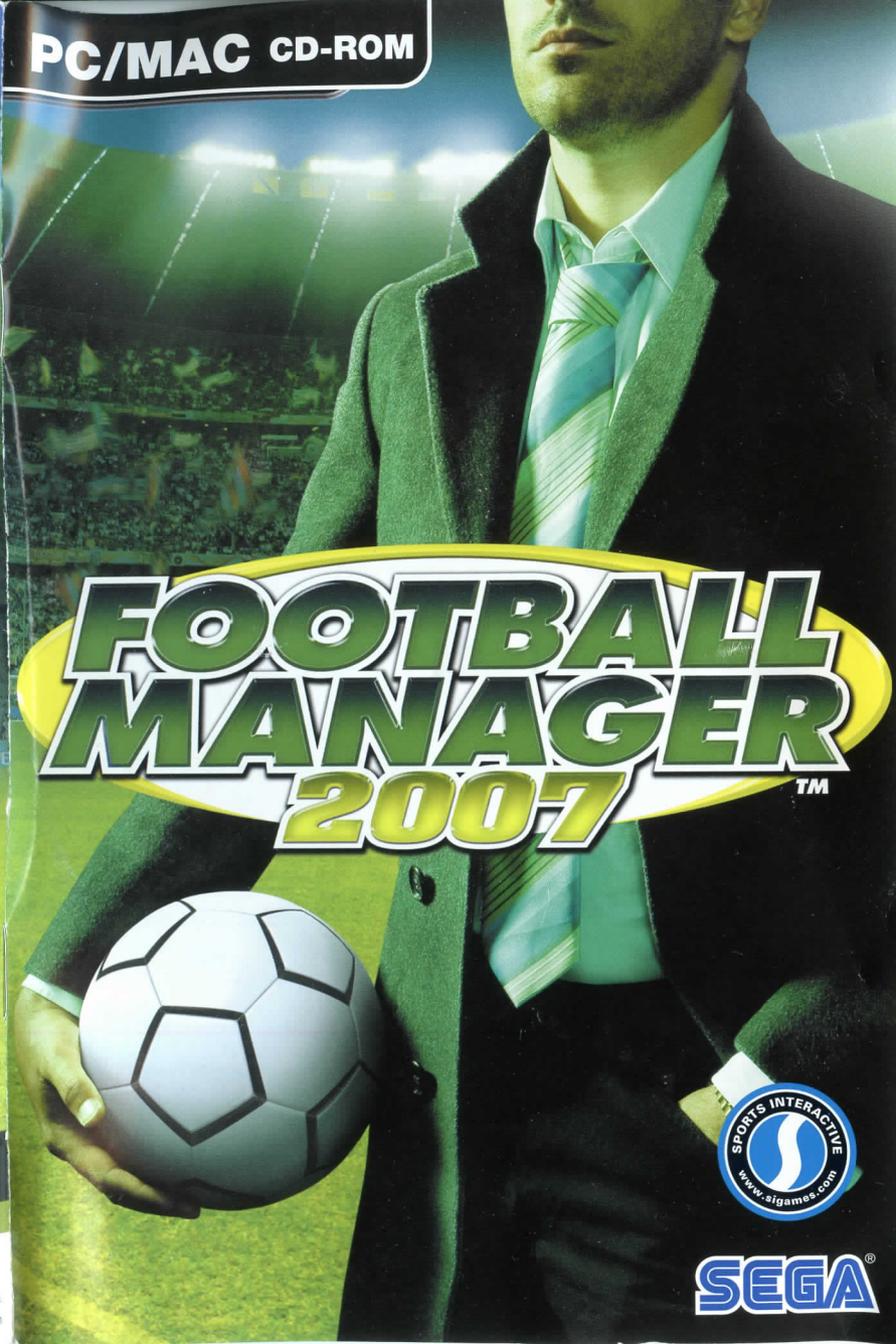


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SEGA PC/MAC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their centre holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

The FOOTBALL MANAGER™ 2007 game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game discs may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

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INTRODUCTION

Football Manager™ 2007 is the next instalment of Sports Interactive's football management series. This off-season we've once again strived to bring you the ultimate football management simulation and we're glad you're ready to kick off another addictive season with Football Manager™ 2007. See the 'What's New' section below for details on a host of new features.

If you played Football Manager™ 2006 or our previous titles then you may already regard yourself as something of an expert but if you haven't, this manual, coupled with the in-game tutorial system, aims to fully acquaint you with every aspect of Football Manager™ 2007.

Should you have a question which isn't covered by this manual or the in-game tutorial, or indeed you have something else you want to share with us, you can find the SI Team over at www.sigames.com or join our thriving online community at <http://community.sigames.com>

INSTALLATION

To install the game, insert the FM2007 CD into your CD/DVD drive.

PC INSTRUCTIONS

If you have auto-run enabled on your computer the installation program will automatically open and prompt you to install FM2007 to your hard drive. If auto-run is not enabled, browse to the CD and click on "Setup FM2007 PC.exe". Follow the on-screen prompts to install the game and its components to your computer.

Once the game has completed its installation, you are ready to begin playing. Double-click the Football Manager 2007 icon on your desktop to load the game up.

MAC INSTRUCTIONS

The FM2007 disc icon will appear on the desktop, double-click this to display the contents of the CD. Next, double-click on the "Install FM2007 Mac.command" icon and follow the on-screen instructions to install the Game and its components to your computer.

Once the game has completed its installation, you are ready to begin playing. Use a finder to go to the installation directory (default is /Applications/Sports Interactive/Football Manager 2007/) and double-click the FM2007 icon to load the game up.

Note: For copy protection reasons, you must ensure that you have the original FM2007 CD in your CD/DVD drive each time you wish to play FM2007, otherwise the game will not load.

Should you forget to insert the CD, an on-screen prompt will remind you.

AIM OF THE GAME

The footballing world is always at your fingertips in FM2007. With the game containing 158 playable first-team leagues from 51 nations, there are no limits to what you can achieve during your managerial career. A choice of 2351 clubs and a whole world of international teams allows you to take control of the globe's finest club sides from the off, take the top job with your favourite national side, start your managerial career in the lower leagues or take your place in the dole queue and wait for a club to come to you. The choice is yours.

For the ambitious among you, there is the managerial Hall of Fame to peruse and aspire to. Listing the most successful managers of all-time from every country, the Hall of Fame is the definitive guide to glory. Can you match the greatest?

CONTROLS

THE MOUSE

Left-clicking

The main form of control in FM2007 is the mouse. Our approach is simple; if something interests you, click on it. FM2007 contains a huge number of on-screen items that can be clicked to reveal more details and information. To identify the objects that can be clicked, simply move the mouse cursor over the screen. If the normal arrow icon changes to a hand, it means you can click on it. The most common 'clickable' items are the names of clubs, staff, competitions and players. Once you have moved over an item and the arrow icon has changed to a hand, you are able to click on it to access another screen. These are known as Hyperlinks. In simple terms, left-clicking the mouse takes you to the target screen – it might be a player's profile for example.

Right-clicking

Right-clicking by contrast brings up a menu of 'actions' which can be performed on that item (e.g. transfer-listing a player). The right-click is chiefly a timesaving device, allowing you to perform an action without first going to that item. A list of actions will only appear where possible and in no time you will discover which items are 'right-clickable' and have actions associated with them.

The most common items that can be 'actioned' using the right-click function are staff and players. Whenever this manual refers to a person's 'Actions area', be aware that you can normally access this same button immediately by right-clicking on that object's name. Right-clicking items where there are no actions to be performed (e.g. club names) will offer you a menu of shortcuts to objects associated with that item (e.g. squad list, staff list).

SLIDERS

FM2007 also includes a number of 'sliders', particularly on the tactics and match screens. A slider control allows a user select from a range of values by moving a slider, very similar to a volume control. To move a slider, simply left-click and hold down, move left or right as required and then release.

TOOL-TIPS

Tool-Tips are small windows displaying text that explains or lists the function(s) available via mouse clicks. All clickable items or objects in the game possess a tool-tip and should you be unsure of any item's function, merely hover your mouse over that item until the Tool-Tip appears.

FILTERS

Many screens in FM2007 give you the ability to set filters which permit you to choose exactly what information you want displayed. Screens that possess this function will have a 'Filters' button in the top-right corner. On your squad screen for example, you may only wish to look at your midfielders or, on your training screen, you may only wish to view your first-team squad.

Likewise, on your news screen you may wish to filter for messages for 'Contracts'. To set a filter, click the 'Filters' button and check or uncheck your required fields. You may then hide the 'Filters' panel again by clicking on the 'Filters' button again.

TUTORIAL

FM2007 is a massive game containing numerous features to take advantage of as you strive to be the best football manager. If you are new to the game and are initially puzzled by the number of options available to you, then you may find the in-game tutorial can help you along your way. Containing tips and guidance on how to play and get around the game, you may press F1 at any time to access the tutorial and find out more about the screen you are on.

The tutorial works in similar fashion to a website and contains hyperlinks which you can use to navigate quickly around its pages. It also contains an index, a glossary (for those for whom football isn't their first language) and a simple search field to help you find the answer to your query faster. If you can't find what you're looking for in this manual, press F1 in game and see if the tutorial can help solve your problem.

HINTS AND TIPS *NEW*

Whilst a game is loading/saving (or processing), a selection of small hints and tips will appear in the pop-up dialog box.



GETTING STARTED

Once you have double-clicked the FM2007 icon on your desktop, the game will load and you will be presented with the Introduction Screen.



NEW GAME

Click this icon to start a new game. For complete details on how to start a new game, jump to the 'Creating A New Game' section on the next page of this manual.

LOAD LAST GAME

Loads the most recently saved game. For your assistance, the name of this saved game file will be displayed in the tool-tip that displays when you hover the cursor over the icon.

LOAD GAME

Clicking this icon will present you with a list of your previously saved games. Choose the saved game you wish to load and click 'Select'. The database and game data will then load, after which you will be required to enter your managerial password (if you have specified one). Should you wish to load a saved game from a different area of your hard drive, please use the 'Location' menu or 'Up' button to navigate to it's location. If you have a previously saved game on a removable disk, it is advised that you first save it to your hard drive before attempting to load it.

Should you wish to delete a saved game, choose the item to be deleted and click 'Delete'

LOAD QUICK START

Choosing Quick Start will load a pre-saved game prepared by Sports Interactive. This is recommended for those who want to try out the game and get a bit of practice before launching into a proper career or for those who want to get a quick fix.

NETWORK

Select this option if you wish to play FM2007 over a network. Clicking 'Network' will load the game database, just as if you were starting a new single player game. You will be presented with a list of active games that you may join. For more details, please refer to the Multi-Manager, Network and Internet Play section at the end of this manual.

VIEW MATCH

Clicking this icon will bring up a list of your matches you have previously played and decided to save. Choose the saved match you wish to load and click 'Select' to continue. You will then be taken to the match-day screen where you can relive your favourite moments. To save a match in FM2007 all you need to do is select the 'Save' button then choose the location where you want to save the pkm. See the Match Day section of this manual for further information.

PREFERENCES

Clicking this option will allow you to configure all of your in-game preferences. For more information on the exact contents of this screen and what everything does, please see the Options section of this manual.

CHECK FOR UPDATES

From time to time, Sports Interactive will release 'patches' in an effort to perfect your game-play experience. A patch is a free downloadable file containing bug fixes and game-play improvements that can be applied to your copy of FM2007. By clicking 'Check For Updates' your computer will connect to the internet and verify with www.sigames.com that you are running the latest available version. Your computer must have an internet connection in order to run this feature.

CREDITS

The people behind FM2007.

QUIT

Exit FM2007 and return to your desktop.

CREATING A NEW GAME

Before beginning your managerial career you will need to create a new game. Once you have clicked on the New Game icon on the Intro Screen, the database will load and you will be taken to the Start Game screen. FM2007 contains 158 playable first-team leagues from 51 nations, so there are plenty available to include in your game.

SELECTING NATIONS

Once the game has finished its initial loading, you will be presented with a pop-up asking you to select a maximum of three nations to load into your new game. To select a nation, click the flag graphic to bring up the menu, and select the chosen nation. The on-screen prompts will continue to guide you through setting up your new game.



To select further nations and configure leagues and start dates, select the 'Advanced Options' button.

The 'Advanced Options' Start Game screen displays the list of nations with playable leagues, sorted by continent. You can move between continents by clicking on the Continent pop-up menu towards the bottom of the screen. To select a nation, simply tick the check box and the nation will appear in your Selected Nations panel. You now have the opportunity to set the lowest playable league in that nation by using the Lowest Active League pop-up menu in that panel. There are also the following options for you to consider:

DETAIL

NEW FM2007 has a whole new set of detail levels allowing you to have a greater overall control of what exactly gets simulated in your saved game and to what level.

When initially selecting the nations and leagues you wish to run, you may choose whether to have them as 'Playable', or 'View-Only'. These work in a similar way to the previous 'Normal' and 'Basic' levels, which allowed the user to either run a league as standard and interact with it on most levels (Normal), or simply have it running but not be able to manage in it or interact on the same level (Basic). Once the game has fully loaded, select 'Detail Levels' from the Options menu.

Here, you are able to configure which, if any, of the competitions loaded into the save are simulated in full detail.



Simply by selecting from the drop-down menus, you are able to customise which competitions are completely interactive, to a greater degree than ever previously possible. Should you wish to set a uniform detail level, select one of the options from the 'Configuration' dropdown. 'Minimum' will set only the absolutely necessary, whilst 'National' will set the competitions most relevant to the league you are managing in and 'Continental' similar, but with the addition of leagues from other nations. 'Maximum' will naturally set everything to 'Full' detail.

Important: Running a league in Full Detail means a greater amount of processing time is needed by the game to process matches and will therefore be slower. Please also note; to manage in a selected league you must have 'Full' detail enabled.

GAME START DATE

If you are running more than one league, you have the opportunity to choose when you wish the game to start. If you are running the English and Brazilian leagues for example, you may wish to start in July 2006 when the English pre-season begins rather than at the beginning of the Brazilian season in January 2007.

DATABASE SIZE

FM2007's database is put together by 2,500 researchers worldwide and as such contains over 250,000 players and staff. How many of these are loaded or 'retained' in your game is largely up to you and your computer's specification.

The database size can be set to a number of different sizes. If you select the maximum database size then this will retain the majority of players when the game begins (exact amount varies dependant upon the leagues selected) and this will make the game much slower than on the lower database settings where fewer players will be retained.

Important: If you have a machine that isn't 'top end' then it is not recommended that you use the maximum database setting. If you do find yourself having problems with the speed at which FM2007 is running on your computer, you may find it necessary to start the game again using a smaller database size.

LOAD ALL PLAYERS FROM

This function is particularly useful if you wish to manage the national side of a nation which doesn't have a playable league in the game (e.g. Jamaica) as it will ensure you have players of that nationality available for selection. To tell the game which nation's players to load, click on the pop-up menu and select the nation you want. You can add players from more than one nation by repeating this process. To deselect a nation, simply untick that nation again within the menu.

USE REAL PLAYER NAMES

If you want to make the game harder for yourself by un-ticking this box, FM2007 will create your game with no real player names. This will ensure that you won't necessarily know who to sign immediately and meaning you will need to get your scouts into action to find the best players. Always good fun for a challenging network game.

PLAYER ATTRIBUTE MASKING

As a manager it is unlikely that you would know how good a lower division striker is without seeing him play or having him watched by your scouts. Player Attribute Masking therefore ensures that lesser-known players will have their attributes hidden at the beginning of the game and you will need to scout them before their stats become visible. By default FM2007 is made more realistic (and therefore harder) by having this 'Fog Of War' option turned on. Untick this box to make all players' attributes visible.

RECOMMENDED SETUP

The 'Recommended Setup' button can be found in the 'Actions Area' below the Tree Menu on the Start Game screen. By using this button, FM2007 calculates the number of leagues it believes your machine is able to run and gives you a recommendation. It is of course up to you how many leagues or indeed which leagues you want to run, but it is advised that you do not exceed the game's

recommendation. Simply by experimenting you will soon discover what balance of speed versus depth you are happy with. Once you are content with your selection, click the Confirm button. A dialogue box will appear asking you to confirm the amount of leagues and nations you have selected. Click 'Yes' to proceed. FM2007 will now set up your game.

ADDING A MANAGER

USER PROFILE

FM2007 requires you to create a User Profile before you begin your managerial career. If you have already played FM2007, your details will be remembered and can be recovered using the 'Recent Users' pop-up menu.

DATE OF BIRTH

Time to declare your age. FM2007 understands that most people don't get a shot at being a manager until they've finished their playing careers or have some life experience under their belts. Therefore unless you are over 25 years of age, the game will take the day and month of your birth date and default it to 30 years old.

PASSWORDS

If you are playing FM2007 on a shared computer you might want to protect your save game with a password. To do this, tick the password box and fill in the required fields.

Important: If you are going to password protect your game, make sure it is a password you won't forget as there is no automatic retrieval system. If you do lose your password however, please contact SEGA (see details at back of manual) for assistance.

MANAGER'S NATIONALITY

A manager's nationality at club level can have an influence on the nationality of players he is able to attract to a club. French players, for example, will be more prepared to come to England if they know that their manager shares their language and culture. In terms of international football, although they will consider all the available candidates, a nation's Football Association is generally more likely to employ a manager born and bred in their country.

PAST EXPERIENCE ***NEW***

In a similar way that FM2007 understands people don't tend to become managers until a given age, it also considers that many managers may have played the sport at some level for a few years and built a reputation. Depending on which leagues are selected at the start of the game, FM2007 allows you to choose from up to 5 options as to your prior level of experience - Sunday League, Semi-Professional, Professional, or International. 'Automatic' assumes you have no prior experience and are a virtual unknown.

Important: Whilst a higher reputation may appease Board members and fans alike upon your arrival, it carries certain demands and as a high profile name you may be expected to produce results far quicker than some more inexperienced names.

SELECTING A TEAM

FM2007 gives you complete freedom to take control whichever team you wish, be it the top job with your favourite national side or in the lower leagues. There is also the option to start the game 'unemployed' and wait for a club to approach you for your services.

Important: Whilst most people will probably take charge of their favourite club, it is worth remembering that the higher up the league ladder you begin your managerial career, the higher the expectations – not just their board and fans but the media too. If you think you can handle it, by all means go for the top jobs. If you want to gain a little experience first before hitting the big time, then start near the bottom where mistakes are more easily forgiven and the glare of the media spotlight may be avoided.

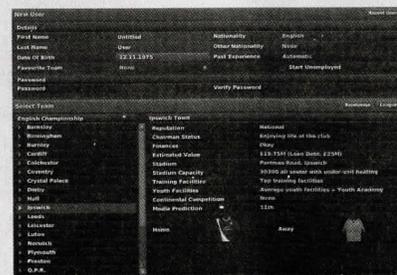
When you click on a team name from the left side of the lower panel, their Team Information will be presented to you on the adjacent side, informing you of the financial status and value of the club and any expectations they may have of a prospective manager.

NEW FM2007 also allows you to have a team selected at random for you. Simply click the 'Randomise' button and your selected team will appear in the lower panel.

FAVOURITE TEAM

In FM2007, nominating your favourite team actually has more relevance than you'd imagine. You will tend to receive more news items regarding your favourite club during the game and, should you ever apply for the managerial job, their board will no doubt look favourably upon the fact that you hold the club dear to your heart.

Once you have decided which team you wish to manage and have entered your favourite side, hit the 'Add' button to take control. You will see your status change to 'Playing' on the game status screen.



PLAYING FM2007

FM2007 is designed so that each day of the game is broken into morning, afternoon and evening. Clicking on the 'Continue' button will advance the game to the next relevant period. On clicking 'Continue', the screen will darken and the game will process any necessary information or play matches. Whilst it is playing matches, the results of the fixtures being played will be displayed in a fixture dialogue box. During this period, should you wish to view any game data, simply click on the 'Play In Background' button on this fixture button. The game will interrupt itself and take you to your senior squad screen. You are then free to browse round the game whilst the fixtures continue to be played in the background.

Important: The way in which the game processes game information is dependent on your 'Processing Fixtures' preference. Details on this can be found in the 'Advanced' section at the end of this manual.

4 POINT GUIDE TO DIVING STRAIGHT IN

If you're one of those people who just wants to dive straight in, play a match and get your football fix, why not? Once the game has loaded up and you've added yourself as a manager and selected a team (see Adding A Manager), you're ready to go. Here's a quick, five-step guide to playing your first match of FM2007:

1. Return to the 'Manager' menu and select 'Go On Holiday'. From this screen click 'Return from holiday on date' and select 'Next Match' from the drop-down menu. Click OK. The game will go on holiday.
2. When the game returns from holiday go to your squad screen once more. From the 'Actions Area' below the tree menu select 'Ask to Pick' and choose your assistant manager. He will now pick the team for you, informing you of his decisions by way of a pop-up dialog.
3. Now click the 'Continue' button until it changes to 'Go To Match'. After Clicking on 'Go To Match' you will be asked if you are ready to proceed to the match. Click 'Yes' to go to the match screen.
4. After viewing the line-ups via the Preview, click 'Play' to take charge of your first game of FM2007.

THE INTERFACE

The game's interface has been intensively designed to ensure that playing the game and using the abundance of features is made as easy as possible. The following is a short glossary to help explain some of the terms used in this manual.

USER INTERFACE GLOSSARY

Quite often an explanation of one term includes some other terms.

ACTION

Every screen and/or section may have a number of actions associated with it.

Example: In the contract offer screen, there might be options to accept the contract, reject it, or negotiate. Each of these represents an action that the user can choose to take.

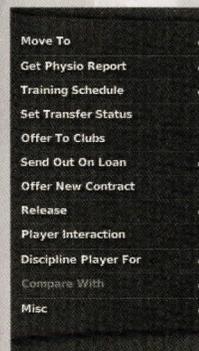
ACTION BUTTON

In the default FM2007 skin, an action button is created for each of a section's actions. These buttons are grouped together in the actions area.

Confirm Offer

ACTIONS AREA

The actions area is the part of the window containing action buttons. In the default FM2007 skin it is located on the left hand side of the window, underneath the tree view.



BACKGROUND PICTURE

The background picture is an image that is displayed behind everything else.

The image for the default skin on FM2007 is a photo of a pitch.

STATUS ICON

'Status Icons' are small images which appear to indicate certain conditions to the user. They are also known as Quick Links. In the default FM2007 skin, these icons are positioned at the left hand end of the 'Ticker Bar'.



SUBTITLE

The subtitle is a piece of text shown in a smaller font underneath the main title for a screen.

The 'Subtitle' can be used to show some supplementary details about the screen's game object.

TICKER BAR

As the title indicates, the ticker bar contains the ticker, and also some status icons. In the default FM2007 skin this is positioned at the bottom of the window. Between match days the 'News Ticker' displays football news stories from around the world, which you can customise using the News Ticker Level (see Preferences in the 'Advanced' section at the end of this manual). On match days the Ticker displays latest scores and incidents from around the grounds.

TITLE

The title is a piece of text intended to indicate the purpose of the screen. The title will generally be displayed in a large font in a prominent place in the window.

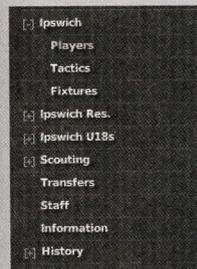
TITLE BAR

The 'Title Bar' in the default FM2007 skin is the area at the top of the window, which displays the title of the current screen. The 'Title Bar' also includes other details, such as the user name.



TREE MENU

A tree menu shows a hierarchical group of items (like an index), in which some of the items can be expanded to show sub-items.



For example:

- + Ipswich Town (Top Level)
- Players
- Tactics
- + Ipswich Reserves
- Players (Sub Item 1)
- Tactics

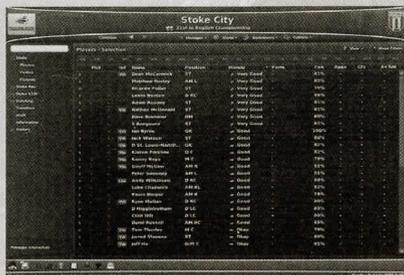
VIEW

Sections of the game can have one or more views – which present the same information (or subsets of the same information) in different ways. For example, the squad list section of the team screen allows you look at a list of players but because there are lots of attributes for each player, it would be impossible to display them all at once. The solution is that the squad section has a number of views that allow you to look at just a few of the attributes. We will now take a look at how the various screens in the game work. These are ordered by their place in the menu bar.



YOUR TEAM

If you click on the 'Manager' drop-down menu on the 'Title Bar' menu and select your team name (e.g. Stoke City), you will be taken to the squad screen.



The Tree Menu will contain the following options:

SENIOR SQUAD / RESERVES / YOUTH TEAM

From your team's Tree Menu you will notice that you have direct access to your Senior Squad, Reserves and Youth Team. Should you wish, you may also take full control of your Reserve and Youth teams yourself, instead of delegating the duties to your assistants. To do this, select 'Options' from the 'Manager' menu on the 'Title Bar' and tick the appropriate boxes to take control. Each squad's 'branch' of the Tree Menu is expandable and has its own Squad, Tactics and Fixtures panels. You can find information on 'Tactics' and 'Fixtures' later in this manual. For now, we'll focus on your players.

After each season, you will be asked whether you wish for your reserve team to fulfil their fixtures for the coming season. Some teams, especially those running under tight finances, may not have the personnel to run a reserve team, and now have the option to not do so.

NEW Each summer, teams will receive a new batch of first year scholars to their youth team. Depending on the size of your current youth squad, players will arrive in assorted numbers from various towns and cities hoping to make it at their new club. They will then be yours to mould however you wish.

PLAYER

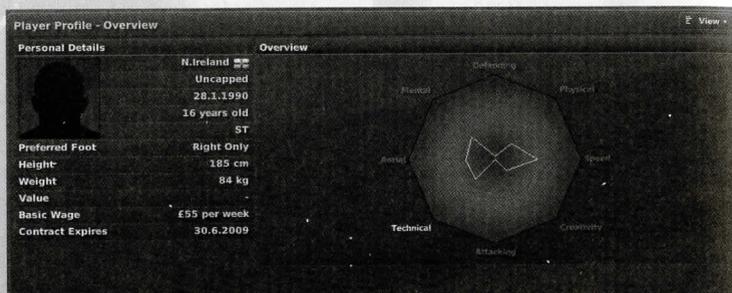
PLAYER POSITIONS & ATTRIBUTES

A player's attributes in FM2007 are rated on a scale of 1–20, with 1 being awful and 20 being outstanding. The player positions associated with each individual also indicate whereabouts he can play. For your information, the abbreviations and key attributes associated with that position are as follows:

* (Right or Left) ** (Centre, Right or Left)

Abbr.	Description	Main Attributes
GK	Goalkeeper	Handling/Reflexes
D/WBR/L	Fullback or Wingback	Tackling/Stamina
DC	Central Defender	Tackling/Heading/Positioning/Jumping
M/L	Midfielder*	Passing/Crossing/Pace
DMC/R/L	Defensive Midfielder**	Tackling/Stamina/Work Rate
MC	Central Midfielder	Passing/Stamina/Work Rate/Jumping
M/AM/R/L	Winger/Attacking Winger*	Pace/Crossing/Dribbling
AMC	Attacking Midfielder	Creativity/Decisions/Passing
FC/R/L	Forward**	Finishing/Pace
ST	Striker	Finishing/Heading

You also have the option to view an 'Overview' of a players' attributes. From the player profile screen, select 'View' from the top right, and select 'Overview'.



The graphical depiction of the player's attributes gives a quick view of his strongest areas, and indeed, those he is most deficient in. The larger the area inside of the yellow lines, the better the player can be considered. If, like in the screenshot, one area is 'wider' than the others, the player is clearly more proficient in this area(s).

MOVING PLAYERS BETWEEN SQUADS & CHANGING SQUAD STATUS

If a player has fallen out of favour with you, is injured or perhaps not up to the demands of first-team football, you may wish to give him a few outings in the reserves. To move a player between squads, go to his screen and select 'Move To' from his 'Actions area'. You may also change a player's squad status (i.e. how you see his role at the club) by going to his screen, selecting 'Set Transfer Status' and then setting the appropriate status in the 'Squad Status' panel. Be warned however that players won't always appreciate demotion and you could easily have an unhappy player on your hands if you mess him around.

PLAYER INDICATORS

Before you select your team, you will need to know the availability of your players. Occasionally, a player will be flagged on the Squad Screen with one of a number of different indicators to the left of his name:

Abbr.	Description	Abbr.	Description
Abs	Absent (AWOL)	Ret	Retiring
Bid	Under Transfer Bid	Rst	Needs a rest
Ctr	Out of contract	Sct	Scouted by manager
Cup	Ineligible for cup match	SI	Senior International (MLS only)
Fgn	Foreign	Sus	Suspended for next match
Frt	Leaving on a free transfer	Trn	Transfer Arranged
Fut	Unsure of future	Unf	Not Fully Fit
HG	Homegrown; player is being trained in his home nation or at his first club		
Hol	On holiday	Unh	Unhappy
Ine	Ineligible (e.g. for next match)	Unr	Unregistered for team
Inj	Injured	Wdn	Withdrawn from international duty
Int	On international duty	Wnt	Wanted by a club
Lmp	Lacks match practice	Wp	Needs work permit
Loa	Listed for loan	Yel	One yellow card away from suspension
Lst	Transfer listed	YI	Youth International (MLS only) Player reaction to recent media comment
Req	Transfer listed by request		
		Yth	Youth Contract
		45	International instruction: play 45 minutes only

PLAYER INTERACTION

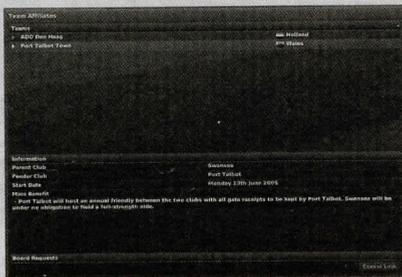
NEW FM2007 sees the addition of interacting with players in many new and exciting ways. To begin interacting, simply select a player, and choose 'Player Interaction' from his 'Actions Area'.

You now have the freedom to ask a multitude of questions. For example, if the player plays for you, he can be asked to recommend a player (or non-player) to be signed to improve the team. If the player is contracted to another team, you might wish to declare your admiration for him or attempt to gain his interest for a future potential transfer (this would be considered 'Tapping Up', of course). Similarly, you may wish to voice your displeasure towards a player if he has done something to anger you, however 'unprofessional' this could be deemed.

As your season(s) progress and player form fluctuates, you have the freedom to have a word with the player about his recent form. You can be comforting and encouraging, you can be harsh and stern, it's your decision and ultimately the reaction of the player will determine your success.

AFFILIATED/FEEDER CLUBS

NEW FM2007 sees the addition of affiliated and feeder clubs. Many teams now have a network of clubs with whom they work and interact in many ways, which is now replicated in game.



At any time you have the option to approach your Board to ask for an affiliation, as either a Parent or a Feeder club. From the 'Board Room' screen, select 'Make Board Request' and then either 'Request New Feeder Club' or 'Ask to be linked with another club'. The Board will respond to your request(s) immediately and will set about finding suitable teams for the club. Once they do, in the form of a news item, you will be prompted to make a recommendation to the Board based on their findings, to aid their final decision. Clicking the 'Make Recommendation' button will take you to the 'Proposed Clubs' screen, where you may then look over the options for each. To change the current team, click the 'View Possible Links' button to the top right and change accordingly.

NEW PARENT CLUB

As the (likely) smaller club in the deal the main items that you should focus on are financial and personnel gains. Any deal where you are likely to receive players who will improve your team and fees that will boost your finances should be heavily considered. Generally, as the feeder club you should be under no obligation to lose anything unless the terms of the deal include the parent club having first options over your players. Even then, that may be a deal worth considering depending on your status and ambitions, as selling maybe one or two players for considerable fees could be a big factor in helping your team to the next level. In these circumstances it may also be wise to consider the length of any deal and the effects it may have on your ambitions for your club. Of course, you are free to end the deal at any time.

NEW FEEDER CLUB

When searching for a new feeder club, some things should be taken into consideration, as your board attempt to provide you with adequate information to make your decision (based on the 'Terms of Agreement' panel). Teams may like to consider smaller, local teams to keep players in close proximity and to cut down on travel costs and assorted expenditure. They may also want to take into account the level of football at which the proposed feeder club are playing. A league playing to a decent standard will benefit your players should they go there far more than a league where they're unlikely to face much by way of a challenge. The cost of the link-up per year must also be taken note of, as teams who run under a tight budget may not have sufficient funds to maintain a deal.

Once you are affiliated with another club, there is an 'Affiliated Clubs' option on the tree menu. This screen shows every club you currently have a link with. Clicking on the table row for each team will detail the terms of the relationship in the lower panel, including any stipulations there may be regarding players.

Each affiliation can have different terms to them. For example, you may wish to send players on loan to a team, or may be subject to allowing the Parent Club to having first option over all of your players. There is a financial obligation from the Parent club to the Feeder, which can be a great help to smaller teams who struggle financially.

Once you've finalised your decision recommend the team and your Board will do their very best to complete a deal as quickly as possible.

BOARD TAKEOVERS

NEW There's rarely a day that goes by without at least one media source reporting of an imminent takeover at a given club. In FM2007, this is no different. News items will pop up speculating that new ownership may soon be in place, offering a brighter immediate and long-term future for that club. Should it happen to the club you're managing, things become a little more interesting for you.

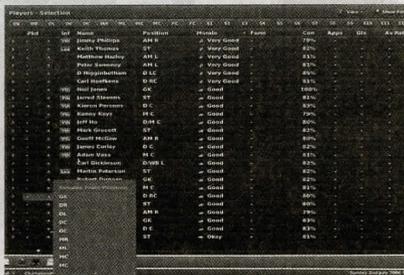
If the reports are accurate, the next stage would be for the potential suitors to make a formal offer for the club and sit down to have talks with the current owner(s). These talks will go on for a short while, and should they progress, the new Board will be installed as soon as possible. The new Chairman will outline his intentions for the club and inform the manager (you) of any expectations and changes he may make.

Whilst deals have the potential to be very exciting for a manager – he may be given funds to spend where they previously didn't exist – they can also be unsettling and negative.

The new owner may wish to install his own manager, and you could very quickly find yourself at the Job Centre screen hunting out a new employer.

SELECTING YOUR TEAM

Before each match you will need to create a starting line-up. To add a player to the starting line up, left-click on the pale box next to a player's name. The menu that pops up automatically focuses on the next available position if the player is unselected. If the player is already selected, the menu will focus on the "Remove from this position" item. Right-clicking by contrast either selects the next available position (if he has not a position already assigned) or removes the player from his picked position (if he does have a position assigned).



You will need to select a starting eleven as well as your substitutes bench. Should you want some advice on selecting a starting line-up, you may ask your assistant manager for a team report or even request one of your staff to pick the starting line-up for you. See the sections on 'Assistant Manager' and 'Coaches' for more information.

COMPARING PLAYERS

When agonising over your team selection or wondering whether the striker you are interested in is any better than those you already have, you may find the player comparison utility helpful. In order to compare two players, you will need to have visited both players' screens recently. Click on the first player for the comparison and select 'Compare with' from the 'Misc' section of his 'Actions area'. You will then see a list of players you may compare him with, to do so click on the desired one. The 'Comparison' heading will then appear on the 'Tree Menu' and you may toggle between 'Attributes' and 'Overview' to compare different aspects of the

comparison. Green and red arrows on the 'Attributes' panel will indicate the difference between the two players' stats. 'Overview' on the other hand will demonstrate the difference between the two players' ages, form, nationality etc.

Important: You may only compare players of similar positions. i.e. You cannot, for example, compare a Goalkeeper to a Striker.

NEGOTIATING PLAYER CONTRACTS

This section applies to both re-negotiating contracts with your current players as well as discussing a contract with a potential new signing. If you have had a transfer offer accepted for a player or you are looking to sign a player (see Transfers), you will be taken to the 'Contract Negotiation' screen. Alternatively, if you are looking to re-negotiate a contract with one of your current playing staff, go to that player's screen by clicking on his name and select 'Offer New Contract' from the player's 'Actions area'. On the 'Contract Negotiation' screen you will be told (usually by the player's agent) what the player expects. By using the drop-down menus you may now dictate the various aspects of the contract such as 'Squad Status', 'Wage' and 'Contract Length'. You may also add additional bonuses and clauses such as Goal, Appearance and Assist Bonuses, Minimum Fee Release Clauses, Relegation Release Clause etc. Once you are happy with your contract offer, click 'Confirm' on the 'Actions area'. After a period of time you will be informed of the player's response via the 'News' screen. Should he refuse the offer but feels there are grounds to continue discussions, he will give you the chance to negotiate. Should you wish, you may ask your Assistant Manager to deal with the contract renewals for youth or reserve team players. To do this, select 'Options' from the 'Manager' menu on the 'Title Bar' and tick the appropriate box. For more information on your assistant, see the 'Assistant Manager' section later in this manual.

TERMINATING PLAYER CONTRACTS

If you find a player in your squad for who you have no use and are unable to tempt another club into taking him off your hands, there are two possible approaches to take. The first is to release the player on a free transfer. Should you wish to do this, go to the player's screen and click 'Release On A Free' from the 'Release' section of the player's 'Actions area'. The player will leave the club immediately and you will have to pay off the remainder of his contract. The second method is to offer the player a contract termination. To do this, go to the player's screen and select 'Offer Mutual Termination' from the 'Release' section of the player's 'Actions area'.

This is by mutual consent of course so there is no guarantee that the player will accept. In fact, it is entirely possible that the player will be angry and may take offence at the fact you want him out of the club.

DISCIPLINING PLAYERS & APPEALS

In the event that one of your players steps out of line or even if you are unhappy with his level of performance, you may want to take disciplinary action. In order to punish a player, go to his screen and select 'Discipline Player For' from the 'Actions area'. You will then be able to select a reason for your decision and choose whether you want to issue a warning or even go so far as to fine the player up to 2 weeks wages. If one of your players does receive a red card during a match, he will have to serve a ban. The length of the player's ban is determined by the competition rules and, depending on the seriousness of the offence, a disciplinary hearing.

Following the match you will be informed via the 'News' screen as to the length of this ban and given the opportunity to appeal if you wish. If you do decide to appeal, the league's governing body will meet to look at the referee's report and discuss your claim but, unless there has been a gross injustice, the governing body will normally side with the referee.

PRAISING OR CRITICISING PLAYERS

If you have been pleased or indeed disappointed with a player's form, you will often have the opportunity to give them a boost (or a kick up the backside) by issuing a brief statement to the press. To praise or criticise a player, go to their screen and, if the option is available, you may release a statement by clicking on 'Player Interaction' from the player's 'Action' panel. From the resulting screen you can then comment on the player's recent form. A well-timed comment can work wonders but be warned however that too much praise or criticism will result in the players starting to ignore you.

INTERNATIONAL MANAGEMENT

For an altogether different managerial task, controlling a national team presents a whole new set of challenges - whether you're out to challenge for the World Cup, dominate your confederation, or simply aim to improve the fortunes of one country.

To select a national team when starting a new game, follow the steps in the 'Getting Started' section of the manual, and select the 'Nations' option when picking a team. You may wish to retain all players from the chosen nation beforehand. This, once again, is detailed in the aforementioned section. Your national Football Association will typically outline their expectations, as will the fans. You also have a 'National Pool' - a group of players where your squads

are expected to be drawn from. You have free reign over who exactly makes up this pool, and can add or remove players from it by selecting the option from a player's 'Actions Area'. When naming a squad, the news item will inform you of the squad limit and any injuries your current party may have, whilst the squad limit is also found at the bottom of the squad screen.

For more on 'International Management', read the entire manual - hints, tips, and instructions across the board are relevant to national team play.

TACTICS

CREATING YOUR OWN TACTICS

FM2007 comes with a vast array of standard tactics for you to use, but if you're feeling adventurous you can create your own. The information below will give you an overview of the many tactical combinations you can set up.

SETTING UP FORMATIONS

The best way of determining which formation to use is to look at the players in your squad. There is no point trying to play three at the back if you only have two decent central defenders or playing with wingers when you don't have any in your squad. Try to work out what tactic would work best with the players available and set a formation to suit them.

In order to set your formation, go to your squad screen and then select the 'Tactics' panel from the Tree Menu. To move the players around on the tactics pitch, simply point the cursor at one of the player icons, left-click and hold on the button then drag the icon around to the desired position. Then release the mouse button and the player icon should be relocated to the desired position. As you do this you will see the possible positions where the icon can be placed appear faintly on the screen.

Once you have moved the players into the appropriate positions, you can also tell players where to run. To do this, right-click and hold on the position and drag the arrow in the required direction. When the right mouse button is released an arrow should go from the player icon to where you wish him to run.

As an alternative, you can choose to load one of the pre-set formations by clicking on the 'Tactics' button and choosing a formation from the 'Standard Tactics' list. This has the advantage of being far quicker than creating your own tactic, so if you are impatient to play that first game this might be a good option.

SETTING TEAM INSTRUCTIONS

'Team Instructions' can be set to make your team act as a unit during a match. They can be set or changed at any time, both between fixtures and during matches. FM2007 incorporates the following sliders to enable you to decide exactly how you want your team to play. Created with guidance from Liverpool and Republic of Ireland legend Ray Houghton, the following tactical instructions are available to you:

Mentality	Description
Ultra Defensive (team instr. only)	Your team will stay deep in their own half and will not be too adventurous going forward.
Defensive	Your team will play with defence in mind, only going forward when a good opportunity arises.
Normal	Your team will play a normal style of football, defending where needed and attacking when appropriate.
Attacking	Your team will look to push men forward at every opportunity.
All Out Attack (team instr. only)	Your team will play in an all-out attacking style and throw caution to the wind. Players will attack from all areas of the pitch and there is a risk they can be caught out of position

Mentality is probably the most important of the tactical instructions. As a general instruction it will guide your team and control how they play. Individually it will instruct players where to generally line up and how aggressive to be. Typically, mentalities should be balanced across the team. For example, if your team are set to a Defensive mentality, a majority of your players should be left to a defensive mentality. Setting too many to an attacking mentality is likely to cause confusion amongst your players and create holes in your formation, which the opposition will capitalise on. Also consider like-minded/positioned players – your defensive line, for example, should be within a similar range of mentalities to ensure they stay together as a cohesive unit.

Creative Freedom	Description
Little	Your players will play a standard form of football, taking no chances and sticking to the basics.
Normal	Your players will play their normal style, looking to use their skill or creativity if the opportunity arises.
Much	Do you have a team full of Brazilians? If your players are skilful enough, they will use as much creativity as possible to create goal-scoring opportunities for your team.

Generally, very few players should be given high levels of creative freedom. Allowing more than a maximum of three (in most circumstances) players to have full creative freedom will see a team of individuals attempting to change games themselves, and leave the team more prone to mistakes whilst becoming less potent in attack. If you have the personnel to allow one or two players to be creative outside of your tactical framework then by all means, indicate to them that they are free to strut their stuff, but allowing it en-masse is a recipe for disaster.

Passing Style	Description
Short	Your players will look to pass the ball to feet of the nearest player in his team who is not marked.
Direct	Your players will look to play the ball from defence or midfield to an attacker as quickly as possible.
Long	Your players will hit balls over the top at every opportunity, either for attackers moving from midfield or strikers getting behind defenders. Good for teams with poor passing stats or pitches in bad condition.

Tempo	Description
Slow	Reminiscent of the Italian Serie A, your players will adopt a slow build-up to their play.
Normal	Your team will play at a moderate tempo. Not putting themselves under too much pressure or exerting too much energy.
Quick	Fast, frenetic pace. Football played in the style of the English Premier Division. You'll need a team with good stamina and good fitness. Could be a problem with fatigue if you don't get an early lead when playing this style.

Passing style and tempo are inextricably linked. When configuring one, the other must be considered. For example, a slow tempo suggests the team should be playing a short passing game geared towards keeping possession, conserving energy, and building attacks patiently whilst waiting for the opposition to make mistakes. Similarly, a quick tempo would be more suited to a direct style passing game, where the team, upon getting the ball, look to pass the ball forwards often and quickly, aiming to catch the opponent off guard and on their heels. The former of these two examples naturally works best when the team have a lot of players with high attributes in passing and composure as well as a good level of stamina and high work rates. These types of teams would be considered the dominant team in the game, whilst the latter style is most commonly seen in teams looking to take advantage of a perceived lack of pace, or a team attempting to counter attack often against a stronger side.

Width	Description
Narrow	Your players will be looking to deny the opposition space through the middle of the pitch.
Normal	Your players will look to get wide where possible
Wide	Your players will look to get the wingers involved and get fullbacks to overlap. The strikers should also look to move from the centre to take up wide positions. Will work well with focus passing down the flanks.

The obvious prerequisite for adopting a style of play emphasising width is to have players capable of dominating on the wings. A manager would want players with speed and trickery who are capable of putting in dangerous crosses. A striker capable of finishing these chances is usually desirable too. Wide play is generally found to work best in teams who utilise a direct style and quick tempo, since their pace can be used to take advantage quick and early, exposing a team with minimal delay. That is, however, not to say that teams who employ a wide style cannot be successful with a slow passing game. By employing wide players, the pitch is spread, and players are allowed a greater space in the middle of the pitch to play their passing game.

Closing Down	Description
Own Area	Your players will wait until your opponents are on the edge of your own box before closing them down. Useful for 'backs-against-the-wall' situations with a deep defensive line.
Own Half	Your players will only close down their opponents in your own half.
All Over	Your players will close their opponents down at all times, anywhere on the pitch. This will require your team to possess good stamina and fitness.

A manager who wishes his team to close down often absolutely has to have players of high stamina and work rate; else the players will tire quickly and become exposed. Consider closing down aggressively in the opposition half with perhaps one striker and both wide midfielders (assuming a 4-4-2 formation), as this usually puts enough pressure on the opponent to make them consider their plays, without tiring out your players. Fullbacks should usually close down dangerous wide players to negate their attacking threat, especially if they have a proficient striker in the team. Generally though, closing down will depend on the style and formation of the opposition, and the situation of the game.

Time Wasting	Description
Rarely	Your players will show exemplary sportsmanship and not look to try and run down the clock during a game.
Mixed	Your players will use their own discretion as to whether a little bit of time wasting could help their cause.
Often	Ideal for that last few minutes of the game when you're 1-0 up and don't want to risk getting hit on the break. Your players will take the ball to the corner flag, take their time on set pieces and generally try to exasperate the opposition (as well as their fans).

Time wasting is one of 'those' tactics that infuriates a manager when his opponents use it, but when their team waste time, there's not a problem with it. Assuming of course, his team are leading. That situation is where time wasting tactics should really be used, as it's quite ineffective at other times, although it can be of use to a team expecting to be beaten – delaying the inevitable and hopefully frustrating the opposition into a mistake.

Defensive Line	Description
Deep	Your back line will sit right back, almost on the edge of their own penalty area. Useful for dealing with pacy attacks.
Normal	Your back line will try to hold a consistent defensive line in relation to where the ball is on the pitch.
Push Up	Usefully employed with the offside trap, your defenders will push up and defend near the halfway line. This runs the risk of an opponent running from their own half in an onside position so pacy defenders are a must.

Defensive Line instructions are tied somewhat to a team mentality, although not on a big level. If you wish your team to play a progressive passing game, you'll want the defensive line to move up and ultimately take position quite high up the pitch.

If you're looking to have your team play a long passing game at speed, they can be afforded a deep line since passes will come from deep and go long. This also works if the team are under defensive instructions as the team will be more compact and less prone to attacking breaks in behind a defence. A note of caution; deep defensive lines will need to be complemented by defensive midfielder mentalities so as to shut down potential gaps between the defensive line and midfield line – a solution may be found in employing a defensive midfielder (DMC).

Tackling	Description
Easy	Your players will be cautious when challenging for the ball. They will only make tackles that they are sure they can win in order to avoid picking up injuries or bookings.
Normal	Your players will go in for a fair percentage of challenges but they will not be reckless.
Hard	Your players will hit their opponents hard when trying to win the ball from their opponents. If there's a slight chance of your players coming away with the ball, they will attempt the tackle.

Does what it says on the tin really; it all depends on how you wish your team to play. Easy or Normal tackling will see your players act fairly conservatively, but against physical opponents they may be swamped and be prone to injuries. Setting tackling to 'Hard' will usually counteract this but at the same time raise the risk of yellow and red cards amongst your players.

Focus Passing	Description
Through The Middle	Your players will focus their passing through the middle of the pitch
Down Both Flanks	Your players will concentrate on passing the ball down the left and right side of the pitch.
Down Left Flank	Your players will focus their passing down the left side of the pitch.
Down Right Flank	Your players will focus their passing down the right side of the pitch.

Normally you'd look to get the ball to your most dangerous players, but you may wish to target a particular weakness the opposition have. Combining your most dangerous players in these situations for ultimate effect is recommended.

Marking/ Set Piece Marking	Description
Zonal	Your team will mark in zones and thereby run less risk of getting caught out of position. The risk of employing this tactic is that your opponents may double up in other zonal areas on the pitch.
Man	A general man-marking instruction - your team will mark their opponents man for man. For 'Man-Marking (Specific)' see the 'Marking' section under 'Player Instructions'.

Man marking is considered the 'safer' of the two since every opponent should have a player assigned to them, and assuming they complete their job, there will be no danger from the set piece. However, given players can and are regularly beaten one-on-one, some managers prefer to place players in zones, aiming to close down dangerous areas and smother attacks. Of course, no plan is without weakness – zonal marking allows opponents to move about more freely and create holes where they have opportunities to score.

Target Man Supply	Description
To Feet	If your target man has good ball control but lacks height, then you may prefer to get your players to play the ball into his feet.
To Head	A target man who is strong and good in the air will make a perfect aerial target for your players to aim at. Try and get another striker to run off your target man for the flick-ons.
Mixed	Your players will play the ball they think best in the situation.
Run Onto Ball	If your target man has good acceleration then it might not be a bad idea to play plenty of through-balls and look for him to run onto them.

MISCELLANEOUS INSTRUCTIONS

Instruction	Description
Tight Marking	Player will get in as close as possible to the opponent he is marking, trying to stop that player having any influence on the game.
Use Target Man	By specifying a target man, you will be asking your team to play the ball up to him so that he can dictate the play by either retaining possession or passing the ball to supporting players.
Use Playmaker	By specifying a playmaker, you will be asking your team to get the ball to that player as quickly as possible as he is the most likely to create opportunities for your team.
Play Offside	Players will look to catch their opponents offside. This works better if you play a high defensive line and you have defenders who know each other and have played with each other before.
Counter Attack	Your team will allow the opposition to come forward and overstretch themselves before hitting them on the break. This works particularly well if you have quick wingers and attackers.

SET PIECE INSTRUCTIONS (TEAM)

Set Pieces are corners, free kicks and throw-ins. To set how you want your Set pieces to be taken, you can use the Set Pieces section at the bottom of the 'Team Instructions' panel. The options are as follows:

Corners Left/Right	Description
Short	The corner taker will look to play the ball short to a teammate.
Near Post	The corner taker will aim the ball towards the near post.
Far Post	The corner taker will aim the ball towards the far post.
Penalty Area	The corner taker will look to deliver the ball to the edge of the penalty box.
6 Yard Box	The corner taker will look to deliver the ball to the edge of the six-yard box.
Mixed	The player will make his own decision as to where to play the ball.

Free Kicks Left/Right	Description
Short	The free kick taker will look to play the ball short to a teammate.
Long	The free kick taker will look to play the ball long.
Cross Near	The free kick taker will aim the ball towards the near post.
Cross Far	The free kick taker will aim the ball towards the far post.
Cross Centre	The free kick taker will deliver the ball to the middle of the box.
Best Header	The free kick taker will aim for the team-mate with the best aerial ability.
Mixed	The player will make his own decision as to where to play the ball.

Throw-Ins Left/Right	Description
Short	Your team will not attempt long throw-ins.
Long	Your team will look to get the ball into box from their throw-ins.
Quick	Your team will look to take throw-ins quickly.
Mixed	Your player will make his own decision as to where to put the ball.

SETTING PLAYER INSTRUCTIONS

Players can also be given individual instructions that work alongside Team Instructions. Click the 'View' button on the top right of the tactics panel and select 'Player Instructions'. Left-click on the row arrow of the player you want to give individual instructions to and his list of instructions will appear in the right-hand 'Instructions' panel. Tick the appropriate boxes and use the sliders to set that player's instructions. It is possible to overwrite the team instructions in this way – you might, for example, have a flair player who you want to give far more creative freedom to than the rest of your team. If you don't feel confident with setting a player's instructions yourself, there are some helpful 'Preset' instructions for different positions which you can use by clicking on the 'Set To' button on the instructions panel. Several of the player instructions are identical to the team instructions and have already been outlined above (see 'Team Instructions'). Those that are exclusively player instructions are detailed below:

Forward Runs	Description
Rarely	Your player will stay back and not attempt to get forward.
Mixed	Your player will decide when to make forward runs.
Often	Your player will be encouraged to get forward whenever possible.

Run With Ball	Description
Rarely	Your player will refrain from dribbling with the ball.
Mixed	Your player will decide when best to dribble with the ball.
Often	Your player will be encouraged to run at defenders whenever possible.

Long Shots	Description
Rarely	Your player will desist from taking long shots.
Mixed	Your player will decide when to take long pots at goal.
Often	Your player will attempt to test the 'keeper from distance frequently.

Through Balls	Description
Rarely	Your player will refrain from playing through balls.
Mixed	Your player will make his own decision as to when to try through balls.
Often	Your player will try to thread balls through to your attackers as often as possible.

Cross Ball	Description
Rarely	Your player will not attempt many crosses with the ball.
Mixed	Your player will decide when best to cross the ball.
Often	Your player will attempt to get as many crosses into the box as possible.

Cross From	Description
Deep	Your player will cross from deep. These are easier to defend against but the crosser will usually not have to beat a man and will therefore be able to deliver more crosses.
Mixed	Your player will decide whether to cross from either deep or from the touchline.
Touchline	Your player will try to get to the by-line before attempting a cross. The advantage of this is that the defenders will be facing their own goal and will therefore find it harder to deal with the cross.

Cross Aim	Description
Near Post	Your player will aim his cross towards the near post.
Centre	Your player will aim to cross the ball into the middle of the penalty area.
Far Post	Your player will aim his cross towards the far post.
Target Man	Your player will aim his cross towards your nominated target man.
Mixed	Your player will decide where best to aim his cross.

SWAP POSITION

This drop-down allows you to select another player or position with whom you wish your current player to swap positions periodically. This is most frequently seen in recent times with wingers swapping wings or strikers switching positions.

Goalkeeper Distribution	Description
Quick Throw	Your keeper will look to throw the ball out quickly. Good for counterattacking play.
Long Kick	Route 1. Your keeper will aim long, looking for your strikers to latch onto the ball. An advantage if you have a tall or quick forward.

Defender Collect	Your keeper will allow a defender to come and receive the ball from him. Good for keeping possession.
Mixed	Your keeper will decide how he wants to distribute the ball.

Marking	Description
Zonal	If you can imagine the pitch as a series of grids, defenders will stay in their 'grid' and mark the player(s) who enter that part of the pitch but they will not follow their opponents once they leave that area.
Man	A general man-marking instruction – your player will man-mark the most suitable opposition player (generally the player in the opposite position to himself).
Man (Specific)	Unlike the above, your player will follow his specific opponent wherever he goes on the pitch. In the drop-down menu, the most logical player to be marked will appear at the top.

MISCELLANEOUS INSTRUCTIONS

Instruction	Description
Free Role	Your player will be given a licence to roam around the pitch. Ideal for Playmakers.
Hold Up Ball	Your player will hold the ball up and wait for team-mates to get forward. Ideal for Target Men.

SET PIECE INSTRUCTIONS (PLAYER)

Set Pieces is a collective term for corners, free-kicks and throw-ins. To set how you want your set pieces to be attacked and defended, you can use the Set Pieces section at the bottom of the 'Player Instructions' panel.

Defending Free Kicks	Description
Back	The player will stay back and help defend.
Forward	The player will stay forward, ready to attack.
Man Mark	The player will man-mark an opposition player.
Form Wall	The player will help form a wall to defend the free kick.
Near Post	The player will guard the near post.

Far Post	The player will guard the far post.
Default	The player will use his own judgement.

Attacking Free Kicks	Description
Stay Back	The player will stay back to defend any counter-attack.
Back If Needed	The player will only stay back if he is needed to counter any opposition players.
Forward	The player will go forward, ready to attack.
Disrupt Wall	The player will try to disrupt the opposition's defensive wall.
Challenge GK	The player will try to disrupt the opposition's goalkeeper.
Default	The player will use his own judgement.

Defending Corners	Description
Back	The player will stay back and help defend.
Stay Forward	The player will stay forward, ready to attack.
Man Mark	The player will man mark an opposition player.
Near Post	The player will guard near post.
Far Post	The player will guard the near post. player will guard the far post.
Mark Tall Player	The player will mark a tall opposition player.
Mark Small Player	The player will mark a short opposition player.
Close Down	The player will attempt to close down the delivery.
Default	The player will default to an action assigned by the game AI.

Attacking Corners	Description
Stay Back	The player will stay back to defend any counter-attack.
Back If Needed	The player will only stay back if he is needed to counter any opposition players.
Forward	The player will go forward, ready to attack.

Attack Near Post	The player will look to attack the ball at the near post.
Attack Far Post	The player will look to attack the ball at the far post.
Near Post Flick-On	The player will attempt to flick the ball on for a team-mate at the near post (Tony Adams style!).
Stand On Far Post	The player will stand on the far post ready to pounce on any loose balls.
Edge Of Area	The player will lurk just inside the penalty area.
Challenge GK	The player will try to disrupt the opposition's goalkeeper.
Attack Ball From Deep	The player will lurk just outside the penalty area.
Short Option	The player will go near the player taking the corner in case the ball is played short.
Default	The player will use his own judgement.

Throw-ins Left/Right	Description
Stay Back	The player will stay back to defend any counter-attack.
Come Short	The player will go near the player taking the throw-in in case the ball is thrown short.
Lurk Outside Area	The player will wait outside the penalty area, ready to pounce on any loose balls.
Near Post	The player will attack the near post, ready for a flick-on or goal-scoring opportunity.
Go Forward	The player will go forward, ready to attack.
Default	The player will use his own judgement

SELECTING CAPTAINS, PLAYMAKERS, SET-PIECE TAKERS ETC

To select players for these roles, enter the tactics screen and select the relevant role from the 'View' drop-down menu. You can then choose a player for that role by dragging his name into the panel. You may also select further players to take over should that player be unavailable for selection, become injured or get substituted during a match. You can deselect a player by clicking the '-' sign next to his name.

Captains – Someone has to try to organise and motivate your side on the field, as well as keep good discipline within the team. The role of captain is vital, so you will want to find the right player to take this responsibility. A player's influence and

reputation among the other players are key stats for this role but there is also age, length of service and current happiness to think about.

Playmakers – A playmaker is someone who will generally forgo defensive duties to get himself into positions to receive the ball and create goal-scoring opportunities.

Target Men – A target man is usually a forward who will look to bring other attacking players into the game via flick-ons and/or holding the ball up. He is mainly used with direct or long passing games, and is the main outlet pass and player around which attacks are built.

Penalty Takers - Your penalty taker should naturally have a high penalty taking attribute. He should also have a decent level of finishing and be mentally strong. Free

Kick Takers - Free Kick takers should ideally have a good free kicks attribute rating, but also good shooting attributes if the player is shooting direct on goal, and crossing for those taking set pieces from positions which will not allow for shots at goal.

Corner Takers - The player who takes corners should have high ratings in his corners and crossing attributes, whilst vision/creativity would also be desirable. Also consider the preferred foot of the player taking - this will influence whether the corner is inswinging or outswinging.

Throw-in Takers - Generally you should be concerning yourself with players who have high ratings for long throws. They will be quick to take opportunities to launch a break from deep, or if further down the field, will be able to launch a long throw towards goal in an attempt to cause trouble for the opposition.

Important: The game will always choose the first player on the priority lists (should he be on the pitch), then the second etc. If you don't select any players for these lists, the game will automatically select a player for the specified role.

Once you have created or modified a tactic, you may wish to save it for future use. Simply click on the Tactics drop-down menu on the tactics squad list and click "Save..." Once you have given your tactic a name, click 'OK'. The "Save..." button saves your tactic to disk as well as in the game to make it easier for you to share your tactics with other people. When you save a tactic, a copy is automatically saved to the user's tactics folder (My Documents\FM2007\Tactics) with the name as follows e.g. "4-4-2A (Ipswich Town, Jul 2007).tac". All tactics within this folder will appear in the game under 'Archived Tactics' in the same drop-down menu. You can load any tactic simply by clicking on its name. For ease of use, any tactic that has been saved during your current game will appear as a shortcut on the 'Tactics' drop-down menu as well as within 'Archived Tactics'.

EDIT TACTICS

The 'Edit Tactics' option within the 'Tactics' menu allows you to perform a number of options to your list of tactics. You may import or export a tactic from/to a removable disk or your hard-drive. You also have the option to delete or rename a tactic. Should you wish to make slight alterations to a customised tactic but wish to keep the original, and then you should use the 'Copy' button to enter a new name for the tactic. You can then make the changes to your new tactic and save as usual. The 'Edit Tactics' button will be greyed out if you have no tactics in your tactics folder.

Visit the 'Tactics & Training Tips' section of the community forums at <http://community.sigames.com> for some fantastic in-depth discussion on tactics.

FIXTURES

Your fixture list shows all your scheduled matches over the course of the season, including friendlies, league and cup games. The list will also indicate which matches are being shown on TV. By clicking on a fixture you will be able to see the Fixture Details in the panel at the bottom of the screen. For your information, FM2007 also includes the Competition Rules for that fixture within this panel (e.g. Player Restrictions, how many subs may be used etc). If a fixture has already been completed, you will be able to see details of that game by clicking on it.

You can also see your next game by clicking on 'Show Next Fixture' and there is a 'Past Meetings' button to enable you to see at a glance how your team has fared in previous confrontations.

FRIENDLY MATCHES

To arrange a friendly match, click the 'Arrange Friendly' button. You will then be taken to the 'Arrange Friendly' screen. Enter the type, date, venue and match rules you desire and then click 'Choose...' to select an opponent. Tours, Cup Tournaments and Leagues may also be arranged and for the latter two you will be asked to enter a name (e.g. Sports Interactive Cup). Once you have selected your opponent(s), your board will give you an estimate as to how much money the club will make from the fixture. In order to help their decision, you may offer the opposition a match fee as an added incentive. A friendly cup tournament involving Arsenal, Real Madrid and Juventus for example could prove very lucrative for your side. Should your proposal be accepted, you will be informed via the news screen.

Should you only be interested in competitive games, you can ask your assistant manager to arrange and take charge of friendly matches from the 'Options' screen on the 'Manager' title-bar menu. Also be aware that you are unable to cancel a friendly once the day of the match has arrived.

STAFF

If you are going to make the most of your role as manager and get the best out of your team, you will have to make sure you have the right people supporting you.

To find out more about hiring staff, see the 'Job Centre' section of this manual. For more info on the people who will help you run your club, read on:

STAFF ATTRIBUTES

For your information, the non-playing staff attribute variations are as follows:

Abbr.	Description	Abbr.	Description
Ada	Adaptability	Att	Attacking
Det	Determination	Def	Defending
Judge A	Judging Player Ability	Fit	Fitness
Judge P	Judging Player Potential	Men	Mentality
Dis	Discipline	Tec	Technical
Phy	Physiotherapy	Tac	Tactical Knowledge
Mot	Motivation	Man	Man Management
Gk	Goalkeeping	Youth	Working with youngsters

ASSISTANT MANAGER

As second-in-command, the assistant manager has to be an individual whom you can trust - someone you can call upon to help you in your task of running a football club. Your Assistant Manager in FM2007 can perform a large number of roles. By using the 'Options' screen on the 'Manager' Title Bar menu you can ask your assistant manager to take charge of training, arrange and take charge of friendly matches or handle player contract renewals.

Furthermore you can also ask your Assistant Manager to suggest the best two starting line-ups for your team using your current tactic. The 'Get Team Report' button can be accessed via a shortcut on the Actions panel of the squad screen or via your assistant's personal profile. You will be taken to the Team Report screen where your assistant will give you his opinion on the team, including which areas he believes need strengthening and who your best and weakest players are. Should you wish your assistant to pick the actual starting line-up for you, return to the squad screen and use the 'Ask To Pick' button from the 'Actions area'.

By choosing your assistant manager, he will then look at your current tactics and pick the match-day squad he feels are best suited to that formation. Remember: You may also ask a coach to pick the team for you in the same manner.

COACHES

A team may only be as good as its manager and some people would argue that a player can only be as good as his coach. Your coaching team is responsible for educating and improving your players – particularly the youngsters - and as such it is vital that you employ the best to nurture and train your playing staff.

For more information on Coaches and Training, see the 'Training' section later in this manual.

PHYSIOTHERAPISTS

The role of the club physio is to work directly with your players to ensure they are kept as fit and healthy as possible. Should one of your players become injured the best physio at your club (should you have more than one) will consult with the other physios and automatically provide you with an injury report via the News screen.

Depending on the nature of the injury, you may then decide on the course of treatment you wish to take and this could be anything from sending the player to a specialist to giving him pain-killing injections to get through a crucial game. Be warned however that injections don't cure injuries and by choosing this course of treatment you could be putting the player's long-term health at risk. Furthermore, a player will realise this and may refuse to accept your decision if he feels you don't have his best interests at heart.

From time to time it is also well worth getting the opinion of your physio on individual players at your club – especially if you have a player on trial or loan who you wish to sign but suspect that they may be injury-prone or carrying a niggling injury. To request a physio report, go to a player's screen (by clicking on his name) and select 'Get Physio Report'. The physio(s) asked to give the report will immediately come back to you with their assessment of that player via the News screen.

SCOUTS

FM2007 contains far more players than you'd ever get round to watching if you tried the task by yourself, so you'll need to employ some scouts to do the searching for you.

For more information on scouting, see the 'Scouting' section later in this manual.

TRAINING

To access your training screen, click on your squad screen and select 'Training' from the Tree Menu. The FM2007 training module is divided into two sections – Senior and Youth, which are also divided into two sub sections; 'Players and 'Coaches'.

PLAYERS

This screen shows an overview of what schedules your players are currently working to, how intense these schedules are and how the players are responding to the program.

You will notice that Training schedules are split into two types based on the contract of the player; Full-time and Part-time. Youth schedules are now separate and young players will train independent of the first team squad. Remember that players on Full-time contracts will have far more time to train during the week as they are paid well enough not to need a day job!

There are six pre-defined schedules altogether: General, Goalkeepers, General (Part time), Goalkeepers (Part time), and under Youth you will find General (Youth) and Goalkeepers (Youth). There are only Part-time schedules if you have Part-time players. Although the content of these predefined schedules cannot be changed (and you will notice that the category sliders are greyed out), you may change how intensely the players train by adjusting the 'Workload' slider. The training workload for each schedule may range from 'None' to 'Very Heavy'. The number of players involved in each schedule is listed next to the schedule name and a breakdown of how each player is responding to the training is shown in the bottom panel.

To change the amount of training allocated for each category the user must first create a new custom schedule. This allows each category to be changed as well as the Workload slider. The user can create his or her own schedules by clicking 'New' on the 'Schedules' drop-down menu on the Schedule panel and selecting whether to design a full-time, part-time or youth schedule. To discover what attributes each training category improves, simply hover the mouse over the category (e.g. Aerobic) to reveal its tool-tip.



When designing your schedule(s) be sure to think about how your players will react to them. Every player approaches training differently and depending on their personality they will put more effort in drills and exercises which benefit attributes befitting to their persona. For example, a flamboyant midfield player is more likely to be interested in improving his dribbling and the creative aspect of his play rather

than defensive marking abilities. Similarly, youth footballers are still developing, and have less time during the week to train. Concentrate on developing a rounded footballer and person – a tactically astute young footballer will be able to settle in a senior team far better than one without a clue what he's doing.

You can assign players to their relevant schedules using the dropdown menus in the Schedule column. Schedules that do not apply to a player will be greyed out (for example, you can only put a youth player on another youth training schedule). In addition you are able to create new Custom Schedules from this same Schedule dropdown menu or Assign All players of a certain contract type to a relevant schedule of your choice.

You may also change a player's schedule at any time when you are away from the training screen by right-clicking on his name and choosing the Training Schedule option. You can also use the player's screen to see how the player has improved over the past twelve months by clicking 'Training' from his tree menu and selecting Overview or Attributes. Clicking on one of the attributes on the right-hand side will then show a graph of how that attribute has changed in the last year.

COACHES

Coaches can be assigned to up to nine different Training categories at any one time, though the fewer categories they work on the more effective they are likely to be.

To assign a Coach to a Training Category you select him from the Coaching Attributes list, an action which will highlight the row to indicate your selection.

The Assignments panel (on the right) shows what Training Categories the selected staff member is working on. You can assign your coaches to up to nine different categories by selecting the check boxes.



The stars ratings indicate the level of quality the coach is currently training in a particular category. The more categories he is working on the less effective he will become, and this may reduce the quality of his training.

If the coach is not assigned to any schedules you will not benefit from his skills within Training and he may become unhappy at being under worked. Similarly, if he has too much to do he may complain he is being overworked.

The Summary panel at the bottom of the Coaches panel provides a brief overview of the quality and intensity of your Training Categories and Schedules. The Number of Players Training column shows a bar which displays how many players are training in a particular Training Category as well as how intensely they are training within that category.

The intensity is defined by three different colours on the bar:

Dark Orange	The number of players training intensely in the category.
Orange	The number of players training at a medium level in the category.
Yellow	The number of players training at a light level in the category.

The next two columns indicate how many coaches are assigned within each training category and how heavy their workload is. The workload determines the speed it takes for the player to reach his training potential and is related to the Coaches column. The more coaches you have assigned to a training category the lighter the workload, the fewer coaches you have assigned to a Training Category the heavier the workload etc. The final Rating column represents the overall quality of coaching within that category. The higher the rating the greater your players will be able to improve. The goal is very much to ensure you keep the overall rating as high as possible to ensure your players can reach their maximum training potential.

EXPORTING OR IMPORTING SCHEDULES

Should you have designed a schedule which you want to share with others or have found a schedule elsewhere which you want to use in your game, you may use the Export and Import functions within 'Edit Schedules...' on the Schedules drop-down menu located on the Players section of training. 'Export' will allow you to save a schedule elsewhere on your hard drive or on a removable disk. 'Import' meanwhile will allow you to be able to select the schedule you want to load from your hard-drive or removable disk and then save it to the "FM2007\Schedules" folder should you wish. To find out more about training schedules for download, visit the 'Tactics & Training Tips' section of the forums at <http://community.sigames.com> for more talk on training.

TRANSFERS

There aren't many managers in the world who would confess to be completely happy with their current playing squad. Let's face it, half the fun of being a football manager is wheeling and dealing so, with that in mind, let's have a quick look at how to best go about buying and selling players:

BUYING PLAYERS

As soon as you take over at a club, you will be looking to add new players to your squad as you cast out the dead wood and look to find the right players for your team and tactics.

INFORMATION ON TRANSFERS

- The football transfer window means many clubs can only make transfers during two transfer periods. These 'windows' differ depending which country you are managing in. Clubs may still loan players between windows.
- In the UK, if a player is under 24 and has six months or less left on his contract, should another club attempt to sign him, his contracted club will be due compensation – a fee which will be set (normally by a tribunal) upon completion of the transfer.

BUYING PLAYERS UNDER CONTRACT

To make an offer for a player, go to the player's screen. Click the 'Make An Offer' button on the player's 'Actions area'. You will now be able to put together the details of your bid before submitting your offer.

Should you not wish to buy the player outright or take him on loan, FM2007 allows you to change the type of transfer offer. There are several options at your disposal:

1. To offer the player a trial at your club, you must first get his club's permission. This can be done by changing the transfer offer type to 'Trial'. You must then set the duration of the trial offer and set a deadline for them to reply.
2. Should you wish to discover whether the team is willing to sell their player, you should change the offer type to 'Enquiry' and set a deadline for them to reply.
3. If you are managing in the Italian league, transfer rules in Italy allow you to submit a 'Co-Ownership' offer. After selecting this type of offer, the rules binding the potential bid will then be displayed in the 'Comments' panel onscreen.

Important: You cannot offer a 'Co-Ownership' deal if the player has less than a year left on his contract.

When choosing to make a straightforward transfer bid, you will have to indicate how much you are willing to pay. As well as this initial fee, further incentives may be offered in the shape of 'Additional Clauses' or 'Additional Fees'. These include such offers as promising to play a lucrative friendly between the two clubs or paying further monies once the player has achieved certain milestones (for example made 20 international appearances or scored 40 league goals). The total amount of the deal and further information will always be displayed at the bottom of the transfer offer screen in the 'Comments' panel. Should you be in a hurry to complete the transfer, you may set a decision deadline as to how quickly you want the club to respond. You may also inform them as to whether the offer is negotiable or not.

ADDING A PLAYER TO EXCHANGE

Should you wish to offer one or more of your own players as part of the deal, click on the 'Add' 'Player To Exchange' and click on the players you wish to exchange. Then click the 'Exchange Player' on their 'Action' panel to add them to the deal. Your Assistant Manager will report on the areas he believes the team you are buying from are looking to strengthen, to aid your decision on players to potentially exchange.

COMPLETING THE DEAL

Once you have completed your offer, click on the 'Make Offer' button in the 'Actions area' of that screen. You will be given confirmation as to whether your bid was successful via the 'News' screen. If the player's club accepts the offer, you will be given the opportunity to offer the player a contract. (See the section on Offering Player Contracts earlier in this manual).

NEW There is, however, a chance you may be 'gazumped' by another team. In simple terms, this means another team will make a late bid for the player above your head and sign him from under your nose. For example, Team A may believe they had the signing of Player X tied up, only for Team B to steal in late at night when Team A are sleeping. Of course, there is nothing to stop you undertaking the very same practice yourself, but beware that you may garner a reputation which could convince certain players not to sign for you should you do this regularly.

On a similar note, if a player believes you're not being wholly truthful with him about your intentions for his career at his prospective new club, he may refuse to sign for you and develop a mistrust relationship, harming his chances of ever signing for you, and potentially spreading this mistrust amongst other players.

SIGNING PLAYERS WITH EXPIRING CONTRACTS AND SIGNING UNATTACHED PLAYERS

A player who has six months or less on his contract may be offered a contract without first consulting his club. To sign a player whose contract is expiring, go to the player's screen and click 'Approach To Sign' on his 'Actions area'. As with all players, you will be taken to the 'Contract Negotiation' screen to offer the player a contract. Under the Bosman ruling, should the player be over 24 years old, you will be able to sign him for nothing when his contract expires. If he is below 24 years old, you will be required to pay his club a compensation fee which is decided by an independent tribunal.

Signing a player who is without a club is far less complicated as you merely have to convince the player that your club is the one he should sign for. Most players will be pleased to get back into football but if your club isn't big enough or he doesn't like the terms on offer, he may well prefer to remain a free agent.

SELLING PLAYERS

To sell a player, go to his screen and then click 'Set Transfer Status' on the 'Action' panel. The game will then take you to the 'Set Transfer Status' screen where you will be required to set the player's 'Transfer Value' and 'Transfer Status'.

To set the price at which you want to sell the player, use the 'Transfer Value' drop-down menu to select a figure or use the '-' and '+' buttons to click through the values. Next set the player's transfer status by clicking on the 'Transfer Listed' button in the 'Transfer Status' panel. It is also possible to automate your responses to any bids that might be forthcoming and there are several options to allow you to automatically accept offers above or below your asking price on the same screen within the 'Transfer Instructions' panel.

OFFER TO CLUBS

To add a club to the proposal, choose 'Add To Proposal' from that club's 'Action' panel. You may offer the player to as many different clubs as you wish.

Important: Remember that your players will usually not take too kindly to being touted around and you could well have an unhappy player on your hands if he doesn't want to leave.

***NEW* STALL OFFER**

You have the option of stalling a deal and preventing the transfer from being completed. You might wish to do this if perhaps you don't actually want to sell the player, or if perhaps another club comes on the horizon who may wish to offer you a more financially attractive package. Stalling the deal gives you more time to ensure any eventual sale is right for the club.

FINALISING THE SALE

Once you have put your player up for sale, it's merely a matter of sitting back and wait for the offers to pour in (or not as the case may be). Should a club take an interest and submit an offer, you will be informed via the 'News' screen. You will then have the opportunity to refuse, accept or negotiate their bid. Should you be desperate to offload a player and a club interested in his services is unable to meet his wage demands, the player may ask you continue paying a percentage of his current salary if he is to complete the deal. You have the option to refuse of course but, if you do, it is highly unlikely that he will accept the transfer.

LOANING PLAYERS

In a football world where money is becoming increasingly scarce, loaning players has become a popular method of adding to your squad without spending big bucks. It has become increasingly common for the big clubs to take advantage of the system by loaning out players to smaller clubs for them to gain first-team experience or to simply get out-of-favour players off the wage bill. To loan a player from another club, go to the player's screen, and select 'Make An Offer' from the player's action panel. Set the 'Offer Type' to 'Loan' using the drop-down menu and set the terms of the deal just like you would for a transfer offer. You will notice that you may set a future fee for the player should you wish and decide whether you will be prepared to pay a percentage of his wages. Once you have made your offer, click 'Make Offer'. You will be notified via the 'News' screen whether the player and his club are happy with your offer.

CLUB INFORMATION

General information about a club is accessible via the Tree Menu on the team's squad screen. This screen contains information on such things as the club's founding date, its stadium, training facilities, how the media think they will perform this season and the club's reputation.

CLUB REPUTATION

In similar fashion to the manager reputation (see You, The Manager), each club has its own status within the footballing world. These ratings are Obscure, Local, Regional, National, Continental and Worldwide. To give an example of two extremes, a club known throughout the world, such as Barcelona, will have a

ranking of 'Worldwide'. On the other hand, a team such as Cheminots FC of Benin would be unlikely to have anything other than an 'Obscure' rating.

FINANCES

You can view the details of your club's economic situation by selecting 'Finances' from your squad screen's Tree Menu. Clicking this will reveal further options allowing you to view your club's financial summary, their income and their expenditure as well as the club's salary details. You may also check the 'Transfers' panel within this screen to see whether any of the club's previous transfer deals will mean money is due to leave or enter the club. One of your players may, for example, have been signed for another club with a certain amount owed on the transfer should he score, say, twenty league goals. It is worth noting that clubs who are in severe financial difficulty can be subject to the following penalties so watch your step:

- Depending on the competition you are managing in, if the club is declared bankrupt, they may be docked league points by the Football League authority.
- If the club are unable to pay the players' wages, the Players' Football Association (PFA) will step in and pay their wages. All incoming transfer activity will be suspended until the PFA have been repaid and the club is once more in a position to pay wages.
- If the club's finances are in really severe trouble, the chairman can take personal control of all transfer activity (both in and out) until the situation is resolved.

WORLD FINANCES

From the 'World' menu, select 'Finances'. You have two options – you can view the richest clubs in the country your team plays in, or the world's richest clubs. The screen looks like this:

Teams are (by default) ranked by their estimated value. From the 'View' menu, you can change this to display Wage Budget, Wage Bill, Bank Balance, Turnover, Profit, and Loss.

SEARCHING

SHORTLIST / NATIONAL POOL

Your shortlist contains all the players you have ever bid for or expressed an interest in. Once a player is on your shortlist or National Pool, you will receive news on any information relevant to that player via the 'News' screen. To add a player to your shortlist, go to the player that you wish to select and click on the 'Add to Shortlist' button on his 'Actions area'. To remove a player, go to your Shortlist (accessible from the Tree Menu on your Manager screen), select the player and click 'Remove from Shortlist' from the 'Actions area'. Any shortlist you save during the game (see Player and Staff Search) may be viewed via this panel. Click on the 'Search'

drop-down menu on the Shortlist panel and select the shortlist you wish to view. You may also import or export a shortlist from/to a hard-drive or removable disc.

Once a shortlist has been created, it is possible to make it 'Active' or 'Inactive'. An active shortlist means that you will receive news on the player(s) within that shortlist; whether, for example, they have refused a contract or had a bid for them accepted. To dictate whether a shortlist is active or inactive, return to the 'Search' drop-down menu and click 'Set Active Shortlist...'. You may then tick or un-tick the boxes to indicate which shortlist(s) should be active.

If you are managing an international side, your shortlist will become your 'National Pool' – these are the players you wish to keep tabs on for the national side and may be 'short listed' in exactly the same way as if you were a club manager. Should you wish to scout players, either those in your national pool or potential additions, assign a member of your scouting team accordingly. For more on scouting, please read below.

PLAYER SEARCH AND STAFF SEARCH

The player and staff search functions have been designed to allow the user to precisely define and refine their search. To access the Player and Staff search screens, click on your team's name and select 'Search' from the Tree Menu.

Filters in the 'Player' and 'Staff' screens can be customised to define a minimum, maximum or range of field, whether it be an attribute (such as Finishing) or a statistic (such as Age, Value or Nationality). To customise a filter, select 'Customise...' from the 'File' menu and then add your required fields.



You should also use the drop-down menus within the filters such as 'Is At Least', 'Is Between' or 'Is Below' to indicate the range of that field:

The user may add as many of these fields as they wish, using the 'Add' button on the right of each new field. This enables the user to pinpoint precisely the type of

player or non-player they are looking for. Any user-defined search filter can also be saved for future use. To save a filter, click on the 'Filter' drop-down menu and select 'Save Filter.'.

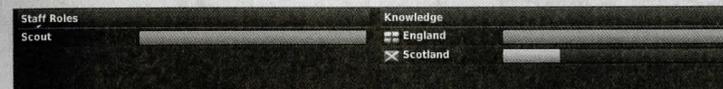
The results of any search can be saved as a 'Shortlist'. To do this, click on the 'Search' drop-down menu after the search is complete and select 'Save Shortlist'. You will then have the opportunity to name the shortlist. Once the shortlist has been saved it can then be accessed from the 'Shortlist' option in the manager's Tree Menu.

SCOUTING

NEW Scouting has been revamped for FM2007 and is now better than ever.

Each member of staff has a 'Knowledge bar' indicating their level of knowledge about football and players in a given country.

This immediately allows you to select the right scout for the job. Assigning the scout is just as simple. From the Scouting menu on the tree view, select 'Assignments'. Select the scout and 'Add' assignments to his tasks from the lower panel. You can queue up a number of different assignments, which are all given a predicted starting date and a current status.



Once the scout is out on assignment he will report back on players as and when he finds them in the usual way, via a news item to your inbox. A complete record of every player he has noted will be accessible via the 'Reports' button next to his name on the 'Assignments' screen or the 'Scouted Players' option in his profile.

The 'Knowledge' screen displays the relative levels of knowledge held by every member of your non-playing staff. These levels are then taken and used to compile an overall rating for the club's level of scouting across each continent. So, for example, if you wanted your club to target South American talent, it would make sense to hire good scouts with extensive knowledge of South American nations, which in turn would raise the level of familiarity inside the club, and thus the likelihood of identifying talent becomes greater. However, should you send a scout not particularly 'up' on the nation he's been assigned to, there's a chance he will retain the experience gained from the trip and be of more use should he be sent there again.

The size and financial strength of your team will dictate (to an extent) where you can scout. The 'Board Room' screen has a 'Scouting' section where the Board inform you where they are willing to finance scouting expeditions to. Naturally,

teams with more money will be able to scout further afield, so it may be worth considering where you'll be able to scout before hiring scouts who specialise in a nation you can't yet access.

Levels of knowledge are also of use for other non-scouting staff. For example, a coach who has proficient knowledge of France will likely be a better option to hire for your French team than someone with lesser knowledge, as he'll be able to assimilate himself with your team better and contribute to a greater level. Similarly, managers with high levels of experience and understanding of a nation will generally be preferred for vacant jobs in that nation.

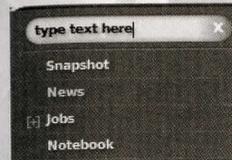
SCOUTING INDIVIDUAL PLAYERS

To scout an individual, select 'Get Scout Report' from his Actions Areas, and then select the scout you wish to assign to this player. You then have the option to decide whether you wish for the scout to watch the player for one, two, or three matches, or just to provide you with a comprehensive Report Card. Obviously, the more games a player is seen, the more rounded the view of the player is likely to be and thus a more accurate report should be provided.

The scout(s) will compile a comprehensive report on the player and the various facets of his game. The report will inform you of his best positions and how he'll fit into your team now, and how he's likely to develop in the future (if applicable). His strengths and weaknesses will be outlined in full, and the scout will finally offer his opinion on the likelihood of any transfer possibilities and whether he sees the player as a good signing. These opinions will naturally become more accurate should you scout the player over a period of games/time rather than basing it on one performance, but the standard report card provides enough information to make a decent and informed choice.

SCOUTING TEAMS

Scouting teams works much the same way. The scout can be assigned to an individual team manually as outlined above, or by assigning them to scout your next opponent. The latter will see the scout provide deeper tactical information than if the team are being scouted normally and are not your next opposition, as clearly this information is far more valuable to a manager who will imminently face that team. The scout(s) will also report back on any key players and injuries a team might have, and recommend players they believe could be worth signing. At this point, it would be advisable to scout such players individually.



QUICK SEARCH

For quick searches, there is a text box on the top left of the side bar. Simply type in a few letters of the player, person, club or country you are searching for, and then hit the 'Enter' key. To clear the text, click the red 'x' marker.

YOU, THE MANAGER

By clicking on your manager's name from the 'Manager' title-bar menu, you will be taken to your 'Home' screen, otherwise known as your 'Snapshot' screen. This screen holds all the relevant information on how your season is going, such as position in the league, the amount of money you have left for transfers or who your highest goalscorer is. If you are ever unemployed, this screen will display any current available jobs and also a list of managers at risk of losing theirs in the near future.

NEW in FM2007 is the ability to completely personalise this screen. Each 'box' has a dropdown menu to the top right. Clicking it presents a complete list of all other possible items you can choose to view on this screen. These automatically 'lock' into place until you choose to reconfigure them.



The Tree Menu also contains the following options:

NEWS

The news screen is the main method for finding out what's going on in the football world and as such will play an important part of your managerial career. Setup like an e-mail client, news stories are continually posted to your 'Inbox', keeping you informed of the situation at your club as well as all the relevant football news from around the world.

Within a news item in your news screen, a thin line (hyperlink) will appear under words that you are able to click on. When players are featured in news items, a small panel featuring biographical details will accompany it.

GOAL OF THE MONTH

Should the league competition you are in run a goal of the month award, you will receive a news item at the end of each month informing you of the top three goals in your division. To view one of the goals, click on its description (e.g. a powerful effort) within the news item and you will be taken to the match screen. Once you have viewed the goal you will be returned automatically to the news item.

To view the goal of the month awards (if applicable) in all your active leagues, select the 'Awards' section from the competition screen's Tree Menu and choose 'Goal of the Month' from the 'View' menu. Once again you will need to click on the text description of the goal to view it.

MEDIA

FM2007's media and media interaction elements attempt to make you aware that your actions – whatever they may be – will not pass unnoticed. Managerial appointments are greeted with reaction from the media, the manner of this depending on the calibre of the manager and club involved. If the user is linked with a vacant post in the wake of a managerial casualty, the user has the ability to respond (whether his board like it or not).

On occasion journalists will also approach the user to discover, among other things, how he rates his team's chances for the season or whether he feels their squad are good enough to fulfil the club's ambitions. As a football manager, your contact with the media will be via the 'News' screens but watch out for your comments having a far wider effect – not just on your own players but on other members of the football community. To see how other managers or players are feeling, click on their names to view their personal screens.

Players will issue 'come and get me' pleas, managers and coaches at other teams can talk with your players, the media will still report on everything, and as ever, they will get it wrong a fair share of the time...

There is no real 'right way' of dealing with the media and it will be up to you to discover what demands are made of you, judge the best response and perhaps learn from your mistakes. Just beware the consequences...

MANAGER CONTRACTS

Upon starting the game and selecting a club you will be given a one year contract on a wage your club deems appropriate. During your career other clubs may approach you and you will be able to negotiate the contract they offer you. Approaches from nations however will not be negotiable and you will only be asked to accept or reject the offer.

The Offer

The offer itself will be split into three key areas for negotiation; the basic offer, wage and transfer budgets and additional clauses. These will be negotiated in exactly the same fashion as a player contract and are explained as follows:

Basic Offer

This will be the wage offered, the length of contract (between one and five seasons or a rolling contract) and the start date. The start date can be immediate, at the end of the season or at the end of your current contract. Please be aware that you will not be allowed to negotiate lower than the offer the board make you.

Budgets

Within each contract offer the club will let you choose between one or more budget variations. When you choose a wage budget, the corresponding transfer budget is displayed. Note that if you want a larger transfer budget, then your wage budget will be decreased and vice versa. Remember that when you change the transfer or wage budget this will not count as a negotiation as the club have already specified the total budget and it is up to you to decide the weighting.

Clauses

You may make additional demands that the board upgrade the training facilities or expand the stadium if you are to agree to join them. If you are a highly desirable manager then they may even give in to your demands.

Should you wish to take some time to decide whether to accept a contract offer from another club you may delay the deal. It will be up to the club to grant your request to delay the contract.

Special Contracts

Sometimes a club will come to you with a specific non-negotiable demand that the team avoids relegation or achieves promotion. The contract will be one season in length but may end sooner if you fail to achieve what the board requested. Should you be successful or did well despite the team being relegated or failing to gain promotion, the board may offer you a new longer-term deal.

MANAGER COMMENTS

MANAGER MIND GAMES

The manager mind-games module gives you the user the opportunity to trade observations, comments and even insults (human managers only) with your contemporaries. 'Psyching' your opponents out in the build-up to a big match, telling your biggest title rivals that they have no chance of winning the title, conceding defeat before the match has even begun - all this and more is possible with FM2007. And not without effect. Some comments will only succeed in firing up your opponents; others will create seeds of doubt in the minds of your rival manager. Even your own players might turn against you if they feel your comments go beyond the level of decency that often passes for a manager's opinion of his rivals.

To release a comment about another manager, either right-click on his name and select 'Manager Interaction' or use the 'Manager Interaction' shortcut button in the actions panel of your squad screen. You have the opportunity to release a comment before your next match, after a match or just release a comment 'out of context'. You will then be given a list of possible comments to choose from. By clicking on a comment you will see the details of it (such as Tone) appear towards the bottom of the screen. Should a manager make a comment about you, you will be given the opportunity to respond in the same way by clicking 'Respond' from the 'News' screen. All previous media comments that have been made can be viewed from the 'Media' section of a manager's 'History' screen (see 'Managerial Profile; Personal Info Screens' for further details on personal screens).

MANAGER TO PLAYER COMMENTS

Every now and then players get unhappy with their surroundings or their situation. They might be upset at the sale of the club's star player, feel they should be offered a new contract or fear they may lose their place in the first-team to the club's new signing. When they express their concerns (via the news screen) to you, the manager, with their complaints it will be up to you to pacify them. You may, for example, tell them that you intend to make new signings in the future, tell them they don't merit a new contract or inform them that they will be sold at the earliest opportunity.

Whatever response you issue, it is generally wise to stick to your promise. If you go back on your word, you are likely to incur the wrath of possibly not just the player in question, but also his team-mates who had previously thought you a trustworthy soul. As with the manager mind games, all previous comments can be viewed in a player or manager's 'History' section of their personal screen.

JOBS

Nothing lasts forever and the harsh reality of football is that managers do get the sack. Should the worst happen and you receive your P45, you will need to pick yourself up and get down the Job Centre. This may be accessed by clicking on your manager's name in the 'Manager' title-bar menu and selecting 'Jobs' from the Tree Menu.

JOB CENTRE

The job centre contains all the current vacancies in your game; from coaches and assistant managers to managerial jobs. If you should find yourself out of employment, this is the perfect place to apply for any manager jobs. Alternatively, if you already run a football team (thank you very much) you won't have to sit and trawl through page after page of staff, trying to find your very own Tord Grip or Carlos Quieroz to assist you. Simply place an advert and wait for the applications to arrive...

To place an advertisement, simply click on 'Jobs' via the your manager's 'Tree Menu' and select 'Job Centre'. You may then click on 'Place Advert' in the 'Actions area' and choose the type of job you wish to advertise. You will be informed via the News screen should anyone respond to your advert.

JOB SECURITY

This screen will not just inform you how secure your fellow managers are in their jobs but also how likely you are to lose your own. If you're keeping an eye out for a certain job to become available, this is the screen for you. Should a manager's position become 'Insecure'; you have the option to declare your interest in his job. Depending on just how insecure the position is, you may be offered the job within 24 hours, or they may simply acknowledge your interest and keep you in mind for whenever the job does become vacant. Your own board, however (should you be in employment), may not take kindly to being undermined and repeated declarations that you would be happier managing another team will likely see them get rid of you.

NOTEBOOK

The role of football manager is a highly pressurised one where you are constantly bombarded with information, and to help you deal with this in an effective manner FM2007 has a notebook facility. As you play the game you will be given the opportunity to add notes to your notebook, you may do this by clicking on the 'Add to Notes' buttons (which appear at the bottom of any staff report news item) or by clicking on any game object (such as a person or club) and selecting 'Create Note'. The 'Notebook' screen may be accessed by clicking on your manager's name in the 'Manager' title-bar menu and selecting 'Notebook' from the Tree Menu.

BOARD ROOM

NEW The 'Board Room' screen (formerly the 'Confidence' screen) has been re-designed for FM2007 and now includes more information about your job, keeping you fully informed as to your expectations. Still in place are the most important items – what the Board and supporters are expecting of you. Newly added items see the Chairman's Status displayed – his happiness will affect the club accordingly, whilst the Board also inform you of any limits on scouting and their status regarding board requests.

MAKING A BOARD REQUEST

From this screen you may make requests of your club's board. This is done by clicking on the 'Make Board Request' button located on the 'Actions area' of the Confidence screen. You may then ask the board one of several questions, including that they grant you extra time to rebuild the squad, make extra funds for transfers or wages available, expand the stadium or even improve the training facilities.

NEW Board Requests in 2007 include requesting an affiliation with another club. You may ask for the board to provide options for feeder clubs, or if you're managing a smaller team you can request that they put the word out that they're willing to become a feeder club and link with a bigger team. For more information on Feeder Clubs, please refer to the 'Feeder Clubs' section of this manual.

Whether your request will prove successful depends largely on the club's financial situation and how much confidence the board has in you. You will be informed via the 'News' screen whether your wish has been granted or not. Repeated demands are not looked on favourably by the boardroom and you will most likely find yourself out of a job if you persist in asking.

ULTIMATUMS

Should the board decide to turn down one of your requests, you will be given the opportunity via the 'News' screen to issue an ultimatum along the lines of 'Either you grant my request or I leave'. It is worth remembering however that unless the board value your managerial ability more than the financial well being of the club, you will probably find yourself back at the Job Centre in double-quick time.

MANAGERIAL PROFILE

PERSONAL INFO SECTIONS

As with players and staff, you have your own Profile, Personal and Information screens. This contains your current attributes as well as information such as contract details and managerial history. All personal stats such as 'Squad Discipline' and 'Hands on Approach' will change during the course of your career, depending

on how you cope with the media and the pressures of managing a football club. To view your personal screens, click on your name from the 'Manager' menu on the title-bar and select the relevant from the Tree Menu.

HISTORY

Every manager has a history of his achievements and you will be no exception. Everything you have ever been proud or ashamed of will appear on this screen, which is accessible from the Tree Menu once you have clicked on your name from the 'Manager' menu bar.

GO ON HOLIDAY

Should you wish, you may leave the running of the club to your Assistant Manager and put your feet up for a bit (at your own risk). The 'Go On Holiday' function is particularly useful for multiplayer games as, if not all the managers are present, you can still continue by sending them on holiday.

To do this, simply select 'Go On Holiday' from the 'Manager' drop-down menu. A dialogue box will then appear giving you the option to set instructions for your assistant manager to follow in your absence. These include how to operate in the transfer market or whether to use your tactical and selection instructions where possible. Should you have had enough of your current club, you may also opt to apply for higher managerial jobs automatically during your absence.

To set a date on which to return from your holiday, go to the 'Return Date' panel and make your choice. You may choose a specific date or indicate that you wish to return for the next match using the drop-down menu. Should you wish to return from holiday at any point, simply hold down the left mouse button until the 'Return From Holiday' dialogue box appears.

RESIGNING OR RETIRING

There may come a time when you've either had enough of managing your team or have done so badly that the only honourable thing is to clear your desk and leave. If that's the case you can opt to depart gracefully by selecting 'Resign' from the 'Manager' title-bar menu. You will then join the ranks of unemployed managers until a more attractive offer comes along. If, however, you realise that the life of a football manager is not for you and you want out altogether then you can retire from the sport completely, removing your manager profile and all stats with it. To retire, click the 'Retire' button from the 'Manager' drop-down menu. Your game will still continue however and should you wish to re-enter the same game as a new manager, simply click the 'New User' button on the 'Game Status' screen.

WORLD

The 'World' menu allows you to access the current standing in operation in your current game. It also contains links enabling you to view the details of every club and national side in your game.

LINKS

The content of the links menu changes intelligently depending on what screen you are currently on, enabling you to move quickly to similar objects within your game. For example, if you are browsing one of your scouts, by clicking on the Links menu, you will be given a list of all your current staff members. Likewise, if you are viewing a league table, the Links menu will provide you with a list of all the competitions within that nation. Once playing the game you will soon get the hang of these handy shortcuts.

MATCH DAY

When Match Day arrives, the 'Continue' button will change to 'Go To Match'. Should you not have selected your starting line-up, you will need to do this before you can progress. A reminder on the squad screen will appear if you have not done so. Once you have selected your match day squad, click 'Go To Match' and you will proceed to the match screen.

The match day Tree Menu contains the following options:

PREVIEW

Just like a match programme, the match day preview gives you the opportunity to view the starting line-ups, check the availability of the opposition players, and see who has the most goals/assists and any potential milestones that might be passed during the game. One of your strikers may be on the verge of scoring his 50th goal for the club for example. You can choose which of these areas to access using the 'View' menu on the top right-hand corner of the 'Preview' panel. For matches scheduled for television coverage, a media pundit will also speculate as to the likely result and nominate a key player to watch from each side.

OVERVIEW

The match overview displays a summary of your current match, displaying the scores between the two sides as well as other useful information such as the competition, venue, date, temperature and referee.

MATCH STATS

The match stats panel gives you all the stats you need to know about the current match. How many shots have been taken both on and off target, which players have been booked, how many set-pieces have been given to either side, who has conceded the most fouls etc.

ACTION ZONES

This panel divides the pitch up into three zones; defence, midfield and attack. The bar charts display a visual graphic of how much time each team has spent in a particular zone, giving you an idea of who has held the upper hand during the game.

PITCH

If you opt to view a match partially or entirely in the 2D match mode, clicking Pitch will enable you to see the action on the field from a top-down viewpoint.

REPORT

The match report is a text-based summary of the match, detailing all the action as the match progresses. You can request the report at any point during the match and to view previous events in 2d form, simply click on the minute in which the action occurred.

HOME STATS & AWAY STATS

These panels detail up-to-the-minute stats on every move the players have made during the match. From how many passes a player has completed to how many forward runs they have made. The full definitions of all the abbreviated stats in the headings can be discovered by hovering the mouse over them to reveal the tool tip.

PLAYER RATINGS

Using this panel you will be able to tell at a glance which player is performing well and which is having a stinker. FM2007 rates each player's performance in the match out of ten, with 10 being the highest, indicating a simply outstanding display.

FORMATIONS

'Formations' shows you how each team will line up on paper for the match. Much like on live televised games, each team's formation is displayed, allowing you to see how yours matches up to the opposition's, and to make changes based on this information where necessary.

LATEST SCORES

This panel displays the latest scores from all the games in your active competitions. To toggle between competitions, use the 'View' menu in the top right-hand corner of the panel.

GOAL UPDATES

The 'Goal Updates' panel works along the lines of a 'vidi-printer' and displays the latest goals, injuries and red cards from around the grounds, updating every 5 match minutes. Again you may toggle between your active competitions by using the 'View' menu.

POST MATCH

The 'Post Match' panel informs you of any player milestones reached during the match and, for televised games, gives you the media pundit's post-match verdict.

SPLIT VIEW

The Split View panel enables you to select which two panels you wish to view on the match screen. You may change the type of panel displayed in the Split View by using the drop-down menus at the top of each panel. For information on displaying the split-screen view, see 'Show Highlights In' in the 'Match Controls' section.

CHANGING MATCH TACTICS & MAKING SUBSTITUTIONS

Upon selecting 'Quick Tactics' from the tactics menu in the actions area, the screen will automatically change to split view mode and the match will progress on the left-hand side of the screen while you make changes to the tactics on the right. To confirm your tactical changes, click 'Apply' in the actions area or 'Cancel' to exit without tactical changes. Please note that substitutions should be made using the 'Detailed Tactics' option.

DETAILED TACTICS

Substitutions and tactical changes can be made mid-match by clicking on your team's tactics button from the 'Actions area'. The tactics button should change to 'Waiting' and you will be taken to your tactics screen at the next break in play. Once on your tactics screen you may make tactical changes in the same way as you would at any other time (see the Tactics section of this manual for more information). If one of your players receives a red card or is unable to continue due to injury during the match, you will be taken automatically to your tactics screen.

To make a substitution, drag the number or name of the player you wish to bring on over the name of the player you wish to substitute. A red arrow will appear next to the name of the player who is leaving the field of play and a green arrow will show which substitute is coming on. If you make a mistake at any point, you may click 'Undo Last' in the 'Actions area' to undo your last change.

Important: The amount of substitutions you are permitted to make depends on the rules of the competition in which you are playing and this will be stated on the Fixtures panel before the game starts (see the Fixtures section of this manual for more information).

Once you are happy with your changes, click 'Confirm' to return to the match. A dialogue box will then appear detailing the changes you have made and asking

you to confirm. Once back on the match screen you will then need to click 'Play' again to restart the game.

SAVING A MATCH

Should you want to save the match you have just watched, click the 'Save' button among the match controls. You will be asked to choose a file name for your match and it will be saved in the 'FM2007\games' folder on your hard drive.

To view the match at a later date, you may use the 'View Match' gallery on the game's Main Screen (see the section on 'View Match' at the start of this manual).

PRE-MATCH/HALF-TIME/FULL-TIME TEAM TALKS

NEW It's ten minutes to kick-off. Your players have completed their warm-ups, they're ready to go out and play. All that remains is a few words of wisdom from their manager. What do you tell them? You now have the opportunity to outline your ideas, plans, and expectations before the game, allowing you a greater control over your players before they kick off. Forty Five minutes later; you get to do it again.

When the half-time whistle goes, the players head for the dressing-rooms and it's then your opportunity to tell your team exactly what you think of them via the team-talk section of the tactics panel. As in real life, it is important to dish out credit where it is due or issue some well-chosen criticism in an effort to boost your players. The effects of your words could well play a role in how your team performs in the second half and you will notice changes in performance via the commentary and match ratings. At the end of the match you will then have the opportunity to comment, again via the team-talk section of the tactics panel, on how you viewed your team's performance.

Should you not wish to conduct team-talks yourself it is important that you leave it up to your assistant manager or coaching staff as players will not be happy at any lack of guidance after or during a match and their performances may suffer for it. Different players react in different ways to criticism or praise and you will have to learn whether a young player needs a confidence boost or a first-team regular needs taking down a peg or two.

You can assign your assistant to take charge of team-talks by ticking the 'Assistant manager/coach takes control of team talks' box in Manager Options (click Options on the Manager menu on the title bar). Depending on the ability of your assistant manager this may work well for you, but you will soon find out from your players via their personal screens if they are not impressed with the way he conducts his team-talks.

NEW You can also receive feedback on your team-talks after each match from your Assistant Manager. From the 'Actions Area' on the squad screen, select 'Assistant Advice', and 'Team Talk Feedback'. Your Assistant will detail your team-talk commands, and how each player reacted to the instruction. From the 'View Team Talk' option to the drop right, you are able to change the view to Pre-Match/Half Time/Full Time and see how the players reacted throughout the match. Your Assistant will also inform you of morale and team blending at that particular time – naturally your aim is to have a cohesive unit with a fine team spirit and understanding.

HIGHLIGHTS PACKAGE

After the final whistle has sounded you have the option to review the concluded game by clicking the 'View Highlights' option at the bottom of the 'Actions Area'. This enables you to watch selected action from your match. Once you have finished, click 'Continue' to exit the match screen.

On exiting you will be taken to the 'Fixtures and Results' screen where you have the opportunity to view all the goals from the day's play. To see the goals, click 'View Goals' from the 'Actions area'. The match reports will generate each match automatically one after another but to skip to the next match, click 'Next Match' or to speed up the highlights, adjust the highlights slider.

OPTIONS

GAME STATUS

This screen gives you a few statistics on your game – how long you've been playing, who's playing, when you last saved the game, etc... You may also add a new user from this screen (see 'New User' section).

HALL OF FAME

FM2007's Complete Guide to Footballing Genius. Based purely on success, the FM2007 Hall of Fame can be sorted by Nation, Nationality, Continent and even on a Worldwide scale. Can you be more successful than the greatest football managers of all time?

COMMUNITY INFO

Full details of FM's online fans, forums and websites. Drop in and join our flourishing online community at <http://community.sigames.com>.

PREFERENCES

See the 'Advanced' section at the end of this manual.

NEW USER

It is possible to add new managers to your current game at any point. Simply click this option and the new manager's details can be entered in the same manner as you chose yours at the start of the game. Should you be unsure, full details can be found in the 'Adding a Manager' section towards the start of this manual.

PRINT SCREEN

Depending upon which screen you are visiting, you will be given the option to print its contents. The 'Print Screen' button allows you to 'print' your current screen to a printer, web page (HTML) or a text file. To print, go to the screen you wish to export, click on the 'Options' menu and then select 'Print Screen'. Once you have chosen how you want to export your screen, click OK. Should you have selected 'Web Page' or 'Text File', you will then be asked to choose a location to save that file. The 'Print Screen' option will be greyed out if the screen you are browsing is not printable.

SAVING YOUR GAME

You will be asked to save the game the first time you click the 'Continue' button after starting a new game. To save your game, all you need to do is enter a name for it and click the 'Save' button. To save to a different location on your hard-drive or removable disc, use the navigation buttons. For further options on saving the game, please see 'Auto Save' and 'Rolling Auto Save' in the 'Advanced' section of this manual.

ADVANCED PREFERENCES

When you install FM2007, the game automatically chooses a 'default' set of preferences which it believes are best suited to your computer. This will include language, date format, currency etc. The Preferences screen allows you to change the game settings to personalise your copy of FM2007. The Preferences screen is accessible from the Start Screen before you start a game and also from the Options menu during a game.

These settings and their effect on the game are described below.

GAME SETTINGS

LANGUAGE

FM2007's default language setting is that which is currently in use on your computer. To change languages use the 'Language' drop-down menu. The game's language will switch after you click 'Confirm'.

CURRENCY

Likewise, the default setting for the unit of currency used with FM 2007 is the same as that of your computer and can be changed using the 'currency' drop down menu.

DATE FORMAT

How do you like your dates? Day/Month/Year (dd/mm/yyyy) or Month/Day/Year (mm/dd/yyyy).

WAGES

Wages within the game can be shown weekly, monthly or annually depending on your preference.

TEMPERATURE

The temperature readings which the game uses on match day can be set to 'Celsius', 'Fahrenheit' or 'Kelvin'.

HEIGHT

A player's height within the game can be displayed in centimetres, metres or feet.

WEIGHT

A player's weight can be displayed in kilograms, pounds or stones.

PROCESSING FIXTURES

This option allows you to determine how you want the game to process the computer teams' fixtures. Each time the 'Continue' button is pressed, the game will process game information, as well as play any scheduled matches. During this time, should you wish to view any game data, FM2007 gives you the option of breaking into the game by clicking the 'Play In Background' button. How quickly the game interrupts itself is dependant on this Processing Fixtures setting. The options are as follows:

- 'Fastest' – The game will not allow you to interrupt the fixture processing. If this option is selected, the 'Play In Background' button will never appear.
- 'Faster' – The game will take longer to interrupt itself after the 'Play In Background' button is pressed.
- 'Slower' – The game will not take as long to interrupt itself after the 'Play In Background' button is pressed.
- 'Slowest' – The game will always play fixtures in the background and the 'Play In Background' button will not appear.

CONTINUE GAME TIMEOUT

This option allows you to set the amount of time the game waits before automatically continuing. You may set it to Disabled, Instant, 2 Seconds, 5 Seconds. This process works in similar fashion to a screen saver and will only activate itself if your computer is inactive for the set amount of time. It will continue the game automatically unless there is a mandatory news item which needs a response or you have a match to play.

NEWS TICKER LEVEL

Between match days the news ticker displays football stories from around the world of football. You can choose what level of story you are interested in hearing about with settings ranging from 'Local and Above' (pretty much everything that's going on) to 'Worldwide Only' which will only give you the top footballing stories involving the world's star players and teams.

NEWS TICKER DISPLAY

Simply choose for what length of time you want each news story to display on the ticker bar. Timings range from one second to ten seconds.

AUTO SAVE INTERVAL

You may automate the saving game process FM2007 by using the 'Auto Save' facility. This function allows you to schedule the saving of your current game according to how much time has passed. The options are Disabled, Every Day, Every Week, Every Fortnight, Every Month, Every Three Months, Every Year or Every Five Years. It is recommended that this option is set to one of the more frequent saves for network games.

AUTO SAVE MODE

This allows you to choose which type of auto-saving the game uses. 'Single File' retains the singular game save and automatically overwrites the previous save when saving. '3 File Rolling Auto Save' will create three separate save files, which will be saved in a rolling order, ensuring you have two recent backups at any one time. 'Incremental Auto Save' will create saved game files marked in your save game folder as the date when they were saved.

Important: It is recommended that you consider available hard disk space before deciding which option to use.

NEW Compressed saved games, if enabled, will reduce the size of your saved games upon saving, freeing up valuable disk space.

DISPLAY SETTINGS

SKIN

FM2007 has been designed to be as customisable as possible and gives the advanced user the ability to 'skin' the game. 'Skinning' is a way of changing the appearance of the user interface. By changing the game's 'skin', the appearance of the user interface will change, but the functions will remain the same.

NEW FM2007 sees a brand new look for the game. The skin 'Flexion' has been designed to highlight key areas of the game whilst maintaining a sleek, intuitive user interface.

You can change skins at any time during the game by clicking on the Options menu and selecting Preferences. For your information, the skin's author and website will also be displayed.

Additional skins can be downloaded from websites that provide them. To find out more about skins and skinning, please visit www.sigames.com or visit some of the other FM sites listed on the game's Community screen.

SHOW GRAPHICAL ATTRIBUTES IN PROFILE

FM traditionally shows all player and staff attributes in numbers (1-20) in their profiles but you can choose to represent these graphically should you wish by ticking this box.

SHOW PLAYER PICTURES

Use this check box to toggle the player pictures on or off.

SHOW BADGES / LOGOS

Use this check box to toggle the club badges and league logos on or off.

SHOW UNIQUE IDS

The FM2007 database provides each object (i.e. person or club) with a unique number by which it is recognised within the game. The unique ID is required to assign a picture or logo to that game object. More information regarding ingame modification of FM2007 can be found at <http://community.sigames.com>.

SORT BOOKMARKS

This option, if enabled, will sort your custom bookmarks.

RECENT FOLDERS IN FILE DIALOGS

This setting lets you decide how many recent folders you want to store. Recent folders are used in any file dialog (open or save) in the game and lets you quickly switch between the recent folders you have visited.

FULL SCREEN

FM2007 is optimised for a screen resolution of 1024x768. If your monitor is capable of displaying higher resolutions (i.e. above 1024x768) then deselecting this option will allow you to run the game in Windowed mode.

Important: If your monitor cannot handle resolutions higher than 1024x768, you will be unable to play the game in Windowed mode.

USE SKIN CACHE

By default the game will 'cache' its skin data into a single cache file. Doing this means the game can launch much quicker than it otherwise would be able to. However, this cache overrides the actual skin data on the disk and the game will not attempt to re-scan files for any changes or updates if this option is turned on.

Therefore those people who either download new skins or even create their own will need to switch the option off to force the game to re-scan all data folders for skin and graphics data. Of course, once you have loaded your new skin or graphics the first time this setting can then be turned back on.

ALWAYS RELOAD SKIN ON CONFIRM

If enabled, this will re-load the skin when clicking 'Confirm', regardless of whether the skin itself has changed. It is particularly useful for people creating their own skins.

SOUND CACHE

The sound cache setting controls which sounds are loaded when you start a new game. Selecting 'None' ensures that sounds are only loaded as and when the game's match engine needs them. 'All' will load all the match sounds (only recommended for users with fast computers). It is recommended you stick with the default setting 'Smart', which configures the sound cache to optimal performance for your computer.

PLAY SOUNDS

Use this check box to toggle the FM2007 match-day sounds on or off.

NETWORK

Before changing these settings it is recommended you read the Multi-Manager, Network & Internet Play section towards the end of this manual.

SERVER NAME

Enter the name of the server. There is also an option to set a password should you wish.

RUN AS SERVER

Tick this box to set your computer up as a server for a network or internet game.

FORCE CONTINUE

If you are running your computer as the network game's server, the 'Force Continue' option allows you to choose how quickly the network game will continue. If you enable this function, you will be required to set a percentage of how many users will need to press 'Continue' before the game is then forced forward. As soon as the specified percentage of users have pressed 'Continue' in their game, a countdown will start. Once the timer hits 0, the remaining users are forced to continue.

The countdown can be set between 1 and 5 minutes. The only circumstance in which the countdown doesn't activate is if a match is in progress or the user is picking their team for a match.

KICK/BAN OPTION

The person running the game server has the ability to 'kick' or 'ban' people from the server if, for example, they are taking too long or you didn't want them joining in the first place(!). To 'kick' or 'ban' someone from your network game, right-click on that person's manager name and select the required option. A 'kick' will momentarily remove the person from the server and they will be able to rejoin. A 'ban' by contrast will not enable that person to rejoin unless a new game is started.

EXTRA FILES

EXTRA DATA FILES (EDT) & KEEP PLAYERS DATA FILES (DDT)

Advanced users can create and use Custom Edit files (EDT and DDT files) to personalise their game. This can allow the User to start a game with specific settings without needing to modify the game database via an Editor. The Preferences screen picks up EDT and DDT files from the game's database directory (...\Program Files\SEGA\FM2007\data\db...) and allows the User to select which ones should be used when starting a new game.

EDT and DDT files are often made available for download by members of the FM Community or appear on the cover disc of the Official Football Manager magazine. Further information can be obtained via the FM Community at www.sigames.com.

SHORTCUTS

NEW Users are able to configure multiple keyboard shortcuts, commands, and bookmarks from the 'Shortcuts' option.

Configuring keyboard shortcuts: Simply select the table row with the desired command, and then click 'Add New' from the panel at the bottom of the screen. The game will prompt you to enter a keyboard command, and then to click 'OK'. This will now be listed under 'Command Shortcuts'. To delete a command, click 'Remove' from the relevant table row.

Configuring Bookmarks: From the 'Bookmarks' option on the title bar, you'll first need to add a bookmark. Once bookmarks exist, you are then able to organise and edit them as you wish. You can even save them in any location you wish and tell the game to load them from a chosen directory. By clicking 'Set as Home Page...', you are able to set the current screen to be your home page, rather than the default 'Snapshot' screen.

Once you are satisfied with your Preferences, click the 'Confirm' button in the Tree Menu.

MULTI-MANAGER, NETWORK, AND INTERNET PLAY

PLAYING WITH MORE THAN ONE MANAGER

FM2007 boasts the ability to be played by more than one human manager, either upon the same computer or across a network. Playing with more than one manager on the same PC is called 'Hot-Seat Play':

HOT-SEAT PLAY

For 'Hot-Seat' games involving multiple managers on a single computer, you should create a single player game in the normal manner. Once you have done this, to add new managers, just click the 'Options' menu from the top menu bar and select 'Game Status'. For each extra manager click the 'New User' button in the 'Actions area'. Each manager will be required to enter a profile and choose a team in the normal manner.

STARTING A NETWORK / INTERNET GAME

Make sure that your computer is set up to act as a server by clicking the 'Run As Server' box in the 'Network/Internet' section of the 'Preferences' screen. Then click the 'New Game' button. The game database will load as usual and you will be asked to select which leagues you wish to run and then fill in your manager profile. (If you are unsure, please see the Creating A New Game section earlier in this manual.)

Once the game has been set up and you have chosen a team to manage, you are in a position to host a network game. Go to the Game Status screen via the Options menu to view your Server IP address (which others will need to join your game) and the list of other users participating in your network game.

JOINING A NETWORK / INTERNET GAME

To play FM2007 over a Local Area Network via TCP/IP, load up your copy of FM2007 in the usual manner. Once FM2007 has loaded, click the 'Network' icon on the Start Screen. The game's database will load and a list of local servers will appear in the 'Local Servers' panel. Select the network game you wish to join. Should the game not be listed, either hit 'Refresh List' or, if this still doesn't work, use the Join Other Server button to type in the server IP address of the network game you wish to join. The game will then load and you will be asked to fill in your manager details. The 'Recent Server' panel will provide you with a list of recent servers you have played on, enabling you to return quickly and easily to a recent network game.

To clear the Recent Server list, click 'Clear List' towards the right of the screen.

MANAGER CHAT

When running a multiplayer game over a network or via the internet you can use the manager chat function – which works in similar fashion to an instant messenger – to talk to other human managers in your game.

INTERNET PLAY

Setting up an internet game of FM2007 is outlined above but should you wish to meet other FM gamers visit the FM Online section of <http://community.sigames.com> for further details.

TROUBLESHOOTING

The following is an extract from our online technical support forums. If you are unable to find the answer to your problem here, please visit <http://www.sigames.com/sibase.php> or contact the technical support provided by SEGA; details of which are listed at the end of this manual.

After experiencing a problem with FM2007 our top five tips are to:

1. Get the latest patch for FM2007 (see Game Updates).
2. Run Scandisk on the drive FM2007 is installed on to check it out.
3. Update Windows from <http://windowsupdate.microsoft.com/>
4. Get the latest drivers for your hardware from the manufacturer's website.
5. Email your crash 'dmp' file (as described below) to Sports Interactive.

CRASH FILES

Should FM2007 experience an error, the game will create a file with information about your crash that you should compress and email to Sports Interactive. This file will make it much easier for us to track and hopefully fix your issue. The file will have a distinctive name such as '<error name> year.month.day hour.minute.second.dmp'. e.g. it could be called 'FM2007 v6.9.9.78487 (2006.05.25 15.50.14).dmp' and you will find it beside your FM.exe file in the FM2007 installation directory.

Once you have located the file, you should email the file with the subject heading 'FM2007 Crash Report' and a description of your problem to fm-errors@sigames.com. The file can be quite big, so you must compress it (using a program such as WinZip) before you email it to us!

Remember, we are always glad to help you in the SI Games community message board at <http://community.sigames.com>. We have several technical support forums where you can get help 24 hours a day, 7 days a week!

MISCELLANEOUS

FM DATA EDITOR

The FM2007 Data Editor is a powerful tool, which enables the user to modify the Football Manager database. For more on editing, please visit the community forums at <http://community.sigames.com>

GAME UPDATES

From the moment the game goes to the factory we will continue to strive to improve all aspects of FM2007. To make sure that you can share in these improvements, every so often an update to the game in the form of a 'Patch' will be made available for download from our website, <http://www.sigames.com>.

FM2007 allows you to check automatically that you have the latest version by clicking 'Check For Updates' on the game intro screen. Once downloaded this 'Patch' is very simple to install and it will update your game automatically to incorporate all of the latest code, meaning that the hard work of the FM team does not go to waste

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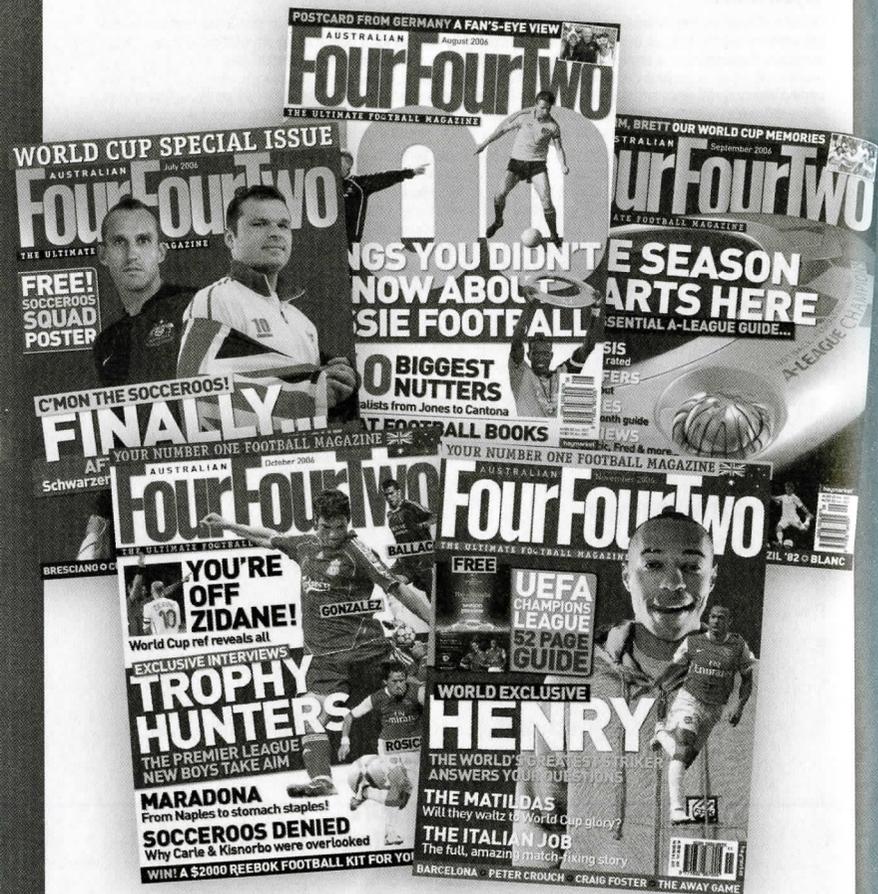
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