squads at the start of each season, free of charge!

## Scouting Other Teams

You can also scout other teams from all around the world, from Panathinaikos of Greece to Boca Juniors of Argentina. This is done through the Extra Prints (See page 25) section on your MDS, just Enter TEA then the name of the team you wish to scout and which country they are from!

<b>Extra Prints</b>
<i>NAT Brazil</i>
<i>U21 Mexico</i>
<i>TEA Santos Brazil</i>

*\*\*\* With selected Sides you can also scout their Reserve and Youth Teams! \*\*\**

*\*\*\* Not every Player is discovered by going to the International Sides – You may uncover a gem or two by going to the Non-League sides in that country! \*\*\**

## Specific Player Searching / Positional Scouting

You can request your Scouts to look for a player for you either by position or by name. The instruction should be entered in the Actions section as follows - Player Search (PS) and the position to look for or Specific Player Search (SPS) and the players initial followed by his surname. If your scouts are looking for a Position please note that the results are not guaranteed and you may only have one search going on at any one time.

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
		<i>PS TM</i>	
		<i>SPS</i>	<i>C Ronaldo</i>

## National Team Management

Running throughout each season will be an International Competition. Season 1 starts with the European Championship, Season 2 sees the introduction of the World Cup. Each competition will feature 8 groups of 4 teams playing each other home and away. The top two of each group will then proceed to the knockout stages.

Below are the Guidelines / Ground Rules for International Management:

- \* Any manager can only manage one National team at any one time.
- \* You have to apply for a job, vacant posts are advertised each week in your report.
- \* The computer will decide who will manage which team.



- \* Any manager who does not achieve the National Teams expectations can be sacked.
- \* A separate Report and MDS will be printed for International managers.
- \* Bookings will not lead to domestic Suspensions but will add to an International tally.
- \* To apply for any Job write your request in the Actions section as below.
- \* There is no extra charge for managing a National side with your league team.

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
		<i>Apply France</i>	

Managing a National side will give you the chance to pick and choose the best players for their country. You will be provided with extra stat sheets detailing the top OA's and highest AR's and will be able to promote and relegate players from the squad. As there are only 32 squads in each of the tournaments not every manager will be given a job.

**\*\*\* It is important that you are successful with your domestic side if you have ambitions to manage Brazil! \*\*\***

**\*\*\* Some Nations are more ruthless in their approach to Managers – Fail to win and you run the risk of losing your Job! \*\*\***

**\*\*\*Most Nations will Sack you after your Nation is eliminated from the Tournament – Those that are retained can count themselves lucky! \*\*\***

## Pools

You can place a bet on how many draws happen each week. Each bet will cost £100,000 with the winners splitting the prize fund. For Example, if 100 managers have a go and there is only one winner his/her team will collect £10,000,000. Two winners will collect £5,000,000 each etc. If no one wins then the money will roll over to the following week and so on until there is a winner. You can enter up to six bets each week in your Actions section on your MDS.

Player ID	Player Name	Action	Player (SPS), Team Name (Loans)
		<i>Pools 33</i>	

## Friendly Matches

You can arrange to stage friendly matches throughout the season, this gives managers a chance to challenge other managed teams from any of the 8 leagues. You can request either a specific friendly game which you will need to arrange with the other Manager or you can request a random game that will be arranged automatically for you. Friendly matches are classed as extra prints To arrange one with another team both managers need to enter FRE followed by the opposing team followed by the venue (Home or Away) in the extra prints section on your MDS. For a random friendly with another managed team just enter FRE.

<b>Extra Prints</b>
<i>FRE Real Madrid Away</i>
<i>FRE</i>

Arranged games will only take place if both managers agree on the venue. The games will only go ahead if neither team has a cup game that turn. The home team will receive gate receipts but don't expect these matches to be sell outs! Injuries are less likely to happen as the games should be good natured. Games, Goals and Performances DO NOT count towards your player tallies, but bookings do.

*\*\*\* The Forum can be a great place to arrange a Friendly! \*\*\**

## **Manager Notice Board**

At the bottom of your MDS is a space for a message that will be sent to other managers in the game. These messages can appear on the Notice board for ALL to see.

*\*\*\* Please refrain from using this platform for derogatory remarks as this can cause offence and anyone violating this will be dealt with internally! \*\*\**

*\*\*\* For messages to William Elliott Sports please email us at [contact@ultimate-europe.net](mailto:contact@ultimate-europe.net) and we will respond to you accordingly \*\*\**

## **General Gameplay Conduct**

Please always keep your team in credit. Unless we have spoken to you, we can only assume that any team in debt has been dropped. No Manager Reports will be emailed out in debt

If for any reason you are expecting your MDS to arrive to us late then please phone us and let us know! We can stop you from being deleted from the game!

If you are playing by post and you have not received your report after three working days of the deadline, please contact us and we should be able to resend it for a charge of 50p.

If you are deleted from the game (if your MDS has arrived late and you have not contacted us) then your Director's Confidence will be reset, to 50% and you will lose any National team job.

If you wish to give your team up, please let us know as soon as possible. We regret that we cannot give any refunds in such circumstances.

Please note that as a member of Ultimate Europe we expect you to treat fellow managers with respect - any form of abuse will result in immediate and permanent expulsion from the game.

You can if you wish to display your contact details in the game, but we will otherwise treat them in strict confidence and will not make them available to any 3rd party etc.

## **End of Season / Pre-Season (Turn 27/0)**

The new season starts one turn after the current season ends. The Pre-Season will enable you to play up to 3 Random Friendlies but a lot of things happen at this time such as:

- \* You will have the chance to improve your stadium and ground facilities.
- \* Players may retire from your Team; this can happen from 32 years onwards.
- \* Certificates are awarded for all Divisional and Cup winning teams.
- \* Injuries will have time to completely heal.
- \* Youth players that have gained experience can develop into established players.
- \* Some players that may not have been in your game originally could be added for you to find.
- \* On Turn 26 only unmanaged teams may sell players if you make a good enough bid!
- \* Players values are recalculated at the start of each new season to prevent inflation.
- \* 2 youth players might develop the Def/Mid/Att SA, and other may develop LOY or EXP.

## **Turn 26 End of Season Player Bids**

On Turn 26 and only Turn 26 you can now use your MDS to make a bid for players from unmanaged teams!

The Guidelines are below, and NO Refunds will be given:

### **Buying (Managed Teams)**

- \* Make as many bids as you want but you can only sign one player in total.
- \* Bid as much as you like for players using your current funds (selling players will not count).
- \* Bids will only be blocked if you go over £25M in debt.

### **Selling (Unmanaged Teams within the Main Manageable Leagues)**

- \* Will only sell one of their players in total.
- \* Will accept the best deal on offer (not necessarily the highest amount).
- \* Will not accept bids under the maximum value.

## Multi Team Management

It is possible to manage more than one team in the same game in some games, but it is subject to the following restrictions:

To manage an additional team you must have a Season Ticket on your primary team, and you must buy a reduced price Season Ticket (£60) on the additional team. This is to ensure you're committed to the additional team and not going to drop it after a few turns.

There is a limit of one team per league.

There are always no transfers or loans between teams controlled by the same manager.

Teams must be managed with that teams best interest in mind. Not just controlled to try and gain some benefit for a managers other team.

Managers will be unable to buy players for one team that were scouted by one of their other teams the previous week.

## Extra Prints

You can order extra information from the game from the Extra Prints box on your MDS. Although there is an Additional Cost to these, we will give you a free 10p one of your choosing every turn.

**Team (10p)** - Enter 'Tea' then the name of the team and the country they are from.

**National Squad (10p)** - Enter 'Nat' and the name of the country.

**U21 National Squad (10p)** - Enter 'U21' and the name of the country.

**Reserve Squad (10p)** - Enter 'Reserves'.

**Youth Squad (10p)** - Enter 'Youth'.

**Friendly Match (10p per team)** - For an arranged friendly game just enter 'FRE' followed by the team name, and home or away. For a random friendly game enter 'FRE'.

**Other Match Reports (10p):** If you would like to view a match report from a game your team is not involved in just enter 'Mat' and the team name followed by 'League' or 'Cup'.

**Other Teams Youth and Reserves (10p):** To scout any other reserve or youth squad within the Manageable Leagues enter the team name followed by 'Reserves' or 'Youth'.

**Division (75p):** Get all 14 teams from a particular division from one of the 8 leagues. Just enter DIV followed by the country and the name or number of the division.

**Rest of the World team list (50p):** Enter 'Rest of the world team list' and you will get a list of the rest of the teams available to scout in the Game World.

**Manage Reserve Squad (50p per turn):** To take control of your Reserve Team enter 'Manage Reserve Team'. It will cost an extra 50p per turn until you resign as reserve team manager.

**Manage Youth Squad (50p per turn):** To take control of your Youth Team write 'Manage Youth Team'. It will cost an extra 50p per turn until you resign as Youth Team Manager.

## Game Charges

### **By Post (Standard cost £6.00 per turn – UK Addresses only)**

Your report will be sent back to you via 1st Class Post on the deadline day. We will also email you a copy at no extra charge if we have your email address.

### **By Email (Standard cost £3.50 per turn available Worldwide)**

Your report will be emailed out to you on the deadline day in the form of a PDF file. You will need to ensure we have a correct email address for you, and make sure [contact@ultimate-europe.net](mailto:contact@ultimate-europe.net) is added to your safe list. For this option just enter 'Send by email' in the Actions section on your MDS.

### **Season Tickets: £80.00 (Email only)**

For managers that play by email only we also offer a Season Ticket. A Season Ticket runs for 26 turns from any point in the season and the price includes all Extra Prints and Reserve and Youth team management.

Please Note: Season Tickets are Non-Refundable and cannot be transferred to any other team. Your MDS return will only be accepted when it is emailed through our website by 8am on the games deadline day. To apply for this option, enter 'Order Season Ticket' in the Actions section when you make the appropriate payment.

Multi team management in SOME games is allowed, however you will not be able to do any Transfers between your clubs (loans are fine), sign any Players you may have found through Scouting with other Team and you can only manage one team per division. If you have a season ticket for a team in a game that you paid full price for, an additional season ticket for a team in the same game will cost £50 per Team.

Below we have listed our discount structure for larger payments:

Amount Paid	Bonus Credit	Total Applied to Credit
<b>£10.00</b>	<b>£1.00</b>	<b>£11.00</b>
<b>£20.00</b>	<b>£3.00</b>	<b>£23.00</b>
<b>£30.00</b>	<b>£6.00</b>	<b>£36.00</b>
<b>£40.00</b>	<b>£10.00</b>	<b>£50.00</b>
<b>£50.00</b>	<b>£15.00</b>	<b>£65.00</b>
<b>£80.00</b>	<b>N/A</b>	<b>Season Ticket upon Request</b>

## Methods of Payment

We accept Payment utilising the Methods below:

**PayPal:** You can make payments online from any country through our website - just go to the Payment page and follow the on screen instructions.

<http://www.ultimate-europe.net/payment.htm>

**Postal Order:** Postal Orders should be made payable to "William Elliott Sports Ltd".

**Cheque:** Please make cheque payments above £10.00 as this will avoid you paying a 60p banking charge. Make them out to "William Elliott Sports Ltd".

**Bank Transfer:** Please contact the Office directly when using this Method and please put your Team Name and League Number as the Reference. We will then email you the Sort Code and Account number directly.

**Cash:** We strongly recommend you do NOT send cash through the post but if you really need to we would advise you use a recorded delivery. William Elliott Ltd can accept no responsibility for money lost in the post so please try and take as many precautions as possible with your payments.

*\*\*\* Please note once any payment has been credited to a team, it will not be refundable. \*\*\**

## Appendix

Here is a summary of the abbreviations you will find in the game and guide.

### Skills Based

SHO	Shooting	SPE	Speed	AGG	Aggression	PV	Positional Value
MOV	Movement	STA	Stamina	TAC	Tackling	OA	Overall Ability
PAS	Passing	HEA	Heading	JUD	Judgement	K	Karma
CON	Control	STR	Strength	VIS	Vision	L	Longevity
DIS	Distribution	HAN	Handling			*	Potential
CRS	Crosses	REF	Reflexes			P	Potential

### Position Based

G/K	Goalkeeper	F/B	Full Back	LB	Left Back	RB	Right Back
SW	Sweeper	WB	Wing Back	LWB	Left Wing Back	RWB	Right Wing Back
CB	Centre Back	AM	Anchor Man	CM	Central Midfielder	PL	Playmaker
FR	Free Role	WM	Wide Midfielder	LM	Left Midfielder	RM	Right Midfielder
TM	Target Man	WF	Wide Forward	LF	Left Forward	RF	Right Forward
IF	Inside Forward	CF	Centre Forward				

### Special Abilities

<b>COM</b>	Composure	<b>CHA</b>	Character	<b>VER</b>	Versatility
<b>DET</b>	Determination	<b>GAM</b>	Gamesmanship	<b>DEF</b>	Defence
<b>FLA</b>	Flair	<b>GNT</b>	Gentleman	<b>MID</b>	Midfield
<b>FKS</b>	Free Kick Specialist	<b>PRO</b>	Professional	<b>ATT</b>	Attack
<b>GSI</b>	Goal Scoring Instinct	<b>PRE</b>	Presence	<b>EXP</b>	Experienced
<b>LEA</b>	Leadership	<b>REL</b>	Reliable	<b>GEN</b>	Genius
<b>SWK</b>	Sweeper Keeper	<b>RES</b>	Resilience	<b>HEI</b>	Height
<b>ALC</b>	Alcoholic	<b>TEA</b>	Team Player	<b>NOS</b>	Nerves of Steel
<b>DIS</b>	Disruptive	<b>INJ</b>	Injury Prone	<b>LTS</b>	Long Throws
<b>DRI</b>	Drinking Problem	<b>INX</b>	Inexperience	<b>LOY</b>	Loyalty
<b>EGO</b>	Ego				

### Tactics

DD	Defend Deep	KP	Keep Possession	LP	Link Play
GIH	Go In Hard	PP	Pressure Play	SOS	Shoot On Sight
POD	Play out of Defence	PTW	Play to Wings	RAD	Run At Defence

MM	Man Marking	FM	Fluid Midfield	CS	Create Space
ZM	Zonal Marking	SD	Support Defence	AB	Aerial Bombardment
OT	Offside Trap	AOB	Attack on the Break	DFF	Defend From Front

#### Match Report Based

Bkd	Booked	M/R	Match Rating	Rep	Replaced
SO	Sent Off	C	Captain	Inj	Injured
KO	Kick Off	FT	Full Time	M/M	Man of the Match

#### Miscellaneous

Conf	Confidence	A/R	Average Rating	Disc	Disciplinary Record
GP	Games Played	GS	Games Scored	MDS	Manager Decision Sheet
FRE	Friendly	PS	Positional Search	SPS	Specific Player Search