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# WORLDWIDE SOCCER MANAGER 2009™

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# ⚠ Important Health Warning About Playing Video Games

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# WORLDWIDE SOCCER MANAGER 2009™

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# INTRODUCTION

## 1.1. Welcome to *Worldwide Soccer Manager™ 2009*

*Worldwide Soccer Manager™ 2009* is the latest installment of Sports Interactive's soccer management series. We've once again strived to continue making the ultimate soccer simulation and we're glad you're a part of that. See the 'What's new' section below for information on a host of new features.

If you've played any of our previous titles, then you may already consider yourself an expert - but there's information in this manual for all levels of players. If you're new to the series, this manual, in addition to the in-game tutorial and advisor systems, aims to fully acquaint you with every aspect of *Worldwide Soccer Manager™ 2009*.

Should you have a question which isn't covered somehow by these methods, or indeed if you have something you wish to share with the team, you can find us over at www.sigames.com or you can join our thriving online community at http://community.sigames.com.

### 1.1.1. What's new in *Worldwide Soccer Manager™ 2009*?

*Worldwide Soccer Manager™ 2009* has another fantastic set of new features for the upcoming season. The following are just some of the additions we've made to the game:

**3D Match Engine -** The world famous Soccer Manager™ match engine is now in 3D, with multiple camera views, and no compromizes. SI said they wouldn't move into 3D until they were sure that it was technically possible. Now it is.

**Assistant Manager Feedback -** Receive pre-match and in-match feedback from the Assistant Manager telling you how your teams are doing, and what they could be doing to be better. If you can't figure out what's going wrong with your tactics, why the opposition are ripping you apart, or why your new signing is playing well below potential, a good Assistant Manager will be invaluable.

**Board Confidence Improvements -** Lots of changes have been made to this module based on forum and tester feedback. A screen re-design features two new sections - squad harmony (player morale/team blend, players unhappiness and club morale) and club stature (compares the changing state of the club while you've been in charge in areas such as reputation, trophies won and division level).

**Female Managers -** You can now start the game as a female manager.

**Improved Media -** Lots of new, and improved, news items have been added to *Worldwide Soccer Manager™ 2009* to ensure even more feedback to the manager on what is going on at their own team, and the soccer world at large.

**Position Training -** Based on forum and tester feedback on *Worldwide Soccer Manager™ 2009*, it is now easier to train players in positions not natural to them, particularly when regularly playing them in this new position.

**Preferred Move Training -** You can now train players to perform Player Preferred Moves that are applicable for a player in their position (via player interaction), or train them to lose a previous Preferred Move.

**Press Conferences -** Attend pre- and post-match press conferences with local and national journalists, and also on occasions such as when you take a new job.

**New Match Time Bar -** The ability to rewind and re-watch any area of the match using a time bar which shows the key incidents.

**Transfer System Re-write -** Based on forum and tester feedback, we have completely rebuilt the back-end code for a more efficient and realistic tranfer system.

**Trial Days -** Scoutable and viewable matches where players released by their club play against each other, arranged by the players union, in order to try and impress a club enough to earn a contract.

**TV View -** A new way to watch the match, whether you choose to watch in 2D or 3D - full screen, with floating widgets to choose which stats, feedback or live updates you want to see at any point during the game.

**Transfer Rumors -** On the League Competition screen there is now a transfer rumors page. This lists a selection of transfer rumors speculated by the media for teams in that division – and just like real media rumors, not all of them are true.

**Updated Competitions and Data -** All competitions in the game are updated with the latest rules. All player and team data, with around 350,000 players and staff around the world, is drawn from the world famous Sports Interactive database.

**Finance Improvements -** Financial modeling has been improved across different leagues, including things such as improved modeling of wages, budgets, ticket prices, youth wages, sponsorships, season ticket sales, parachute payments, etc.

**UI Revamp -** A subtle revamp of the user interface in the game, based on usability studies, makes the game easier to use. Reworked wizards now allow for draggable and re-sizable columns in some of the in-game tables.

**WORLDWIDE SOCCER MANAGER 2009**

## 1.2. Installation

### 1.2.1. System Requirements
The System Requirements necessary to run *Worldwide Soccer Manager™ 2009* are as follows:

**PC Requirements**
*OS:*
Windows XP/Vista
*Processor:*
XP : 1.4GHz or Faster
Vista : 2.0GHz or Faster
*Supported Processors: Intel
Pentium 4, Intel Core, AMD
Athlon
*Memory:*
XP : 512MB RAM
Vista : 1GB RAM
*Hard Drive Space:*
2GB
*DVD-Drive:*
4x Speed
*Video Card:*
128MB**

**Supported Chipsets - Nvidia
FX 5900 Ultra or greater; ATI
Radeon 9800 or greater; Intel
82915G/82910GL or greater.
Earlier cards may only display 2D
Match Viewer Mode and are not
supported. Laptop versions of
these chipsets may work but are
not supported.
*Sound Card:*
DirectX 9.0c compatible
*DirectX:*
Version 9.0c (included)
*LAN:*
TCP/IP compliant
*Input:*
Keyboard, Mouse

**Mac Requirements**
*PowerPC Minimum Spec:*
OS X 10.5.3, Nvidia Geforce
6600 / ATI 9600 Radeon
*Intel Minimum Spec:*
OS X 10.4.11, Intel GMA 950* /
NVidia Geforce 6600 / ATI 9600
Radeon
*Recommended Spec:*
Intel Core Duo Processor, OS X
10.5.3, NVidia Geforce 7300 /
ATI X1600 Radeon
* will only display 2D Match
Viewer Mode. Earlier systems
may work but are unsupported.

### 1.2.2. Installing Worldwide Soccer Manager™ 2009
Insert the *Worldwide Soccer Manager™ 2009* disc into your DVD drive and wait for the autoplay program to begin. From here, follow the simple on-screen steps to install the game.

### 1.2.3. Family Settings
Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls.
Manage your child's access and experience with easy and flexible tools. For more information, go to
**www.gamesforwindows.com/live/familysettings**.

# 2.0 GETTING STARTED

## 2.1. Launching the Game
To launch *Worldwide Soccer Manager™ 2009*, double click the
shortcut icon on your desktop.

### 2.1.1. The Main Menu
When the game has loaded, you will be presented with the
Main Menu.

The table below describes the various options available on the
main menu.

| Action | Description |
|---|---|
| New Game | Begins the process of starting a brand new game of *Worldwide Soccer Manager™ 2009*. |
| Load Last Game | Loads the most recently played saved game. |
| Load Game | Select which saved game you would like to load from the list which will appear. |
| Load Quick Start | Sports Interactive may provide 'Quick Starts', which are essentially saved games with a single nation and limited database. Loading one of these will get you up and running in *Worldwide Soccer Manager™ 2009* with minimal fuss. |
| Network | Begin a Network game. |
| Check For Updates | Sports Interactive will release updates for *Worldwide Soccer Manager™ 2009*. To ensure you are running the absolute most recent version, clicking this button will perform a check. If you are up to date, you will be told so. If not, you will be directed to the official sigames.com website where you will be able to update your game. |

| View Match | Load a saved .pkm (Packed Match) file saved from a *Worldwide Soccer Manager*™ *2009* saved game into the Match Viewer and watch the match as it happened. |
| Credits | The people responsible for making *Worldwide Soccer Manager*™ *2009*. |
| Preferences | Configure your game Preferences. Please refer to section 2.1.2 for greater detail on each of the preference options. |
| Quit | Exit *Worldwide Soccer Manager*™ *2009* and return to your desktop. |

## 2.1.2. The Game Preferences Screen

The following options are all found on the Preferences screen and allow you to configure how *Worldwide Soccer Manager*™ *2009* acts and behaves. A check next to an option indicates that this is a Check Box option with two possible behavior types.

| GENERAL | |
| --- | --- |
| Language | Select the language you prefer to use. |
| Currency | Select which currency you wish to use. All major currencies are represented in the game with appropriate exchange rates taken close to the release of the game. |
| Date Format | Select the format in which you wish the dates to be displayed. There are two options; the European standard dd/mm/yyyy, or the North American standard mm/dd/yyyy. |
| Wages | Display wages in-game in either a weekly, monthly, or yearly format. |
| Temperature | Display match day temperature values in Celsius (°C), Fahrenheit (°F), or Kelvin (K). |
| Height | Display Height measurements in centimeters (cm), meters (m), or feet (ft). |
| Weight | Display Weight values in kilograms (kg), pounds (lbs), or stone (st). |
| Short Distance | Display short distance measurements in the 2D match display in either meters (m) or yards (yd). |
| Odds Format | Display pre-match odds in either fractional (5/1) or decimal (4.00) form. |
| Processing Fixtures | Depending on the abilities of your processor you may wish to have *Worldwide Soccer Manager*™ *2009* process matches from elsewhere in your soccer world in different ways. A more capable PC may like to have a more responsive option where these matches are processed while the user carries out whatever business they wish. A less capable PC may, however, need these fixtures to be processed faster, which in turn is less responsive and at times cannot be interrupted. Check the available options and see which works best for you. |
| Continue Game Timeout | This option is more typically used for network and internet play where the host may want the game to progress at a decent pace. The Continue Game Timeout option allows the user/host to set a countdown on the game. Thus, when the time runs out, the game will continue regardless of what the user may be doing at the time. |
| News Checker Display | Configure how long each item of news displays for in the checker bar, ranging from 1-10 seconds. |
| Auto Save Interval | If you are a tad forgetful or maybe just like to err on the side of safety, you can tell *Worldwide Soccer Manager*™ *2009* to automatically save your game at a selected interval, ranging from daily to just once every five years (for those dedicated players...). If this option isn't for you, simply select Disable. |
| Auto Save Mode | If however, saving is for you, you can't choose whether the game saves automatically in a single file (therefore overwriting the same save), or if it is saved into an incremented or rolling save file. |

| User Data Folder | You can tell the game to use the /user data folder in the directory identified in this option to store temporary files while the game is running instead of the standard 'hidden' location (which is accessible but not immediately apparent). |
|---|---|
| Use Wizard when Starting New Game/ Adding New Manager | These are two check boxes which, if checked, will present the user with a wizard which will guide them through these two game modules. Uncheck these and they will not be present. |
| Ask to Add Another Manager | This does what it suggests - check this box and when the user has added a manager to the saved game, they will be asked if they want to add another. |
| Ask to Save Newly Created Games | This option, if enabled, will prompt you to save your newly created save once you have added a manager. If left disabled, you will need to save it of your own accord. |
| Match Day Experience | If you wish to experience Match Day in stages, leave this enabled. If you wish to just be taken to the match upon pressing 'Go to Match', uncheck it. |
| Compress Saved Games | Compressing your saved games means that when WWSM09 is saving them, it will compress all the files in the save in order to keep the saved game size at a minimum. Check this box if you wish the game to do this. |
| Threading | This option is only available if your PC possesses threading capabilities. Threading makes one single processor behave like two logical processors. When enabled, this allows the processor to execute multiple threads simultaneously, which will produce a significant performance improvement. |
| Move Matches for TV | This is another option which is mainly used for network play. If you want all participants to play their fixtures on the same scheduled day, enable this option. |
| Enable Media Hyperlinks | If this option is enabled, URL's in news items, such as www.sigames.com, will be clickable, and assuming the user is connected to the internet, the page will load in their designated internet browser. If the user is not connected to the internet, the page will not load. |
| Enable Advisor | If enabled, the in-game Advisor will be present and will offer beginner level advice to the user. |

| **DISPLAY & SOUND** | |
|---|---|
| Display Mode | Use this dropdown to configure how you wish WWSM09 to be displayed on your screen. The game will present all possible display modes to you based on your own computer. |
| Skin | Select which skin you wish to play Worldwide Soccer Manager™ 2009 in. The WWSM09 skin is the default game skin, but you can download skins created by community members and others as well. |
| Use Skin Cache | By default, the game 'caches' all the skin data into one single file. Doing this allows the game to load the graphical data much quicker. However, this prevents the game from scanning for new graphical data and will instead simply load what it has cached. Therefore, if you wish to see any graphical changes or additions you have made to Worldwide Soccer Manager™ 2009, uncheck this box. |
| Always Reload Skin on Confirm | If this box is checked, when the user clicks 'Confirm' on the Preferences screen, the skin will reload. This is useful for ensuring new graphics are incorporated into the skin as well as being an option for users creating skins to save having to exit the game and reload it to view their changes. |
| Show Staff Pictures | From this dropdown you can configure what level of pictures are displayed in your game. |
| Show Graphical Attributes in Profile | If checked, the standard numerical values representing player attributes will be replaced by a graphic in the form of a bar filled to various levels representing their attribute rating. |

| Show Badges/Logos | If checked, this will display all badges and logos found in the relevant directories. |
| --- | --- |
| Show Background Pictures | If checked, any background pictures downloaded/created by the user and assigned correctly will be displayed in-game. |
| Show Unique IDs | If checked, this will display every Unique ID for all items in the game. For example, on a Player Profile it will override the team/nation/position display below his name while this option is checked. |
| Sort Bookmarks | If checked, this will sort your bookmarks. |
| Screenshot Format | *Worldwide Soccer Manager™ 2009* allows the user to take screenshots from inside the game (using the Alt+F9 shortcut key by default, although this can be changed) and have them automatically saved to My Documents\Sports Interactive\Worldwide Soccer Manager™ 2009\screenshots. Select here whether you wish to save screenshots in PNG or BMP format. |
| 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 allows you to quickly switch between the recent folders you have visited. |

| **3D SETTINGS** | |
| --- | --- |
| Enable 3D Match Cameras | If checked, this will ensure all 3D views and cameras will be present on match days. |
| Show Stadiums | If checked, this option will display various generic stadiums around the field in 3D display mode. |
| Show Sky | If checked, this option will show the sky around the field and above the stadium (if enabled) in 3D display mode. |
| Sound Cache | If you wish to have sounds played in *Worldwide Soccer Manager™ 2009*, this needs to be set to either Smart or All. Smart will cache the sounds and perform as best it can for your PC, while All will simply load all possible sounds. Sounds will only be available during a match. |
| Play Sounds | Turn sounds on and off here through checking and unchecking this check box. |
| Sound Volume | Configure the volume of sounds in-game on a sliding scale of increments of 25, up to 100 (loudest). |

| **NETWORK** | |
| --- | --- |
| Server Name | Enter the name of your server to make it identifiable to anyone you wish to join your game. |
| Run as Server | Check this box to enable your computer to act as a server for a network game. |
| Password | Set a password for your game if you wish it to be private. |
| Force Continue Enabled | Check this to enable the Force Continue command. This is explained in more detail in the 'General' Preferences just prior to this section. |
| Force Continue Options | If enabled, you can configure exactly when the game will Force Continue here. |

**EXTRA FILES**

This screen is where you will be able to enable/disable additional data files, such as the existing alliteration news types and board takeover files. Should you create or download such data files, they will need to be activated here by checking the check box.

**SHORTCUTS**

*Worldwide Soccer Manager™ 2009* supports a large number of keyboard shortcuts. The Shortcuts screen is where you can configure exactly which screens you want to be shortcuts and the keys you wish to link with it.

## 2.2. Create a New Game



Having clicked the 'New Game' icon, the initial database will load. This should typically only take a few seconds on most computers. Once it's loaded, you will be presented with the Select Leagues screen. You can now select the leagues you wish to run.

### 2.2.1. The Select Leagues Screen

This screen has a number of elements which should be given some consideration before clicking 'Start Game'. This table describes them:

| Item | Description |
|------|-------------|
| Nations | *Worldwide Soccer Manager™ 2009* features leagues from 51 different countries around the entire soccer world. From the panel on the left-hand side of the main screen area, select the nations you wish to load into your saved game by checking the appropriate box(es). Do, however, remember that the more leagues included in a saved game, the slower the save will run. Depending on the abilities of your computer, it may be wise to restrict the number of nations you are running. Also see the 'Recommended Setup' option for more on this area. |
| Lowest Active League | Once a nation has been added, it will appear in the main screen area. Alongside it will be a dropdown box listing all the available playable leagues in that country. The league selected and displayed in this box will be the lowest league you will be able to manage once the game has been created. So, if for example you select England and choose the second tier as the lowest active, you will not be able to manage outside of the top two divisions. |
| Mode | Some *Worldwide Soccer Manager* users like to have a larger game world. The Mode selection option allows them to do this without necessarily straining their computer as much. By setting a nation to 'View-Only', the leagues from that country will be loaded into your saved game but you will not be able to manage there or interact with it on the same full level as a 'Playable' country. However, it will be present and will generate scores as if it were a standard playable league. |
| Game Start Date | If the user has selected a number of nations to load into their saved game, the opportunity to start on a number of various dates becomes available. This lends itself to starting saved games at unfamiliar moments. For example, loading England and Brazil into a save will allow the user to start managing in England in December - the traditional start of season in Brazil but right in the heart of the English season. Some start dates will allow the user a longer pre-season than the standard for the country they wish to play in, some will shorten it. Of course, it can just be left to the default option if the user wishes. |

| Database Size | In a similar manner to the loading of numerous leagues and nations into a save, the size of the database loaded into a save determines to some extent the level of realism the user will experience in their saved game. Naturally, a larger database will include more players and teams from the soccer world, whereas a smaller one will include what are considered the core and most important items. More capable PCs will be able to handle larger databases, but less capable ones may want to consider using a smaller option. |
|---|---|
| Load All Players From | This option is yet another way to configure your saved game to be as realistic as you want it to be. The dropdown box for this selection lists all nations in the soccer world. Selecting one of them will load every single player of that nationality into your saved game. This can be particularly useful if the user wants to manage an international team which doesn't have an active league in *Worldwide Soccer Manager™ 2009*. To manage a nation, at least 150 players from that country must be present in the saved game, meaning that this option will typically make a majority of national teams manageable. Of course, this can be used simply to expand the number of players available from each nation, and multiple nations can be selected (by opening the dropdown list after one has been selected and repeating the same process) or removed (click on the selected nation from the list to remove the check from it). |
| Use Real Players | This check box does pretty much exactly what it suggests. Leaving it checked will load real staff into your game, the names and faces you know. Unchecking it will generate a whole world of 'fake' players which do not necessarily map to any real-life counterparts. It's a whole new world. |
| Add Key Staff | If enabled, this option will add key backroom staff (such as Assistant Managers) to teams which do not have them. |
| Allow Transfer Budgets in first window | *Worldwide Soccer Manager™ 2009* typically starts a new game in the same pre-season as has just been passed in the real world. Therefore, the database reflects this in squad lists and team transfer budgets. By disallowing transfer budgets in the first transfer window of a saved game, the saved game will reflect the real world more accurately than if the save allows teams to spend money it didn't spend in real life. Simply put, this is another option to add to the realism of your saved game. |
| Enable Attribute Masking | Attribute Masking is a concept where certain attributes (or in some cases all) are not visible to the human manager because *WWSM09* assumes a manager of your experience and age will not necessarily know everything about every player in the world. These attributes can be revealed through scouting or interaction with the player. For example, he may be an opponent on a team you've just faced. If you wish to simply display all information and attributes from the start, uncheck this option. |
| Recommended Setup | Selecting this option will allow *Worldwide Soccer Manager™ 2009* to advise you on the ideal number of nations and leagues to load into the game. This is just a recommendation, you are free to interpret the guidance however you wish, or ignore it altogether. |

## 2.2.2. Wizards

If the appropriate options have been selected in the game Preferences (see Section 2.1.2) then when starting a new game, you will be guided through the process by a wizard. The 'Start New Game' wizard takes the user through the basic setup of configuring a new saved game, and once this is complete, a wizard will guide the user through adding a new manager to the saved game. The wizards are informative and designed to present important information in a user-friendly manner.

If, at any time you wish to use the more advanced options, you should select the appropriate option from the wizard, or disable them in the 'Preferences' menu.

When the game has finished loading, you will be prompted to complete your managerial profile and add a user to the game.

## 2.3. Adding a New User



The Adding a New User screen looks like this:
The following options are available on this screen.

| OPTION | DESCRIPTION |
|---|---|
| First Name | Enter your first name. |
| Last Name | Enter your last name. |
| Date of Birth | Enter your Date of Birth. If you are lucky enough to be particularly young for soccer management, you will find that your age will change to better suit a new soccer manager. |
| Favorite Team | Select your favorite team - this can influence some events in the game which interact with the chosen club and its players/staff. |
| Gender | Set whether you are male or female. |
| Nationality | Select your nationality. |
| Other Nationality | If you hold dual nationalities, you can enter the second of them here. |
| Past Experience | Select your level of experience. By default, the 'Automatic' choice is selected, meaning you are entering the soccer world with no prior experience. However, for whatever purposes you like, you can select that you have been a Professional or an International Soccer Player. This will increase your starting reputation and potentially allow you more leeway with the Board than an inexperienced manager in the short term, but long-term your reputation and standing in the game may come under pressure sooner than someone of lesser stature. |
| Start Unemployed | If you can't decide on a team to manage, or want that extra realism, you can enter the saved game unemployed and wait to be hired by the first team deeming you worthy of a managerial post. |
| Password | If you wish to protect your actions as manager under the safeguard of a password, enter and verify it in the space provided. As with all passwords, ensure it's secure and one you can remember, as there is no recovery system in place from Sports Interactive or SEGA®. |

After you fill out your personal information, you can now select a team. If you've never started a game before, the teams from the top-most league selected will be displayed. If you've previously started saved games, the league you last started in will be displayed. In either case, the 'Leagues' menu from the top right of the lower panel in the main screen area will allow you to change the teams displayed here. Select a team by clicking on the left end of the table row - the arrow next to the team name - and the team's basic profile information will be displayed. Once you've chosen your team, hit 'Confirm' from the Actions menu and you will be added as manager.

If you can't decide, the 'Randomize' option adjacent to the 'Leagues' menu will pick a team for you entirely at random. You do not have to accept this choice of team, it merely suggests a team and leaves the ultimate decision to you.

## 2.4. The User Interface

*Worldwide Soccer Manager™ 2009*'s interface has been designed to ensure that playing the game is as user friendly as possible. The following is a glossary to help explain some of the terms referred to in this manual that are commonplace in the game.

First off, a short explanation on the two main control methods:

### 2.4.1. Control Methods

**Left Clicking:**

Left clicking is the primary method of navigating around a majority of computer applications and *Worldwide Soccer Manager™ 2009* is no different. In simple terms, if you see an item of interest, click on it. The game contains a huge number of on-screen items which can be clicked on to reveal more details and information.

Clickable items are identifiable in a few ways. All of them will result in the mouse cursor changing into a finger pointing icon. Some items will appear in the form of a hyperlink or a different, darker shade of color on a button. Click around, read through this section, and familiarize yourself with your surroundings.

**Right Clicking:**

Right clicking brings up a menu of 'Actions' which can be performed on that item. Essentially it represents the 'Actions Menu' for that item. It is chiefly a time-saving/power user device, allowing you to perform an action without first having to click on the item. A list will only appear where possible and should right clicking on an item not bring up anything, it's safe to assume there is no available menu for that item.

| Comment On Dangerman | View Scouted Match | View Assignments |
| --- | --- | --- |

### 2.4.2. User Interface Glossary

**Action**

Every screen may have a number of actions associated with it. For example, on the Contract Offer screen, there may be options to accept the contract, reject it or negotiate it. Each of these represents an action the user can take.

| Next Unread |
| --- |
| Next Response |
| Select All |
| Mark As Unread |

**Actions Menu**

Towards the bottom left of the *Worldwide Soccer Manager™ 2009* application, underneath the Tree Menu, is the Actions Menu. It is where all of the important Actions for that screen are held and where you will be able to mainly interact with items on that screen.

**Breadcrumbs**

Breadcrumbs display a path indicating how the currently displayed game object relates to other objects in the game. This allows the user to easily navigate to other related game objects.

An example would be a player screen, where the breadcrumbs may display:

EUROPE | ENGLAND | CHAMPIONSHIP | Q.P.R. | MARTIN ROWLANDS

This shows where the game object (Martin Rowlands) is located in the database and allows the user a quick way of clicking on related players (his teammates), clubs (other teams in The Championship), competitions, etc. The top-most level is 'Europe', at which stage you can change continents and select another.

**WORLDWIDE SOCCER MANAGER 2009**

### Filter

Many screens in *Worldwide Soccer Manager™ 2009* give the user the ability to set filters which permit them to configure exactly what information they want displayed. Screens which possess this function will have a 'Filter' button, usually located towards the top right of the main screen area or a panel. Clicking it will reveal the Filters menu, with a number of options and check boxes. To set a filter, check and uncheck the boxes until you have what you want to display. You may then hide the Filters menu again by once more clicking on the 'Filter' button.

### Game Object

A game object roughly corresponds to an item in the game database - a person or a team, for example. As a basic rule, a screen will display information about one main game object, although this screen may then hold information about many more objects - take the squad screen as an example. The main game object is the squad, but then multiple game objects - players - are found within.

### Menu Bar



The Menu Bar is located in the area just below the Title Bar. It contains a number of menu headers which pop out to contain the main body of the game's options. It is effectively the main menu inside the game and you will find yourself accessing a majority of items through these menus.

This manual will also at times refer to the "Left Menu Bar" - this is when the tree menu description for the left-hand side is not accurate. The left menu bar will typically be below any tree options and contain options which do not fit into the 'sections' descriptions.

### Quick Flicks

Located centrally at the top of the Title Bar, the Quick Flick icons can be used to scroll quickly through the current game. For example, if you are viewing one of your players, you can scroll back and forth alphabetically through your entire squad using these buttons. Similarly, if you are viewing a team's squad, using the Quick Flick buttons will scroll through the squads of every team in that league.

### Screen

A screen displays information. Normally a screen will represent a singular game object - a player or a team, for example.

Each screen has a title, and one or more sections. It can also have a subtitle, although the current section determines this so it changes when the user chooses a different section.

### Screen Area



The main screen area is the part of the game's window that changes for each screen - i.e., the part that doesn't contain the Menu, Title Bars or the navigational tools.

### Section



A screen can contain one or more sections. Each section should display a different aspect of the object it is representing. Each section can have one or more views.

For example, on a player screen, the game object is a person but the sections in the tree view show different aspects of that person.

**Shortcut Icon**

Directly below the Menu Bar are a number of Shortcut Icons. They are the graphical representation of the area of the game they act as a shortcut to - the binoculars, for example, are a shortcut to scouting (since you are 'watching'). Leave the mouse icon over an icon to bring up the tooltip to find out what type of shortcut it is.

**Sliders**

*Worldwide Soccer Manager™ 2009* includes a number of sliders, particularly on the tactics and match screens. A slider control allows the user to select from a range of values by moving a bar from left to right and back, very similar to a volume control. To move a slider, simply left click and hold, move left or right, and then release.

## Coca-Cola League 2
### Holders - MK Dons

**Subtitle**

The subtitle is a piece of text shown in a slightly 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 news ticker. This is positioned at the bottom left of the screen. Between match days, the news ticker displays news and statistics from around the game world. On match days the ticker displays the 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 on the screen - most typically in the Title Bar.

## Coca-Cola League 1

**Title Bar**

The Title Bar is at the top of the window and displays the title of the current screen, as well as other information such as the user name and subtitle.

**Tooltips**

Tooltips are small windows displaying text intended to explain or describe a function available by a mouse click. They can be found in many places throughout the game and should you be unsure as to the intent of any item's function, simply move the mouse icon over it to see if it has a Tooltip to explain things to you.

**Tree Menu**

The tree menu displays a hierarchical group of items (like an index) in which some of the items can be expanded to show sub-items, as indicated in the screenshot.

- Q.P.R.
  - Players
  - Tactics
  - Fixtures
- Q.P.R. Res.
  - Players
  - Tactics
  - Fixtures
- Q.P.R. U18s
- Confidence

**View**

| Views • | Show Filters |

General Info
Contract
Contract Offers
Transfer
Full Player Status
♦ Selection
Assistant Reports
Injuries
• Stats
International

Sections and screens can have one or more views which present the same information in different ways. For example, the squad list selection of the team screen allows you to 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 the same time. The solution is to allow a number of different views to display a few of each of the attributes.

**Resizing Table Columns**

Any table column in the game can now be resized or repositioned as you like, in the same style as you can do in many other applications. To resize a column, left-click and hold on the area between two columns and drag it in the desired direction, making it larger or shorter. Release the mouse button to set the size. To reposition a column, click and hold the header and move the mouse to where you wish to move it to, and then let go once again.

## 2.4.3. Advisor

The Advisor system is a feature which provides beginner-level advice and help to newcomers to the *Worldwide Soccer Manager* series. Upon starting a new game, the Advisor will offer the user help on a number of game actions and items depending on what the user wants to do.

To enable or disable the Advisor system, check or uncheck the appropriate box in the game 'Preferences'.

# 3.0 THE OPTIONS MENU

## 3.1. Game Status

The Game Status screen displays the basic information about your saved game. It includes details of the total game time, game version, when the game was last saved and all users who are part of the game.

## 3.2. Detail Level

The Detail Level screen allows the user to configure their saved game even further in order to optimize performance as much as possible.

The screen contains all competitions loaded into the save and allows the user to specify which matches are processed in full detail and which will use the Quick Match engine and when. They can be set from various stages of competition - for example, just the latter stages can be set to generate fully, while the remainder of the competition is handled by the quick match engine, which is used as standard for competitions not loaded into your saved game. The option to generate the entire competition fully is available (All), as is the option to generate the entire competition with just the Quick Match engine (None).

## 3.3. Hall of Fame

The Hall of Fame is the home of legends. The very best managers of all time are detailed by their successes in the soccer world. The HoF has sections for domestic success, continental success and ultimately worldwide acclaim, as well as by nationality. Will you be successful enough in your career to earn a place among the greats?

## 3.4. Game and Research Credits

These are the people responsible for bringing *Worldwide Soccer Manager™ 2009* to you. A full list of credits can also be found at the end of this manual.

## 3.5. Community Info

This screen features a number of WWSM09 Community Website Affiliates and other assorted fansites.

## 3.6. Preferences

Configure your game preferences here. For more detail on the options found within, please refer to section 2.1.2.

## 3.7. Refresh Media Comments

If you have introduced any new media comments using the *WWSM09* Media Editor, or indeed downloaded any from other community users, you will need to use the option to refresh all existing media comments in order to see them in your saved game. You will receive a confirmation dialog explaining this, as well as the fact you will lose all existing comments in news items already generated by the game.

## 3.8. Reset Advisors

This option will allow you set all Advisors back to a state where it will treat you as a new user again, and run through all advisors as necessary. For more information on the Advisor system, please see section 2.4.3.

## 3.9. Manager Chat

If your saved game has multiple users (hot-seat play) or you are playing over a network with others, the Manager Chat window allows all users currently in the game to communicate in a standard chat application manner.

## 3.10. Print Screen

If you would like to print the textual contents of a particular screen, navigate to the desired choice, then select this option. You will have the option of sending the data directly to a printer, or saving it in either a web page or a word document format.

## 3.11. Tutorial

*Worldwide Soccer Manager™ 2009* features an in-depth and detailed Tutorial guide to the game. On any screen, pressing the F1 button on your keyboard will bring the Tutorial up and explain items on that screen. This menu option simply allows you to bring the Tutorial up without pressing F1.

## 3.12. Online Help

Clicking the Online Help menu option will load your internet browser and go to the Sports Interactive Knowledge Base (SI Base) where you will find detailed help on *WWSM09*. If you are not connected to the internet when you click this option, the page will not load.

## 3.13. New User

This option allows you to add a New User to the saved game. For more details on this process, please refer to section 2.3.

## 3.14. Save Game (As)

The Save Game and Save Game As options do as they suggest. Saving your game is fairly important; as it's extremely unlikely you'll be playing it unsaved forever. 'Save Game' simply saves the current game over the previous iteration, whereas Save Game As allows you to choose any file to overwrite or indeed, save the game as a brand new file.

## 3.15. Load Game

The Load Game option allows you to load an existing saved game from inside the main *WWSM09* application. If you do this while playing another saved game, you will lose all unsaved progress.

## 3.16. New Game

This option allows you to start a New Game at any time from within the main *WWSM09* application. If you do this while playing another saved game, you will lose all unsaved progress.

## 3.17. Main Menu

This option allows you to return to the Main Menu from within the main *WWSM09* application. If you do this while playing another saved game, you will lose all unsaved progress.

## 3.18. Quit Game

Exit *WWSM09* and return to your desktop.

**WORLDWIDE SOCCER MANAGER 2009**

# 4.0 THE MANAGER MENU

The Manager Menu will largely be the main point of reference as your career develops in *Worldwide Soccer Manager™ 2009*. The Menu contains the majority of the key items you'll need to regularly address. The options are discussed in great detail throughout this section.

## 4.1. Manager Overview

The Manager Overview screen provides a quick look at the important things going on with your team at the current time. Information on your team, players, fixtures and finances are updated.

| Team Competitions | ▾ |
|---|---|

Any of the panels of information displayed are changeable at any time. Each panel header features a small option at the end with a down facing arrow. Clicking this arrow will pop up a list of possible panels to use. Select the pop-up list you wish to use, and it'll load. It's as simple as that.

## 4.2. Notebook

The Notebook screen acts as your very own in-game 'jotter pad', allowing you to collate your thoughts and important news into one reference area. Notes are listed in the top half of the main screen area, and the specific details and body of the notes are presented in the lower half when a note has been selected.

To create a note, select the 'Create Note' button from the bottom of the top panel. The lower half of the screen then becomes a composition area. This is automatically saved when you leave the screen. Once you have notes you can edit them, duplicate them or delete them as you wish. You can also set a reminder date for notes so that they land in your Inbox on a convenient date to act as a reminder for you to do something.

## 4.3. Calendar

The calendar is a crucial point of reference for you to plan your future actions. Displayed and laid out in the form of a traditional day-by-day calendar, important dates are indicated to you in either a Weekly, Monthly or Yearly view (configurable from the 'Views' menu). Whichever you choose, you will have key information at your fingertips and very little excuse for forgetting to prepare for a fixture or renew a contract. Mouse over any item from any view for a tool-tip indicating what is occurring that day - this is particularly useful on the Yearly view.

Each item is represented by a different category color. These are:

| Red: | The current day. |
|---|---|
| Yellow: | Your team has a fixture. |
| Blue: | Your team may have a fixture on this date if they progress in that competition. |
| Green: | Some of your player's contracts will expire on this date. |
| Cyan: | Future Transfer arrives. |
| Purple: | Note reminder. |

## 4.4. Inbox

Your Inbox is the main hub of your game world. All important and key information relating directly to you or any part of your club will arrive here in the form of a news item. Anything not directly impacting your club can be found on the Competition News screen. For more information on this part of the game, please refer to section 4.6.2.

### 4.4.1. Items which require an action

| ⓘ Squad win bonuses | Messages | Sat 30th Jun AM |
|---|---|---|
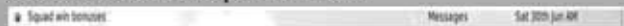
Often, news items will arrive in your Inbox which require a response. These items are indicated to you by means of a red icon to the very left of the news item header bar.

Such news items must be responded to before the game can be continued. Once the red indicator icon has disappeared from the news item header, that news item is considered to have been responded to in an appropriate manner.

## 4.4.2. Filters

In order to keep your Inbox as easy to use as possible, there are a number of Filters available to you. The 'Filters' option from the top right of the main screen area displays the various filter options available to you. Clicking one of them will edit your Inbox to display only the news items relevant to that filter, making it extremely easy to find something from an old news item, for example. If you wish to remove all filters and view your entire Inbox, simply return the setting to 'None'.

## 4.5. Your Team



Let's be honest, this is the heart of the game - your team. The group of players you will mold into a successful squad. Your squad screen looks like this:

In addition to these options, you have a number of key items found in the left-hand tree menu. These are explained in detail in this section.

## 4.5.1. Players

Your success will live and die based on the players you employ to carry out the tasks at hand. Section 9.0 details players in *WWSM09* in more detail. However, each player may at times have an icon next to their name with a three letter abbreviation indicating an action or event relating directly to them. The following table explains these 'status icons':

| ICON | DESCRIPTION |
|------|-------------|
| 45 | A club manager has requested that an international manager uses this player for only 45 minutes in an upcoming friendly international. |
| Abs | The player has recently been absent from the club without permission. |
| Bid | The player is subject to a transfer bid from another club. |
| Ctr | The player's contract has expired at his current club. |
| Cup | The player is cup-tied having played for another club in the same competition in a previous round. |
| Dev | The player is on an MLS developmental contract. |
| Dft | The player has been selected in the MLS Draft. |
| DP | The player is an MLS-designated Player. |
| Enq | The player is subject to a transfer enquiry from another club. |
| Fgn | The player counts as a foreign player in the competition. |
| Frt | The player has decided to leave his club on a free transfer. |
| Fut | The player has concerns about his future at the club. |
| HG | The player counts towards the Home Grown player quota necessary for a competition. |
| Hol | The player is currently on vacation. |
| I | The player is an MLS International Slot player (non domestic). |
| Ine | The player is ineligible for the next match. |
| Inj | The player is suffering from an injury. |
| Int | The player is on international duty. |
| Lmp | The player is short on match practice and may need additional practice on the reserve team to get to full fitness. |
| Loa | The player has been made available for loan. |

| Lrn | The player is learning from a teammate who is tutoring him. |
|-----|--------------------------------------------------------------|
| Lst | The player has been listed for transfer. |
| PR | The player has reacted to a comment you have made in the media. |
| Req | The player has requested to leave his current club. |
| Ret | The player has announced his intention to retire at the end of the current season. |
| Rst | The player is in need of a rest. |
| Sct | The player is being scouted by your scouts. |
| Slt | The player has some slight concerns about his role at the club. |
| Sus | The player is suspended for the next match. |
| Trn | The player has agreed a transfer with another club and will leave when the next transfer window opens. |
| Trv | The player is traveling to join up with his international squad, or he is traveling back from international duty. |
| Tut | The player is tutoring a teammate. |
| Unf | The player is currently unfit and should not be selected. However, in an emergency he may be used. |
| Unh | The player is unhappy with his role or an event/action. |
| Unr | The player is not registered for the competition. |
| Wdn | The player has been withdrawn from international duty by his club manager. |
| Wnt | The player is wanted by another club. |
| Wp | The player has no work permit and is therefore unable to play. |
| Yel | The player is one yellow card away from a suspension. |
| Yth | The player is on a youth contract and is not yet on professional terms. |

#### 4.5.2. Tactics

Configure your tactical approach and team instructions. For greater detail on Tactics and the various options available to you from this screen, please refer to section 6.0.

#### 4.5.3. Fixtures



The Fixtures screen details all of your match commitments for the current season. Clicking on the left-hand side of a table row will select a fixture. If it's a match that has already been played you will see details of that match, and if it's a upcoming fixture, you will be given information ahead of that fixture. On the day of a match this will also add the referee for the game and the predicted weather forecast.

You can also arrange friendly fixtures from this screen. Click the 'Arrange Friendly' button and you will be taken to the appropriate screen listing potential fixture dates on the left, and the configuration panel on the right. Select the date from the left by clicking on available options, and then choose the type of match, venue and opponent from the right.

The Past Meetings button will allow you to see all of your previous in-game meetings with your opponent. This can be done for any unplayed fixtures.

### 4.5.4. Reserve and Youth

You've got to look after the future of your club. Your Reserve and Youth teams are always available for viewing and interaction from the tree menu. Your Youth Team will typically contain teenage players on youth scholarship contracts training and trying to earn a professional contract. The Reserve Team typically may contain a mixture of young professionals and older, 'washed-up' players who no longer cut it at the senior level. How you manage these two teams is completely up to you. Some teams will have no fixtures for these two squads, and at the start of each season you will be asked by the governing soccer association if you wish to continue entering/enter the competitions for these teams.

You can designate a member of your backroom staff to control these teams in your Manager Options. For more information on how to do this and indeed the Manager Options section as a whole, please refer to section 4.10 of this manual.

### 4.5.5. Training

Configure and keep track of your training schedules and regimes from this screen. For more information in detail on the Training module, please refer to section 7.3 of this manual.

### 4.5.6. Finances

Keep track of your financial position from this screen. Section 11.0 of this manual explains the finances in *Worldwide Soccer Manager™ 2009* in greater detail.

### 4.5.7. Staff

This screen lists all non-playing staff employed by the club. Click on a name to view their profile. For more information on non-playing and backroom staff, please refer to section 7.0.

### 4.5.8. Information

The Information screen displays all the stats information about the club you are in charge of.



### 4.5.9. Affiliations

The current soccer climate sees a number of clubs make official links with other clubs which are designed to benefit both parties. *Worldwide Soccer Manager™ 2009* represents these affiliations where they exist in real life and allow you to set about making your own ties with other teams.

All clubs affiliated with yours are displayed on this screen and you are also able to begin the process of a new affiliation from here, as well as from the Board Requests screen. 'Look for Feeder Team' will act as a request from you to your board to begin looking for a team willing to enter a working relationship with you. Depending on the size of your team, you may also request that the board 'Look for a Parent Team' to which you will act as a feeder and benefit accordingly.

There are a number of types of affiliation which each have their own benefits.

| | |
|---|---|
| **Loaning Players** - | Players may be loaned between clubs. |
| **First Option** - | The Parent club has first option on any of the feeder club's players. |
| **Financial Benefits** - | The Parent club has an affiliation with a club from which they take a cut of merchandise income, while the Feeder club receives a substantial yearly payment for the deal. |
| **Work Permits** - | The parent club can loan a player to a feeder club in order to get them a work permit for use in British soccer or to gain citizenship to fit under foreigner restrictions. |

If you have managed a club for a successful period of time your board may allow you to request a specific type of affiliation to benefit your own needs, and over an even longer period of time the board will be willing to allow you to specify a club to approach for a link-up.

### 4.5.10. History

The History section contains all the records and achievements historically recorded by the club. It tracks records set since the start of the game, as well as a number of club historical all-time records which are there to be broken.

### 4.5.11. Notes

The Notes panel allows you to keep and refer to any notes you have on players, competitions, largely anything in your game world. Many news items will have a 'Save as Note' option on it, allowing you to keep a reference of events. This section is where they are stored.

### 4.5.12. You, the Manager

Your role as manager has a number of items specific to you alone. These are described in a little detail here.

**Manager Contracts**

When you begin a new game in charge of a club for the first time you are given a standard one year contract with the team. If you impress suitably in that period you will be offered a new contract with terms you can negotiate as you see fit. Please also see section 4.8 for more detail on the terms and negotiation of manager contracts.

**Media and Mind-Games**

Being in your envious position as manager of a soccer club, the media will want their say. Managing the biggest clubs will see your actions come under constant scrutiny as the pressure on you builds. Even managing smaller clubs is only just a little less forgiving - in short, you're going to face the good and the bad sides of the media. Then you have to consider other managers. Some will see you as a figure they can bond with and develop a good relationship, others will see you as a potential threat and take a negative attitude towards you - and you can respond to this. From the Actions Area to the bottom left of a screen you can comment on a previous or upcoming opposition's manager with contextual comments. Similarly, if a manager speaks to you via the press, you have the freedom to respond to him. Take your squad into consideration when making comments though; they may take your actions in a negative manner, although if you get it right they're just as likely to rally behind you. There is no 'right' way to deal with the media and opposition managers; it's simply up to you to discover what works best personally and for your squad. If things go wrong, you'll just have to learn from your mistakes.

### 4.5.13. Press Conferences

As manager of a soccer club, you are prone to attention from the media. Journalists will want to gather as much information as they can, and at times won't care how they go about obtaining it. The best source for them to piece together their stories is Press Conferences. Before and after every match you play, as well as at other select times, you will be invited to attend a Press Conference and answer a number of questions about everything pertaining to your stewardship of the club. Each question will be presented to you with information on the source and journalist asking the question, with a number of responses available to you. There is also the option to make additional comments in your reply, but watch what you say here... Over the course of your career, you may build up relationships with journalists. Some may become more trusted, and some you might simply refuse to answer directly because of the spin placed on the resulting story. Equally, a more trusted writer might be a useful tool for you to get a point across to one of your players. You can leave a Press Conference at any time through the 'Wrap things up' option, calling an end to questioning and moving on with your day. A more abrupt end to proceedings can happen should you 'Storm out' of the press room, although this also has consequences. If, at times, you do not wish to attend the Press Conference, you can send a member of your backroom staff. Every player and non-player in the game has a 'Press Conferences' section in their History tree menu, from which you can see what was said in any press conference and any particular reactions that stemmed from it.

**Jobs**

The 'Jobs' menu option is the home of the Job Center and the Security screen. The Job Center is described in greater detail in section 7.0, but the Security screen details the current job status of every manager in the game. If your job isn't listed as 'Safe' or 'Stable' then you've got a problem. If the board aren't pleased with your job to date you may find your job becoming 'Insecure'. If you still fail to improve then it might become 'Very Insecure' and at this stage you're close to getting fired. If you are released from your contract by the club, you'll probably want to find your way back into management as soon as you can. The same Job Security screen lists all available jobs which you may apply for by selecting the club and then clicking 'Apply for Job' from the Actions Menu. These jobs will also appear on your Managerial Overview screen for the duration of your unemployment.

**Managerial Profile**

As a manager, you have a profile in the same way as all players and staff have a profile. Your managerial attributes and tendencies are displayed on the 'Profile' screen, which is accessible from the tree menu when the user is on the Manager Overview screen. The 'Personal' screen details your personal stats information, and the 'History' screen keeps a record of your key information and achievements throughout your career.

## 4.6. League/Competition Screen

The League/Competition screen holds all the important information and links that will be entirely necessary for you to check regularly if you are to be successful. Keeping up to date on the very latest information from your opponents is a massive factor, and WWSM09 allows you to do this in many ways. The sections described below are all found from the tree menu on any league or competition screen.

### 4.6.1. League Table



The League Table displays completely up-to-date standings from the competition(s) you may be in at the time. Each table header is sortable in both A-Z and Z-A styles - simply click once on the header icon to sort it and again to sort it in reverse order. The 'Views' menu to the top right allows you to view the table in a number of different manners.

### 4.6.2. Competition News

Delivered in the form of a newspaper layout, the Competition News screen will contain the very latest news from that competition. It is broken up into three parts:

**Main Story -** This story will be the lead story that people in the soccer world will be talking about.

**Secondary Story -** This panel will display any other news items which are not deemed as the most important. From the 'Story Selection' panel, select an item of interest and the full story will appear in this panel.

**Story Selection -** This panel will display any other news items which are not deemed as the most important. From the 'Story Selection' panel, select an item of interest and the full story will appear in this panel.

### 4.6.3. Fixtures and Results

The Fixtures and Results screen displays the round by round calendar for the current season. From the date dropdown at the top and the back/forward arrows next to it you can freely move around each round and view the results or upcoming fixtures for the entire competition.

### 4.6.4. Transfer Rumors

This screen rounds up all the latest news and gossip surrounding transfers for teams and players playing in the league covered. A brief summary of the story and its source are listed in a table for quick reference.

### 4.6.5. Schedule

The Schedule screen allows you to see at a glance the upcoming schedule for the competition in three different calendar-style formats. These are selectable from the 'Views' menu found towards the top right of the main screen area.

**Week View -** This lists all of the important events occurring over the next seven days.

**Month View -** This displays a standard day-by-day monthly calendar with key information highlighted when it is scheduled to occur.

**Year View -** The year view displays a yearly calendar with no detailed events, but all dates where key information can be found are highlighted. Click on a date to view the information.

### 4.6.6. Transfers

This screen simply lists all transfers that have taken place involving teams in this competition.

**WORLDWIDE SOCCER MANAGER 2009**
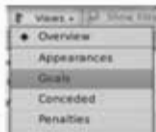
### 4.6.7. Statistics

This Statistics section incorporates both the Team and Player Stats sections. Statistics are kept in a vast number of areas, the most important of which are displayed on the Overview page which the Stats screens will present by default.

The 'Views' menu, located towards the top right of the main screen area, allows you to choose any one of these numerous statistics and view the full listings for it for the current competition.

### 4.6.8. Awards

Awards honor the best of the best. Each competition in WWSM09 has its own seasonal (and other) awards, the details and history of which are found on this screen.

### 4.6.9. Referees and Injuries

The Referees Screen displays all officials who have taken charge of a fixture in the competition and details their tallies of cards and penalties awarded to home and visiting teams. Keep a check on this screen and perhaps alter your tactics depending on the referee taking charge of your next fixture. The Injury Table, in association with PhysioRoom.com, lists all players currently suffering from an injury who are playing for teams in a given competition. The table ranks teams by total number of injuries and also gives information on the type of ailment suffered and predicted return time. This screen is again useful when planning your line-up for upcoming games - if one of your upcoming opponents is suffering an injury crisis you may wish to adapt your plans accordingly.

### 4.6.10. Rules

The Rules screen simply informs the user of all the specific rules for the competition. Check this screen as early as you can to familiarize yourself with the competition(s) you will be participating in and ensure that your squad meets any criteria it needs to well before the start date.

### 4.6.11. History

In a similar way to the previous History screen descriptions, the Competition History screen details historical information about the competition. Once again, these records are there to be broken, so check back here regularly to see where you stand in history.

## 4.7. Find Players

It's likely you won't be 100% happy with your squad. Not very many managers are in the real world, so why should you be? There's always likely to be at the very least one problem you want to address, and the perfect way to do that is to go out and find a new player. Section 10 details Transfers in far greater detail, but this section guides you through the Find Players menu options and what to expect from each screen when you go there.

### 4.7.1. Scouting

The Scouting Menu option loads the Scouting screen, where all of your player-watching tasks are managed and allocated to your team of scouts - your eyes and ears around the world of soccer. Section 8 explains Scouting in far greater detail, so go there for a walkthrough of this particular game model.

### 4.7.2. Player Search

The Player (and Staff) Search screen is the most powerful tool in the game for finding the exact player you want. By default upon first visiting the Player Search screen, your Assistant Manager will have filtered out players he doesn't believe are likely to be attainable, leaving you with a list of those considered well-known and more likely to join your club. From here, you can begin tweaking the numerous settings to display exactly what you're looking for.

The 'Filters' menu allows the user to configure a filter to find a specific type of player. From the dropdown menu, select 'Customize Filter', and then begin to specify conditions by first adding one, and then more if necessary by use of the 'Add' button at the end of each table row.

These filters are so powerful because you can choose to exclude, match or select from any of the options. For example, if you wanted to find a left-back aged between 20 and 25 of Eastern European or South American nationality with an attribute rating of at least 15 for pace but no more than 5 for long shots, the setup would look like this:



Alternatively, you can set a player filter based on another player, and try to find players based on that individual's skill set. From the player list, select the player's table row, and then from the 'Filter' menu, select 'Create Filter from <player>'. This will return all players who match a set of criteria, which you may view and then edit accordingly from the 'Customize' option from the same menu. You may also do this from the 'Misc' section of any individual's profile at any time from their Actions Menu.

Once you come to grips with the filters, you can have the Player Search find any type of player you like. Of course, there are times when your filter will find no matches, or no realistic matches, in which case some further tweaking will be necessary to find the one you're after.

The 'Views' menu allows the user to view the filtered information in a number of manners, which combined present the user with everything necessary to make an informed decision about a potential signing well before they click on a player's profile.

This information applies to the Staff Search, which can be accessed from this screen on the tree menu under 'Search -> Staff'. If you are in the market to enhance your backroom staff, configure your filters according to the areas you wish to improve in and follow the guidance from this section.

### 4.7.3. Shortlist

It is quite likely that for one reason or another you'll have a target you can't currently sign, but would like to keep track of his progress and be informed of any action involving him. This is where your shortlist comes into play. The shortlist allows you to add players to it for a desired period of time and for that duration you will receive a news item whenever a key event involving that player occurs. To add a player to your shortlist, go to his Actions menu and select 'Add to Shortlist'. A box will pop out asking you to choose how long he remains on the shortlist. Select your choice and he'll be added.

The 'Views' and 'Filters' menus found towards the top right of the main screen area allow you to keep your list as useful to you as possible. For example, if you've compiled a rather large shortlist and want to find a young left-back, you can apply filters and views accordingly and find your player(s).

To remove a player from your shortlist at any time, load up his profile and from the Actions menu select 'Remove from Shortlist'. This act can be performed on multiple selections by selecting all the players you wish to remove from your shortlist, and then right clicking and selecting the same remove option. To remove everyone at once, from the 'Shortlists' menu at the bottom right of the main screen area, select 'Clear Shortlist' and then confirm your decision.

The same menu is used for saving and loading different shortlists should you wish to keep different ones for multiple purposes.

### 4.7.4. Recently Viewed Players

This screen simply lists a number of recent players who you have viewed. The purpose is to allow the user to access players they are currently interested in as easily as possible. It works in the same manner as the Shortlists screen described in the section prior to this.

## 4.8. Board and Fan Confidence

If you're going to be successful in your job, it's imperative that you satisfy the demands of the Board and the Fans – and they can be quite demanding. The Confidence screen has five parts to it, all of which reflect a different facet of your management of the club. The Board and supporters will give you their current thoughts on your progress in competitions, your financial control, individual match feedback, your transfer activity and current squad and an overall summary.

Wages - Total: £214,182 p/w. Budget:£230,242 p/w

We are satisfied with the club's current wage bill and want you at the start of your role at the club to ensure the wage bill doesn't spiral out of control.

Confidence Level _____ Content

Confidence in your performances in these areas can be gauged by the bar displayed under each heading.

The bar displayed in the screenshot is a neutral opinion and is at the midway marker. As confidence in your performance grows, this bar will fill up towards the right end. If confidence disappears and people start questioning your actions, the bar will decrease towards the left. Naturally, you want to fill the bar as much as possible.

Fan opinion will be presented to you by a spokesperson from a team supporters group. They are more concerned with the on-field product, while the Board is more concerned with the long term security of the club off the field, but they will not ignore what happens on the field.

## 4.9. Home Page

Your Home Page is, by default, the same as your Manager Overview screen. The difference here is that any screen in *Worldwide Soccer Manager™ 2009* can be set as your Home Page by selecting the 'Bookmarks' menu and then the 'Set as Home Page' option.

## 4.10. Manager Options

The Manager Options section contains a few more miscellaneous managerial actions you might like to take care of at times.

### 4.10.1. Team Settings

The Team Settings pop-up allows you to specify what roles, if any, your Assistant Manager carries out. Please see section 7.2 for more detail on the roles performed by your Assistant Manager. You may also designate a member of your backroom staff to manage the Reserve and Youth Teams - by default this is handled by the Assistant Manager. If, of course, you want to manage these teams yourself, checking the 'Control Team' box will allow you to do so.

You may also set a small number of Transfer Options. From the dropdown list, you can select which of your backroom staff provides reports on players you have sent out on loan, and from the checkbox below it, you can automatically ensure that any players you offer to clubs are placed on the Transfer List and have their status changed to 'Not Needed'.

### 4.10.2. Go on Vacation

If you would like to leave your team in the capable (or otherwise) hands of your Assistant Manager for a period of time while you take care of other business away from *WWSM*, you can 'go on vacation'. The pop-up for this option allows you to 'tell' your Assistant what he can and cannot do in your absence, and also sets a return date, which will stop *WWSM09* from processing and allow you to resume control of your team.

### 4.10.3. Resign/Retire

There may come a time when you've had enough of your job and want out. If this is the case and you want to tender your resignation, you need to click on 'Resign' from this menu and confirm your decision. You will immediately become unemployed and may begin looking for another job, or indeed take up an offer if you've resigned for that reason initially.

Retirement takes this one step further. You may have had enough of the soccer world and wish to remove yourself from it altogether. Retiring will remove you from your current job (if employed) and from the game world completely. If there are no human users remaining in the saved game you will be prompted to add one before continuing the saved game.

# 5.0 THE WORLD MENU

The World Menu gives you access to all the information surrounding the wider soccer world in your saved game. If you wish to find out what's going on somewhere, you can do it from the options found within, which are explained in this section.

## 5.1. Competitions

The top section of the Competitions menu contains direct links to all competitions which are active in your saved game. Moving the mouse pointer over a main competition 'header' will pop out the sub-menu from which you can select the direct competition link and view the information for the chosen competition.

## 5.2. Nations/Clubs Directory

The second section of the Competitions menu acts as a directory of all the teams in your saved game, allowing the user to browse through them however they wish. They are divided into three sections; Nations, Major Clubs, and National Clubs. In the same manner as described in section 5.1, holding the mouse pointer over one of these headers will pop out a sub menu from which you may then select a choice. This choice will then present all relevant teams in a list in the main screen area - click on a team to view their squad and other pertinent information.

## 5.3. Transfers

Should you wish to keep abreast of all transfer activity in your game world, the Transfers menu is where you will find all the information you'll need. By default, the screen lists the most recent transfers, sorted by fee paid. Each column header is sortable, and the 'Views' Menu to the top right of the main screen area allows for the information presented to be changed to see 'Future Transfers', 'Loans', or 'Staff' as well as the default 'Players' list. The 'Filters' menu adjacent to this allows the user to filter the list by nation as well as the entire soccer world.

## 5.4. Finances

| 24th | Sheff Utd | Coca-Cola Championship | £20.5M | |
| 25th | Wolves | Coca-Cola Championship | £20.5M | |
| 26th | Birmingham | Coca-Cola Championship | £20.5M | |
| 27th | Ipswich | Coca-Cola Championship | £19M | |
| 28th | Cardiff | Coca-Cola Championship | £17M | |
| 29th | Charlton | Coca-Cola Championship | £16.25M | |

The Finances Menu holds key financial ranking information from both the country you are currently managing in as well as the wider game world. The 'Richest Clubs' option in the Finances Menu simply ranks clubs by their overall value. The same principle is used to list the richest clubs of the nations chosen.

## 5.5. Awards

The Awards menu is where you will find the worldwide player awards, such as World Player of the Year. The screen details the 1-2-3 placing of the most recent award as well as historical information for past winners.

# 6.0 TACTICS

Tactics. The making of a manager. Sure, you may occasionally get by on having the very best players available to you, but by and large any success you intend to have will rest largely on your tactical decisions. Setting up your tactics in *WWSM09* can be as simple or as detailed as you wish. This section details the Tactics screen and various options available to the user.

## 6.1. The Tactics Screen

The Tactics screen by default presents the user with their squad (with or without line-up selected) in the left panel of the main screen area, and a graphical field displaying formations on the right. Towards the top right of this panel is an 'Instructions' menu which is where you'll configure your team settings, as will be explained throughout this section.

Towards the top right of the left panel, and therefore quite central to the main screen area, are the 'Views' and 'Tactics' menus. 'Views' allows the user to view their squad list in a vast array of manners, while 'Tactics' allows the user to Save and Edit their own tactics, as well as load a preset tactic and formation from a database of Standard Formations.

### 6.1.1. Formations

The very first thing you should take into consideration is the formation you are going to play. Or indeed, formations, because the best managers will be able to adapt their shape based on the opposition and match situation. There are two basic schools of thought on formations - pick a shape that best suits the players at your disposal, or shoe-horn your best players into a starting XI and then pick the formation based on your players. The former certainly allows for more balance, although perhaps at the expense of leaving out a talented player because he doesn't 'fit'. Naturally, if your best players fit into a formation that suits them all, then you should be looking to take advantage of this as much as you can.



When a player is assigned a position, a colored icon will appear alongside his shirt, showing you his suitability for that position. The colors match the Position indicators outlined in section 9.5, so if a player is being played in a Natural role, the indicator will be bright green. If he is being played totally out of position, the indicator will be red.

From the 'Tactics' menu you may select one of a number of standard formations to use as either your main tactic or merely the framework for further and more detailed work. The graphical field display will change depending on your choice.

You can also manually change the formation on this display by left-clicking and holding on a shirt and dragging it away from the position its current position. Available positions to move this to will be indicated by a slightly faded position icon. Release the left mouse button to place it in a new position.

Right-clicking and holding on a position indicator allows you to 'draw' in either a forward or backward direction from the player. Navigate towards one of the slightly faded positions indicating where the line can finish, and then release the right mouse button to set the line.

There are two types of instructional arrows in use – forward arrows and backward arrows, which no longer set a secondary position for the player depending on which team has possession, but simply rather having an effect on the player's Forward Runs slider. A forward arrow will set the Forward Runs instructions to 'Often', while a backwards one will set it to 'Rarely'. No arrow will leave the slider in the middle at 'Mixed'. These instructions also work the other way around – if you set the Forward Run instructions from the player's Personal Instructions, the arrow will take effect on the tactics screen.

## 6.1.2. Team Instructions

The Team Instructions panel is where you set up how your team is going to play. Each tactical option is slider controlled, and further instructions are either in check box form or a dropdown list. The available options and configurations are described in this section.

### Mentality

Mentality directly affects a player's position on the field. His set position on the tactical field display is where he will line up as a base default, but depending on the mentality set he may be more restrained or cavalier in his approach. The slider ranges from Ultra Defensive to All Out Attacking. The further right the slider is set for the team instruction, the more aggressive your players will play and the more ambitious they may be when passing the ball (a more aggressive mentality will result in more forward passes).

### Creative Freedom

Creative Freedom affects the tendency of your players to attempt the more difficult and ambitious. The slider ranges from Little to Much, and in short, the more creative freedom you allow your team, the more unpredictable they may be. A higher setting may see your players occasionally ignore your tactical instructions and attempt to do their own thing, but the degree of success depends on the technical prowess of your players. Given they'll be attempting the more difficult stuff, they need to be of a sufficient caliber to make it count. Therefore, it may be advisable to limit this on a team basis and allow it for the more talented player(s) in your team.

### Passing Style

Passing style is fairly simple - this dictates the range of passing your team will adopt. The slider ranges from Short to Long and the notches in between will gradually ask your team to play a more expansive passing game. When deciding upon the style of passing you want your team to use, you'll need to consider how everything else will affect it, both in terms of tactics and personnel. Have your players got the required attributes to keep the ball comfortably over short distances? Does your passing style suit the tempo and mentality of your team? If you're looking to play a direct game with an attacking mentality, your players may be launching longer passes from positions further up the field, which may prove wasteful.

### Tempo

Tempo dictates the speed and urgency your team plays with. The slider ranges from Slow to Quick, and the further right you move the bar, your team will play a more up-tempo game and make sure things happen quickly and sharply. The tempo employed by your team can affect the success of your passing. It is entirely possible to play a quick, short passing game but when you increase the speed of something, mistakes can become more likely.

### Width

The width your team lines up with largely comes into effect when they are in possession. The slider is set from Narrow to Wide. Setting the slider further to the right will indicate that you want your players to move towards the touchlines when they have the ball and in particular, get the ball to those in wider positions in order to stretch the opposition. A more narrow setting will attempt to bring the play inside and force matters through the center of the field.

Without possession, your players are less inclined to follow your width instructions, but they will try to employ them as best they can against what the opposition is doing.

### Closing Down

Closing Down represents how often, or how committed your players are to closing down the opposition when they have the ball over the entire field. The slider is set from Rarely to Often. Increasing how often your players close the opponent down will put them under pressure when they receive the ball, but it can leave your team exposed for position and fitness, especially if your players don't have the necessary physical attributes to be chasing opponents around for the whole game. Closing an opponent down will increase the chances of taking the ball from them and launching a counter attack, and is probably best employed in an attacking system. If you're operating defensively, your defensive shape doesn't need to be compromised by players chasing the ball.

## Time Wasting

Employing time-wasting is a defensive tactic designed to neutralize the attacking threat and frustrate the opposition. If used throughout the game, it is safe to assume the team using it are inferior to their opponents and are doing all they can to avoid defeat. Many other teams of all strengths may use it late in the game to hold onto a slender advantage. The slider is set from Rarely to Often and unless your team is one of the aforementioned inferior ones, this may be an option you use most in the closing minutes of games, or set depending on opposition/match context.

## Defensive Line

The Defensive Line slider positions are your deepest line of defense on the field. Your Defensive Line affects the position the players take up both with and without possession. The slider is set from Deep to Push Up, and the further right the bar is set, the closer to the halfway line the defensive unit will advance when in possession. If your team is using a defensive mentality, a defensive setting on the slider will ensure they stay deep when the rest of your team attacks. If your team uses an attacking philosophy, the effect of the slider is lessened and players will advance - although a deeper line will see them err on the side of caution a little more.

When your team is not in possession the same applies, but in terms of nullifying the opposition. As soon as your team loses the ball, the Defensive Line will adopt the approach you have told them to use and either drop deeper or push up. You may want to take the qualities of the opposition's attackers into consideration before each match before deciding on your Defensive Line approach, as quicker players can get in behind an advanced line, and deeper lines can be exposed by direct play and a big target man up front.

## Tackling

The Tackling slider determines the level of commitment and aggression your players will attempt to show when tackling for the ball. The slider is different from the others as he only has three options - Easy, Normal and Hard. Hard tackling is most likely to exert authority on the opponent but is also most likely to inflict injury and disciplinary action against your players. Easy tackling negates this risk somewhat but also gives the opposition an easier time on the ball. Normal is a balance of the settings and is the best choice by default, but you should check your opposition's disciplinary record and their record from set piece situations ahead of each game, as well as the type of player they have, before settling on your tackling approach for the match.

## Focus Passing

This option is where you can tell your players where to generally work their play from. You have the option to direct all play down both flanks, either the left or the right only, through the middle, or a mix of all of them. The best use of this is in combination with other tactical settings, the strengths of your team and the weaknesses of others. For example, setting your Width to 'Wide' but directing play through the middle may work through stretching the opponent but you effectively ignore your wide players during the game. If you have a left or right-sided player of some ability, directing all play towards them can bring them into the game often and maximize the chances of their ability being used to great effect. Similarly, if the opposition has a weak link somewhere in the team, you can tell your players to focus their efforts on making his game a torrid one and yours beneficial.

## Marking

The Marking option sets your team to play either a zonal or a man marking style. Man marking is the easiest and simplest to employ, as each player on your team is responsible for an opponent at all times. Zonal marking puts players in charge of an area of the field which they are then responsible for defending if an opponent makes their way into that 'zone'. It is harder to employ as your defensive players will need top ratings in Anticipation, Concentration and Decision, as well as key defensive attributes, but if you have the players implement it, some managers believe it is a more effective defensive tactic as players are less likely to be drawn out of position, ensuring a solid structural foundation to your team.

## Target Man Supply

If you choose to employ a target man, this option tells your players how to supply the ball to him. In simple terms, you should choose the option which best suits your target man's attributes. You can have your players feed him the ball To Head, To Feet, to Run onto the Ball, or a mixture of them all. A tall, strong target man will benefit from aerial supply, while a skilful, quicker target man may prefer the ball to be kept on the floor.

## Options

There are a series of check boxes on the Team Instructions Screen that allow you to choose or disable a variety of options.

**Tight Marking**: Tell your players whether you wish for them to "mark" their opponents up close or to allow themselves a little 'give' should they be beaten to the ball.

**Use Target Man**: Set whether your team plays to a target man. Such a player is a focal point in the attack and the team will look to involve him in all attacking plays and feed off. Typically this player is big and strong, and capable of holding off opponents, but it can work with other types of players in the right system.

**Use Playmaker**: The playmaker is an almost cult role in the soccer world - he will be the one player in your team capable of providing the difference-making play that very few others can. It can be a player anywhere on the field that you set as a playmaker (which you can assign from the 'Playmakers' panel option from the 'Instructions' menu), but ideally the selected player will be one who can make a difference offensively.

**Play Offside**: Decide whether your defensive unit should play the offside trap or not. To pull it off successfully you'll need players who are mentally capable of focusing on the plan as well as a unit who know each other very well, and a sufficient mentality so as to not conflict with the option.

**Counter Attack**: The counter attack option is best used by an underdog facing a superior opponent or a team with players capable of launching attacks at high speed with a directness about their play. They will tend to sit back in their own half and allow the opposition to have the ball in 'harmless' positions before imposing pressure, taking the ball and countering.

### 6.1.3. Player Instructions

In addition to your overall team instructions, you can designate instructions to any individual to tailor their playing style specifically. To select a player's instructions, click on their table row from the left panel and their instructions will appear in the right panel. Some of the options are identical to those listed in section 6.1.2 but enabling them for an individual and setting them differently to the team will override the team instruction and tell the player to play differently. Leaving the option unchecked and 'greyed out' will assume you wish the player to follow the team instructions.

#### Forward Runs

This slider controls how often your players make forward runs without the ball. 'Often' will see the player push into attacking positions and attempt to get by their marker - for wide players and full-backs this will increase the likelihood of overlapping runs. 'Rarely' will order the players to stand their ground and attempt to play their way through or around an opponent rather than going past them.

This instruction also ties in heavily with player arrows, as detailed in section 6.1.1.

**Run With Ball**

This increases the chances of a player deciding to advance forward with the ball rather than giving it to someone else, if set to 'Often'. 'Rarely' will restrict their dribbling and instead pass the ball onto a team-mate.

**Long Shots**

This controls the speculative shooting from distances further than 20 yards out from goal. It makes sense to limit these to players who have a high Long Shots rating, or else you'll be wasting chances and turning the ball over to your opponents a lot.

**Through Balls**

This controls how often the player will attempt a through ball. Through balls are defined in the match engine as a pass that can 'unleash' a player behind an opponent, so not necessarily a pass through the last line of defense to a striker. When considering the use of through balls, take into account the passing ability of the player and the likely recipient of the pass, and what they'll be able to do when they receive it. For example, a right-back playing a through ball to a right winger would likely do so along the touchline - will the winger then be able to make full use of the situation?

**Cross Ball**

This controls the volume of crosses put into the area by the player. Consider the player's position before setting this - if he plays centrally but has 'Often' set for crosses, is he going to be crossing in at angles or moving wide and out of position to cross?

The next few options are drop-down lists from which you may select one option.

**Cross From**: This defines where players should be looking to cross from. They can cross from deeper positions or they can make their way to the byline then send a cross back at a different angle. Alternatively, choosing 'Mixed' will allow the player to make his own mind up.

**Cross Aim**: When crossing, you can instruct your players to attempt to put the ball into a certain part of the penalty area. The ball can be played to the Near or Far Posts or the Center, or if you have a target man set, the ball can be directed towards him. This is only the intention; the technical ability of the player determines whether the ball will be put in the right places regularly.

**Swap Position**: If your team uses wingers, you can use this function to tell one winger to swap positions with the other (and vice-versa) during a match, to freshen things up on that side of the field, keep defenders on their toes, and bring a different attacking approach if something isn't working. Any player can be swapped with any other if your plans are ambitious and your players are versatile but take caution when doing it and consider how it may disrupt your formation if swapping a center-back with a midfielder.

**Options**

The remaining personal instructions allow you to set individual marking plans for players which may differ from the team. For example, for each upcoming match you can specify an opponent to be man-marked by a player from the 'Marking' option - select Man, then when the opposition line-up is available, wait for it to pop out and select the player.

'Free Role' allows the player almost complete freedom to move around the field and attempt to pull all of the strings to get the team working. Essentially this is a role that should only be given to a player of high caliber with the creative expression and attributes to make a difference.

'Hold Up Ball' is an option which will tell the player to put his foot on the ball and take a look around to see what's on before moving it on and making the appropriate decision. It works best in a slower tempo game as the player will have more time on the ball to find his teammates, who should be in closer proximity. A high tempo closing-down game from the opposition can force a player holding the ball up to make a quicker decision and not necessarily always choose the right one. It can also be used in tandem with a target man, who will physically hold the ball up and try and bring others into the game from his position.

**Set Pieces**: Each player can be employed in a different situation for set pieces, both attacking and defensive. Take some time to plan out how you want your set pieces to go, position your players and then set them accordingly from the dropdown menus on the player instructions panel.

## 6.1.4. Team Settings

Team Settings refers to items such as your Captain and your Set-Piece takers.

## Captaincy

At the start of every season you will receive an item in your Inbox asking you to confirm a captain and a vice captain for the coming season. Once selected, they will appear at the top of the 'Captains' panel in different colors to the rest of your squad. Note that should you change your captain during the season, the previously deposed captain, his friends and the media will want to know why, so make sure you've got a good reason for doing so. If you do wish to change your captain, select the newly desired player from the drop-down list. If you wish to add players in a hierarchical order of which they should take the captain's armband, left-click and hold on their actions button to the left of their name, and drag and drop them into the list. The same method applies for re-ranking them, but you can do this from within the right-hand side panel.

When considering your captain, one of the primary things to look for is a high Influence attribute. Anyone with 17 or above here should immediately be considered as a candidate, but there's more to look at than just that. Your captain should be mentally strong enough to be a capable leader of his teammates. On a player's 'Personal' screen each player has a Personality trait. A 'Born Leader' is an ideal candidate for the captaincy. 'Determined' and 'Model Professional' are also desirable. Also consider the player's age and experience - ideally he'll have been at the team for a few years and been in soccer long enough to understand how to be a captain of a team.

These criteria can change depending on the composition of your squad - a young team needs a capable captain perhaps more than a team of veterans who've done it, but largely following this advice should put you in good standing when handing out the armband.

## Set-Piece Takers

Good set-pieces can be the difference between no points and one, or one point and three. Taking advantage of the numerous dead-ball situations which occur in matches can work massively to your benefit.

Primarily you need to identify your best corner, throw-in and free kick takers. Each of these have their own attributes, so initially look for 15 and above in these areas. If your squad isn't blessed with anyone particularly capable, consider bringing one in. Once you've identified potential takers, you can start narrowing the selections down.

A good corner taker will also have good crossing skills to put the ball into dangerous areas. Also consider the footwork of a player - do you want your corners to be in-swinging or out-swinging?

A good free-kick taker will also have good Crossing if the attempts are not direct at goal, since the free-kick will likely be put into a dangerous offensive area. If the shot is direct on goal, Long Shots may come into consideration depending on the distance, and a good Technique may be required. High Composure and Concentration are often seen in the best dead-ball specialists, so try and piece these attributes together as best you can to find the ideal free-kick takers.

Throw-in takers should have a good Long Throws rating to make full use of the situation, but to pull it off well they'll need to have good ratings in Strength and Balance, to get a really good throw away. Ideally a long throw will be towards a target in the penalty area, but this is discussed more in sections 6.1.2 and 6.1.3.

When selecting Penalty takers, much of the above applies. Your regular penalty taker should have a high Penalty Taking attribute, may have good Finishing, and above most other attributes, needs high Composure, Concentration and Decisions. Consider these attributes in greater scope when selecting takers for a penalty shootout. It may be that you're forced to use players who aren't natural penalty takers, so look at the next most important attributes - mentally strong, capable players who strike a ball well and make a good decision.

Multiple players may be selected for set-piece duties in the same way as described in the Captaincy section. Left-click on the desired player's Action button to the left of his name; then drag and drop and release into the appropriate set-piece menu. The ranking is hierarchical and will follow in order should the top player not be on the field at the time.

## 6.1.5. Import/Export/Misc Options

The 'Tactic' menu, located to the top right of the right panel, allows you to save and load different tactics. To Import or Export a particular tactic, select the 'Edit Tactics' option, which will display a dialog box. 'Import' will prompt you to select a tactic (.tac file) to import into the game, while 'Export' will prompt you to save it to a directory. The 'Delete', 'Copy', and 'Rename' options allow you further control over your physical tactics files.

# 7.0 BACKROOM STAFF

Your backroom staff will be vitally important to your success. The manager and players will get the adulation but the people working with the players day in and day out play just as big a role. Surrounding yourself with competent Assistants, Coaches, Physiotherapists and Scouts will make your job considerably easier in the long run.

Section 7.2 deals with the Assistant Manager role in depth, but the following details and describes how the ratings model for non-players works in *Worldwide Soccer Manager™ 2009*. All attributes work on the 1-20 scale, where 20 is the very best and 1 is the lowest and poorest possible.

## 7.1.1. Coaching Skills

| ATTRIBUTE | DESCRIPTION |
|---|---|
| **Coaching** | |
| Attacking | Their competency at coaching attacking soccer. A higher attribute doesn't necessarily indicate a preference for attacking soccer, merely that they're quite good at it. |
| Coaching Goalkeepers | Their ability to coach goalkeeping fundamentals and beyond. A higher attribute means the coach is better at coaching goalkeepers to the higher levels. |
| Defending | The ability of the staff to coach a defensive game. Higher ratings indicate a proficiency in working well on the defensive side of the game. |
| Fitness | This reflects a coach's ability to work on the fitness side of the game, and as such should be one of the key attributes to look at when hiring a Fitness Coach, and less importantly, a Physio. |
| Man Management | How well the member of staff is able to deal with those around him and particularly below him. This is a mental approach; a high attribute indicates a coach who is capable of organizing and keeping people happy. |
| Mental | Their mental approach to players. A good mental coach will be able to observe and act upon each individual's state of mind and react accordingly. |
| Tactical | How tactically astute he is. More tactically astute coaches will not only be able to coach the tactical side of the game more effectively but any advice they may offer is likely to be more accurate and informative. |
| Technical | The ability of the coach to teach the technical side of the game - work with the ball. This can be one of the hardest areas to coach and it may be that a former player is particularly useful here. |
| Working with Youngsters | How successful a coach is at working with younger players - those aged 18 and under in particular. Having a coach who is very good at nurturing young talent can be priceless if just one or two of them develop into useful players. |
| **Mental** | |
| Adaptability | A high Adaptability attribute will enable the staff member to settle quickly predominantly in a new country but also will help a little in settling in at new clubs and new roles. The faster (i.e. higher rating) a member of staff can adapt to their new working environment, the quicker and better they can do their job. |
| Determination | The mental desire of the coach to succeed. This isn't a coaching attribute in terms of coaching a player's mental approach - this is the coach himself and their own innate drive to better themselves. |

| | |
|---|---|
| Judging Player Ability Judging Player Potential | When employing a scout, these two attributes are the first things you should look at. High attribute ratings in these two areas will most likely result in more accurate scouting reports. Judging Ability is important if you have assigned a scout to watch players you intend to bring in or are scouting upcoming opponents. Judging Potential is more important for the scouts you intend to assign to identifying the next generation of soccer talent. At the very top levels, a rating of 15 in these attributes would be considered the minimum requirement, but as you go down the ladder, a good scout can be a highly valuable commodity. |
| Level of Discipline | This reflects the level of discipline the coach is likely to take in his approach. A higher attribute means that the coach will take up a harder line in his approach and keep things strict. A lower one means the coach is a little more relaxed. |
| Motivating | The mental ability of a coach to motivate his players. High motivation will allow the coach to suitably pump his players up not only for a big match, but also in an every day sense - keeping a squad motivated towards their goals is imperative. |
| Physiotherapy | This attribute is exclusively for use with Physiotherapists. Having a Physio with a high rating in this attribute is something you should always look to have. If possible, have at least three Physios with high ratings for this attribute to ensure your players receive high-quality treatment to both prevent and rehabilitate injuries. |
| Tactical Knowledge | The tactical knowledge possessed by a coach. Their experiences in the game, where they've been and who they've worked with will affect the level of knowledge they have. When using this knowledge they may have ideas lesser coaches haven't become familiar with, which is an advantage. |

These attributes are displayed on every non-player's profile page. In addition to this, the staff member will also have a biography panel, his tactical preferences and contractual information displayed to you.

Every member of staff has a Knowledge bar. For more information on staff Knowledge, please refer to section 8.1.

The 'Personal' screen displays similar stats and personality-based information as found on the same screen for playing staff. A non-player's tree menu may also contain links to Scouting Assignments, Coach and Scout Reports, Team Reports and Feedback, and their Playing (if applicable) and Non-Playing career Histories.

## 7.1.2. Coach Reports

You are able to get a report on any one of your own players from any coach employed on your staff at any time. From their Profile screen, select the 'Coach Reports' option from their tree menu. By default, you will be presented with a report compiled by your Assistant Manager on that player, from the dropdown to the top right of the main screen area (which holds the current staff member's name) you can select any member of your backroom staff to make this report. Directly next to the option to choose which member of staff provides the report is an option to change the position of which the coach is analyzing the player. Some players are capable of playing in a number of positions, and so it can be worth getting a number of opinions on a player in each role to determine where he'll truly be at his best.

The report is in a similar style to scouting reports, which are detailed in section 8.0. Players are rated in a number of areas - their ability, strengths and weaknesses - and will receive a star rating from the coach submitting the report. A player can receive up to seven stars depending on the standard expected of their team. A player who meets this standard will receive four stars - from there it can increase to seven or fall as far as one if the player exceeds standards or fails to meet them.

Some younger players may receive a silver star rating on the same scale. This will be the case where the player is not deemed comparable to more senior players and instead more fairly compares them to similarly aged players among a youth standard.

You can get information on these star ratings by holding the mouse pointer over a star wherever it appears in coaching or scouting reports.

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## 7.2. Assistant Manager

Your Assistant Manager has a vitally important role to play in your managerial career. Essentially he is your link to your squad at all times, and is a source of vital information throughout your career. A good Assistant Manager is a valuable asset and a number of managers will endeavor to work alongside the same Assistant wherever they go in their career.

Among the tasks your Assistant carries out are the Team Report and Team-Talk Feedback sections available from the 'Assistant Advice' option, found in the Actions menu on your squad screen. Your Assistant Manager will offer his insight into your squad from the Team Report screen, informing you of who he believes are the strongest and weakest players, and those with the greatest potential, as well as the best players for your current formation.



He will also keep track of how your players react to your pre-match, half time, and full time team talks (all viewable from the 'View Team Talk' menu). The information is held from the most recent match played, as your assistant logs what you said to your players and how they reacted. This can be a useful tool for you to gauge how your player reacts to what you say and perhaps why their performance dropped off so much after half time. Your Assistant also reports on morale and the level of understanding among the squad members; when this is high, your team will perform far better than when it is at a lower level, but at the same time they lend themselves to each other. A good performance by the team will result in a higher level of morale. Should you wish to, you can ask your Assistant to compile a list of players who may be available for loan for a particular position in your team. Select the option from the 'Assistant Advice' section of the action menu, and a report will be compiled in two to three days, presenting you with potential short-term options. Your Assistant Manager is also left in charge if you wish to take a leave of absence, as described in section 4.10.2. Throughout WWSM09, your Assistant will be available to you in a number of ways other than those detailed here, offering advice and help on your daily management of the club.

### 7.2.1. Assistant Manager Feedback

On a match day, your Assistant can be more vital than ever. You have so much to deal with that at times you may not notice things, but your Assistant, with fewer responsibilities, may be more aware of these things. In WWSM09, your Assistant Manager will offer you detailed feedback on how the match is going at 15-minute intervals, and advise you on how to remedy any problems he or she has noticed. The feedback appears on the Match Screen, and can be found in more detail in section 12.3.3.
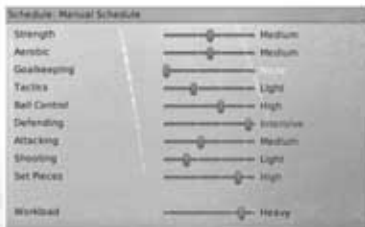
## 7.3. Training

Your players will train every day, with the occasional day off. This is, of course, absolutely necessary for them to attain match fitness and be absolutely prepared ahead of each game. By default it is assumed that your Assistant Manager is in charge of your Training. Should you wish to become more hands-on in your approach, then it's fully up to you to keep track of and control the Training by tweaking the settings.



### 7.3.1. The Training Screen

The main Training screen is split into three panels.

The top left panel lists all schedules currently available for use and the number of players currently training under that plan. The top right panel is the workload panel - this is where you will be able to set the intensity of each area of training. More on that in a bit. The bottom panel lists all of your players, their current training schedule, and any attribute changes they've undergone since beginning their training schedule. There are nine areas of training which affect the overall workload, all of which are slider-controlled.

The screenshot displays the varying levels of intensity you can apply to each area of training. As you increase the slider on these options, the overall workload becomes heavier and your players must train harder but also become more susceptible to injury. Finding a good balance is key. Therefore, it may be useful to create schedules either for each individual player (if you're ambitious and pay a close attention to detail) or position, in order to focus intently on the areas important to those players, while leaving the less important ones alone, thus balancing their overall workload. To create a new schedule, select the 'Schedules' dropdown, then 'New' -> 'Full Time Schedule'.

You may manage these schedules from the 'Edit Schedules' menu. In here, all existing training schedules are held, and by clicking on one you enable the options found at the bottom of the screen. You can import or export training schedules, delete them, or rename them. When importing or exporting, you will need to give the schedules an overall name and then select the individual schedules to load or export.

## Coaches

The 'Coaches' screen, available from the tree menu when on the Training screen, controls how your coaching staff handles training. Each coach is, by default, assigned to work in every aspect of training, unless they are of a specific type (i.e. goalkeeping or fitness), in which case they are restricted to that area only.

Each member of your backroom staff is likely to be particularly proficient in a particular aspect of training. If this is the case, it is worthwhile to assign them to this/these area(s) only. Proficiency in an aspect of training is graded on a star rating, one star being poor while seven stars is excellent. A higher number of stars will increase the effectiveness of the training schedules on your players. A coach with high attributes in key areas, who is only assigned to coach categories he is strong in, will result in a much better training schedule.

In order for your coaches to be as useful as possible to you in your training schedules, you should endeavor to find the correct attributes required for more stars in their area of training.

| | |
|---|---|
| Strength: | Coaches should have a high Fitness rating. |
| Aerobic: | Coaches should have a high Fitness rating. |
| Goalkeeping: | Coaches should have a high Coaching Goalkeepers rating. |
| Tactics: | Coaches should have a high Tactical rating. |
| Defending: | Coaches should have high ratings in Coaching Defending and Tactical. |
| Ball Control: | Coaches should have high ratings in Coaching Technical and Mental. |
| Attacking: | Coaches should have high ratings in Coaching Attacking and Tactical. |
| Shooting: | Coaches should have high ratings in Coaching Attacking and Technical. |
| Set Pieces: | Coaches should have high ratings in Coaching Technical, Mental, and Attacking. |

The 'Summary' panel at the bottom of the screen provides a brief overview of the quality and intensity of your training schedules. Each category has a bar displaying the number of players currently training under that area as well as how intensely they are training.

## Youth

Everything in this section applies to Youth Training. Your youth team players will train together, but bear in mind that as younger players who are still physically developing, intensities will behave differently and you may have to balance and fine-tune things a bit more accurately to get the best out of them. Your senior coaches may work with the youth team, in addition to youth team coaches, if you wish to give them the benefit of their strengths and experience.

# 8.0 SCOUTING

Your scouts are your eyes and ears in the soccer world. While you're taking control of the day-to-day management of your club, these guys are putting in the hours and the miles so you can have as much information at your disposal as possible.

The screen is divided into three main sections - a list of all of your employed scouts, their knowledge levels and their assignments.

## 8.1. Knowledge

Every non-player in WWSM09 is considered to have a certain level of knowledge about a country. Depending on their experience and where they've spent their career both as a player and a manager, they may increase their knowledge of certain areas and indeed hold knowledge about a number of different countries and regions. Take the following example:



The Scout here has full knowledge of Holland and Denmark - he is considered to be among the most knowledgeable people in soccer in these two leagues. He has extremely high knowledge of English soccer leagues, but moderate knowledge of Spanish soccer leagues.

The Knowledge bar doesn't necessarily equate to automatically identifying the best talent in those countries - the scout's attributes and overall ability will play a massive part in that. What it does do is allow you to see where they will do their best work and to assign them to countries they know well. If you do choose to assign a scout to a country he doesn't know, over time he will pick up knowledge from his time spent there and if he is stationed there for a longer period of time, will become more informed about that region.

## 8.2. Assignments

With their knowledge in mind, you can now start sending your scouts off to various parts of the world. Depending on the standing and financial security of your club, the Board may restrict where you are able to send them.

To actually assign a scout, select his name from the box of table rows in the top left panel so that their name



appears in the lower panel. Click the 'Add New Assignment' button to bring up the pop-up dialog box.

From the 'Assign To' dropdown box you can first select a type and then a region to scout in. These pop-out boxes will act either upon a click or by holding the mouse pointer over the desired selection.

If you wish to add various conditions to the search and have the scout only look for certain types of players, you can do this in the same manner as you would set a filter in the Player & Staff Search.

Once you click 'OK' the scout will begin preparations for his assignment. His current status can be found in his assignments list in the lower panel. A scout can have numerous assignments on his list, which he will carry out in order of date assigned.

You can also manually assign a scout to watch an individual player by selecting 'Get Scout Report' from their Actions menu. Select the scout you wish to assign, and then the duration of the assignment. Watching a player over a number of matches will result in a more accurate and rounded opinion of the player. By default, scouts are set to a worldwide roaming assignment, and will each try to cover different parts of the globe in order to provide you with the most reliable and complete view of the soccer world.

As soon as the scout begins scouting, feedback and reports will be filed.

## 8.3. Reports and Feedback

Your scout(s) will file reports on players which are accessible through the 'View Scout Report' from their Actions menu. Typically, a scout may get through a large volume of players on his scouting assignment, and so fortunately collates them into a list accessible from the 'Reports' button next to his name on the Scouting screen. He will give each player an overall recommendation which is displayed in the form of a number of gold stars - more gold stars means the scout highly recommends him. The same method is used to rate each player's Current and Potential Abilities. Your scout will also report on the player's personality and any notes he has made on the likely fee to acquire the player.

Clicking on any player and selecting 'Scout Reports' from their tree menu will allow you to access the scout's detailed reports on the player.

This is the real work your scout does when he's on assignments. He will file a report on the player's strengths and weaknesses and how he may potentially fit into your team; each time the player is watched, the information given will be a little more detailed and revealing. You can view individual scout reports from the Dropdown button towards the top right of the main screen area which will be titled 'Scout: Date'.

# 9.0 PLAYERS

It's a simple fact that to be successful, you need the right players. That's not to say you need the best players, but identifying the necessary players to suit your plans is of paramount importance.

In *Worldwide Soccer Manager™ 2009*, players are as in-depth as they've ever been. This section details pretty much everything you'll need to know about the players, interacting with them, and all the other stuff in between.

## 9.1. Player Attribute Model

It is essential to understand the importance of player attributes in *Worldwide Soccer Manager™ 2009* and how they affect various parts of the game, most particularly the match engine. Attributes are divided into three areas; Physical, Mental, and Technical (with Goalkeepers having their own Technical ratings). The attributes, how they react in certain situations, with each other, and alone, are detailed below, but it's important first of all to outline how attributes work.

Each player is rated on a scale of 1-20, 1 being absolutely terrible, and 20 being elite. Some attributes are defined as 'Absolute', and some as 'Relative'. Absolute attributes are those that are locked to an individual and can't be trained so much, such as Determination and Work Rate. These are generally innate attributes specific to individuals. Relative attributes are those that can be compared to other players in the soccer world, and can be improved on through training and player development. Physical and Technical skill sets are the main areas you'll find relative attributes.

### 9.1.1. Physical

A player with strong physical attributes is one who can potentially fit into a team better than a player strong in only one area in the other attribute groups. If a player is strong in these attributes he'll be able to play a competent game and make sure he isn't embarrassed much should he be less than adequately skilled because he has the required attributes to be a solid soccer player. A skilled and mentally strong player who also has strong physical attributes can be considered a fantastic all-round player, as being strong in all three areas is pretty much what you look for.

| ATTRIBUTE | DESCRIPTION |
|---|---|
| Acceleration | Acceleration is how quickly a player can reach top speed (pace) from a standing start. It therefore ties in very closely with the pace attribute. |
| Agility | Agility reflects how well a player can start, stop, and move in different directions at varying levels of speed (pace). It ties in with the pace, acceleration, and balance attributes as they work together in the Match Engine, especially when a player is running with the ball. |
| Balance | Balance reflects simply how well a player can keep his balance in situations both with and without the ball. With the ball, it refers to how balanced he is running with it and evading opponents, without it, it refers to his balance when facing a player running at him, or his stability when turning/jumping. |
| Jumping | This attribute relates to how high a player can jump from a standing start. |

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| Natural Fitness | How fit a player is or his base level of fitness. It affects how many games he is likely to be able to perform at a peak level of physical fitness in before becoming noticeably tired and susceptible to injury. |
| --- | --- |
| Pace | Pace is a player's top speed. Whereas acceleration reflects how quickly a player can attain their top speed, pace is that top speed; together with stamina and natural fitness is how long they are able to maintain that pace in both short bursts over the course of a match. A player will naturally be a little quicker without the ball than with it. |
| Stamina | Stamina is a player's ability to endure high-level physical activity for a long period of time. With the demands placed on a player over a nine month season, players with high attribute ratings for stamina will be able to perform at their top levels for longer. It ties in directly with natural fitness. |
| Strength | A player's strength is his ability to exert his physical force on an opponent to his benefit. A player with a high strength rating will be able to use it to his advantage against weaker opponents. |

## 9.1.2. Mental

Ideally you'll want every one of your players to be mentally strong. If your players have high mental attributes you're on the right road to success - you'll have a team of determined and committed players who will give their all for the team, while having a nice balance of flair and commitment.

| ATTRIBUTE | DESCRIPTION |
| --- | --- |
| Aggression | This reflects a player's attitude in terms of playing mentality but is not necessarily an indicator of aggression. A more aggressive player will look to involve himself in every incident and get penalized in, perhaps at the expense of a yellow card or two. A less aggressive player may shy away from situations and merely drop into his comfort zone. |
| Anticipation | How well a player can predict and react to an event. If a player has a high attribute here he can read the game well and react to situations quicker than others. This attribute works well with 'Off the Ball'. |
| Bravery | How committed and indeed, brave, a player is. A braver player will risk injury more in situations and a lesser-minded player may shy away. They'll go in where it hurts and lay it on the line for the team. |
| Composure | The player's steadiness of mind and ability, particularly with the ball. When faced with a big goalscoring chance or heavy pressure defensively, a player with high composure will be able to keep his head and more often than not make an intelligent decision which is beneficial to the team. |
| Concentration | This reflects a player's concentration on an event-by-event basis. A high rating here will mean the player can concentrate harder for longer and be able to respond to incidents late in the game just as well as he did early on. Lower concentration will see players lose focus and perhaps become liable to mistakes at crucial times in the match. |
| Creativity | This refers to a player's vision and ability to see a potential opening, not necessarily exploit it. A player might be able to see something to take advantage of but also requires the technical proficiency to pull it off. |
| Decisions | The ability of a player to make a correct decision a majority of the time. This attribute is important in every position but perhaps moreso for central defenders and midfielders, who will see a lot of the ball and have a number of options when in possession. |
| Determination | A commitment to succeed. A determined player will give everything in order to win. This ties in with bravery - players with a high attribute in one of these attributes may also be high in the other as the traits necessary are similar. |

| | |
|---|---|
| Flair | A natural talent for the creative and occasional unpredictability. A player with a lot of flair will be one of the key attacking components in any team but at the same time may need tactical restraint to get the best out of him. Flair and creativity work well together. |
| Influence | Influence is the player's ability to affect events or other players without any intentional effort. Players with high influence will be leaders on the field and teammates will tend to rally around these players. |
| Off the Ball | A player's movement without the ball. Similar to anticipation, this is how well a player, particularly attacking ones, can assess a situation and then move off the ball, making themselves available to receive a pass in a dangerous position. |
| Positioning | Positioning is the ability of a player to read a situation and place himself in the best possible position to deal with the unfolding events. Anticipation will help him in the first stage but in terms of his actual positioning, it comes down to this attribute. A higher rating will ensure the player takes up a better position. |
| Teamwork | How well the player follows tactical instructions and works for and alongside his teammates. A team full of players with a high rating here will work better as a unit. Players with lower ratings will slack off and not 'buy in' to the team ethos. |
| Work Rate | This reflects the player's mental drive to work hard. A high rating will ensure a player wants to work his socks off from start to finish, but he will need the necessary physical attributes to actually be able to pull it off. Nonetheless, it is an admirable trait to have in your team. |

### 9.1.3. Technical

These attributes are the real meat of the soccer world, where the elite are separated from the very good, and the very good from the rest. These are the playing attributes, where you'll be looking for consistent ratings across the board for most of your players, and high-end ratings for the elite players you want to add to your squad.

| ATTRIBUTE | DESCRIPTION |
|---|---|
| Corners | This attribute reflects how well the player takes a corner. Taking advantage of set-pieces is important, and having a capable corner taker to put the ball into key areas is useful. |
| Crossing | This indicates a player's proficiency at crossing the ball from wide areas into the penalty box. |
| Dribbling | This refers to the player's ability to dribble with the ball. This is purely his proficiency with the ball at his feet - his pace, acceleration, agility, and balance will all aid his dribbling in different circumstances, and while a higher dribbling attribute will also help him in different situations, dribbling alone isn't enough. |
| Finishing | The player's ability to put the ball in the back of the net when presented with a chance. A high finishing attribute will put the shot on target a majority of the time as a bare minimum but compared to a player with poorer finishing will find the places where the goalkeeper can't save it. This is purely the ability of the player to perform an accurate shot; composure and decisions will also help a player to score consistently. |
| First Touch | How good a player's first touch is when receiving possession. A higher rating will ensure that the player can trap the ball quicker and put it in a useful position to then act upon. Players with lower ratings here will struggle to control the ball as adeptly and may be prone to losing the ball if closed down quickly. |

| Free Kick Taking | This reflects how good a player is at taking free kicks. It applies to both direct shots at the goal and deliveries into dangerous areas from wider or deeper positions. A player who is proficient in taking free kicks can be a valuable commodity; scoring five free kicks a season and adding five more assists from them can be a huge bonus. |
|---|---|
| Heading | This is a player's competence in aerial situations. Heading applies to all situations and is only about the player's ability to head the ball well. Jumping (and to a lesser extent strength) plays a big part in combination with heading to utilize the attribute to a greater level, as well as a player's height. |
| Long Shots | This is the player's prowess at shooting from a distance outside the penalty area. It is largely a stand-alone attribute, but pay attention to the Player's Preferred Moves which may complement their long shots rating. |
| Long Throws | The ability of the player to perform a long throw, which can be taken advantage of in attacking situations. |
| Marking | How well players, mainly defensive types, mark an opponent. Marking alone will see them do a good job if the attribute is high, but remember that other attributes including strength, off the ball, anticipation and will play a part in the effectiveness of the marking, as well as the comparable physical statures of the two players. |
| Passing | How good the player is at passing the ball. His technique and ability will determine his success at passing over longer distances. |
| Penalty Taking | The ability of the player from the penalty spot. A player with a high rating here will be more confident and capable from 12 yards. |
| Tackling | How successfully the player is at winning tackles and not conceding fouls from such situations. Players with a high tackling rating will consistently win the ball cleanly and be a more capable defensive player. |
| Technique | Technique is the aesthetic quality of a player's technical game and how refined they appear to be with the ball. A player with high technique will be more likely to pull off a tricky pass or a cross-field ball with greater ease than someone less technically able. This, in-turn, affects a number of technical attributes; poorer technique will let a player down. |

## 9.1.4. Goalkeeping

Goalkeepers are often referred to as a different breed. They've got their own set of technical attributes in *WWSM09* which are relevant only to them, and replace the standard Technical ratings (although they may have ratings in some of these areas which will remain invisible - for example, a goalkeeper who often takes penalties or free kicks could have a rating here). Also bear in mind that goalkeepers will also need suitable Physical and Mental attributes to succeed.

| ATTRIBUTE | DESCRIPTION |
|---|---|
| Aerial Ability | This is a goalkeeper's ability to deal with the ball in aerial situations - punching and catching. Goalkeepers with higher ratings here will be able to deal with these potentially tricky situations more capably. Taller goalkeepers may have an advantage as well, but that isn't to say smaller ones will struggle. |
| Command of Area | This affects how well the goalkeeper takes charge of his penalty area and works with his defensive line. A goalkeeper who commands his entire box (i.e. has a high rating) will be instinctive and look to take charge of situations, especially coming for crosses (therefore working in tandem with Aerial Ability). Do note, however, that a high rating only increases his penchant for coming for crosses and not necessarily claiming them all. |

| Communication | How well a goalkeeper communicates with his defensive line and organizes the defensive side of the team. A higher rating reflects a better communicator and will allow your back five (or more) to work better together, ensuring better defensive stability. |
|---|---|
| Eccentricity | This attribute represents the likelihood of the goalkeeper to do the unexpected and typically act completely unlike a goalkeeper. Things like dribbling out of his area will be commonplace if the eccentricity attribute is high. |
| Handling | How securely the goalkeeper holds onto the ball when making a save or coming for a loose ball. Greater handling will be beneficial in unfavorable weather conditions, but in general a goalkeeper who doesn't give up rebounds will be useful. |
| Kicking | The physical capability of a goalkeeper to kick the ball - this purely defines the distance he can reach. His passing and technique ratings will define how accurate his kicks are. |
| One on Ones | The ability of the goalkeeper to do well when faced with an opponent in a one-on-one situation. Higher attributes will see goalkeepers attempt to impose themselves and win the ball with confidence. |
| Reflexes | How good the goalkeeper is at making instinctive reaction saves. If he has a high reflexes rating he will be able to respond to the unpredictable with more success and be able to pull off the highlight reel saves. |
| Rushing Out | How good the goalkeeper is at coming off his line to react to through balls and similar situations. A goalkeeper will benefit from Pace and Acceleration here as well. |
| Tendency to Punch | This determines whether a goalkeeper will catch the ball when he can, or punch it clear. A higher rating reflects a tendency to punch most things clear even when it may be possible to hold onto the ball. |
| Throwing | How good the goalkeeper's distribution with his arms is. A higher rating will increase the accuracy of his throws, although strength imparts on the distance he is able to reach. |

Goalkeepers also have a small number of technical attributes which apply to them. These are first touch, free kick taking, and penalty taking. Complete descriptions of these attributes can be found in section 9.1.3.

## 9.2. Player Profile
The Player Profile screen provides the basic and important information about a player. The majority of the screen is allocated to displaying the attributes detailed in Section 9.1, but the screen also contains stats information, selection details, and his current season stats broken down by competition area. If the player has a picture, it will be displayed on this screen.

The 'Views' Menu, located to the top right of the main screen area, allows you to view the player attributes in another way. The 'Overview' option displays an octagonal shaped graphic representing eight key aspects of a soccer player's game. Inside the octagon is a shape created by the abilities of the player in these areas. The closer to the edge of the octagon the shape is, the better a player is in that area, and therefore a larger shape indicates a quality all-round player.

'Show recent attribute changes' will alter the 'Attributes' view to display an up or down arrow, or a yellow dash to indicate no change, which refer to changes in that attribute over recent weeks from training, injury or individual development.

## 9.3. Personal Screen
The Personal screen provides information on the player's personality. It holds some more stats information, as well as details on his personality, happiness and what the media thinks of him.

If the player is currently eligible to add another nationality to his status, the days completed and days remaining to be served in that country before becoming eligible for citizenship are displayed in a table at the bottom of the main screen area.

## 9.4. Transfer Screen

The Transfer screen provides information on the player's current contract, and any pertinent transfer information that you may want to know, such as which teams are interested in the player.

## 9.5. Positions
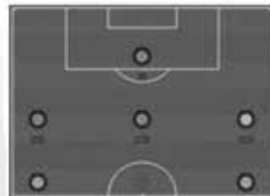


The Positions screen indicates which positions are available. The graphical field display in the right panel of the main screen area indicates the positions the individual is capable of fulfilling and each are color-coded to represent a level of ability playing there.

These correspond with the text descriptions found at the top of the left side panel. Six strengths of position are considered:

| | |
|---|---|
| **Natural -** | This is the player's natural position and the one in which he will perform at his peak. |
| **Accomplished -** | The player isn't naturally at his best in this position but will perform in an accomplished and successful manner. |
| **Competent -** | The player has enough experience and ability to put in convincing performances here, but don't expect any fireworks or long-term success. |
| **Unconvincing -** | The player is playing out of position but will be able to do a decent job for a short period. |
| **Awkward -** | The player isn't likely to be particularly successful playing in this position. He may fill in for emergencies but will be struggling. |
| **Ineffectual -** | The player cannot play this position. You are free to play him there but he will not perform well. |

The screen also displays the competence of a player with either foot as well as any preferred moves he may have. It also displays the number of games he has played in various positions throughout the current season. For example, a versatile player who is predominantly a Defensive Midfielder but can play at Right-Back may have 30 appearances at his primary position but 15 at Right-Back. This allows you to see potential reasons for a player's good or bad performances and indeed, his ability to play in various roles.

Players can also be asked to learn a new preferred move, or attempt to alter their game so as to not use a preferred move as often, thus making it no longer a preference. For more information on this feature, please refer to section 9.10.9.

## 9.6. Stats

The Stats screen allows the user to access detailed yet succinct statistical information on any player at a single click. The screen provides numbers based on standard overall play in both attacking and defensive situations, which you can break down however you see fit. The screen by default uses the Overall stats, but from the 'Competitions' menu found towards the top right of the main screen area you can change this to view statistics from just one competition area.

## 9.7. Training

This screen allows you to check up on and configure individual training details for the player. Please refer to section 7.3 for Training in far more depth.

## 9.8. History

The History section contains four screens which together form a historical record of a player's career. The 'Career Stats' screen is the default option when the History section is chosen - it displays a season-by-season record of a player's league appearances and goals, and for in-game seasons contains more statistical information which is also accessible by selecting the appropriate table row by clicking on the arrow to the left of the season. The 'Achievements' screen lists the time the player spent at each club in a career and any achievements he earned while there.

'Injuries' keeps a record of all injuries sustained by the player, which can be a useful reference when considering signing or selling a player. Finally, 'Media' holds all information regarding comments you, he or the media have made concerning the player's performances or off-field activities.

## 9.9. Notes

In a similar manner to the Notebook feature detailed in section 4.2, this holds all notes specific to the individual from which you are accessing this.

## 9.10. Player Interaction

As a manager, you'll find yourself interacting with players on a daily basis. Not just interaction through the direct interaction module detailed in section 9.10.9, but in more minor manners, such as promoting a player from the reserve team into your senior squad. A majority of these actions are carried out from options found within a player's Actions menu. They are described in this section.

### 9.10.1. Move Players Between Squads

This option allows you to assign players to various squads, most typically a Senior, Reserve and Youth team. As manager, you have the ultimate say in the development of a player and it's up to you to decide when a player needs to be tested further, or when he's not ready or performing at a higher level. You can also assign a player to a team for a period while he recovers from injury in order to allow him to regain his fitness at a lower level where performances and development can be considered more important than the result.

You can also make a player available for the reserve team if he is part of your senior squad. Often you may want a youngster to be part of the first team and to be training with them but you may not have room in your matchday team for him. To keep his fitness up, happiness in check and continue his development, allowing him to play for the reserves will be a positive benefit.

### 9.10.2. Request Physio Report

At any time you have the option of asking one or all of your physios to file a medical report on a player. The report will arrive in your Inbox and the physio(s) will report their findings to you, including any specific recommendations they may have depending on the fitness of the individual.

### 9.10.3. Change Training Schedule

This option acts as a shortcut to allow you to quickly change the training schedule a player is on rather than going through the Training screens.

### 9.10.4. Set Transfer Status

This screen allows you to set the squad and transfer status of a player. You can determine his role from this list of self-explanatory options:

- Indispensable to the club
- Important first team player
- Used in a squad rotation system
- Backup to the first team
- Hot prospect for the future*
- Decent young player*
- Not needed by the club

(* only eligible for younger players)

This can be set for any member of the squad, but for those you wish to sell, you can move on to set your instructions for handling transfer offers, including desired fees and whether the player is 'officially' on the Transfer List.

Once you're happy with your changes, hit 'Confirm' to apply them.

### 9.10.5. Offer to Clubs

If you no longer want the services of a player or your hand is forced into selling him, you can offer the player out to teams your Assistant feels will be most suited to the player's ability and reputation. You can configure the terms of any potential sale in as much or little detail as you like, and can exclude any rival clubs should you not want to strengthen a hated opponent.

If any team decides to take you up on your offer, you will receive a formal bid from them in your Inbox.

### 9.10.6. Move to Affiliate

If your team has an affiliation and the terms allow players to be loaned between clubs, you can designate a loan to such a team from this option. It acts as a suggestion to the player, who has the final call on whether he moves or not. His decision will arrive in your Inbox, usually within 24 hours of asking him to move.

### 9.10.7. Offer New Contract

Offer your player a new contract from this option. Please refer to section 10.4 for information on offering contracts.

### 9.10.8. Release

If you no longer want the services of a player at the club and can't shift him on to another team, you may want to release the player from his contract and make him a free agent. If you decide to do this, you will have to pay off the remainder of his contract, unless you agree a mutual termination with the player. Should he also want out of the club, offering him the chance to leave the club in a mutual agreement for a lower payoff or completely free of charge may be successful - but it will not be in all cases and you may end up merely making the player more stubborn and make things harder for you as he takes offense at being asked to leave.

### 9.10.9. Direct Player Interaction

You can interact with your players in the various manners described throughout this section but in terms of actual one-on-one discussion, the 'Player Interaction' section allows you to comment to or on any player. As default, you can ask him to recommend a signing from teams/players/staff he may have previously encountered in his playing career by simply asking his advice. This can go further, with the appropriate players being eligible to tutor a youngster or learn from a more senior professional. The interaction module changes throughout the season. Player form allows you to make different comments, for example, depending on the situation. If your team is going through a crisis, you can ask any member of your squad to lead a players-only meeting to attempt to address the problems. There are numerous possibilities found here throughout different times of the season. Just visit this screen for any player, belonging to you or otherwise, and see what it holds for you.

### 9.10.10. Preferred Moves

You have the option to ask any of your players to attempt to adopt a specific preferred move to add to their arsenal. Perhaps you have a player with a high Free Kick Taking rating, and would like to encourage him to take these free kicks from long range. Similarly, you might have another player who has good pace and anticipation, ideal for springing the offside trap, and would like him to focus on this during training. To do so, select the appropriate option from the list of Preferred Moves on the Player Interaction screen. A response will follow, and typically the player will set about incorporating this into his training schedule. Preferred Moves can also be removed – another player might have a preference for running down the left flank, but hasn't got particularly good dribbling skills and is right footed. Therefore it makes sense to ask him to try and remove this from his game, which can be done in the same manner as outlined above. Over the course of a few months, these players will do their best to adapt to your request and eventually you will receive an indication of success or failure in their task.

### 9.10.11. Discipline Player

You probably don't want your players walking all over you. They need some form of discipline. Exactly how much depends on your tendencies and how much trust you want to place in your players, but if any of them step out of line, you can discipline them to the tune of an official warning or one/two (maximum) week's wages. Players can only be disciplined if they've committed a misdemeanor. If they act unprofessionally, are violent or are dismissed during a match, or simply haven't put in the performance you expect them to, hit them where it hurts - their wallet. Be warned, however, excessive punishment can lead to you garnering a negative reputation and your players won't like this - and eventually your board won't either. Fine too many players at once for a debatable reason and you'll be hearing from your superiors. Manage it well, and you'll have a squad that keeps in line.

### 9.10.12. Comparisons

Take two players, similar positions; maybe they differ in age, height, weight, whatever. They're comparable. WWSM09 allows you to take two players and compare every facet of their game.

The default behavior for the Comparison section is to offer a comparison to a player you have recently viewed, so if you are intending to compare two players, click to the first player's profile screen, then the second, then choose 'Compare With'. The comparison has three different screens, selectable from the tree menu. By default the 'Attributes' page is loaded, where their stats information is compared, then their attributes matched off against each other. The player on the left has one color bar; the player on the right has a different color. The more of a bar displayed represents a better attribute - although the numerical value is also displayed. The 'Overview' page compares the players using the Overview 'octagon' as described in section 9.2, while the 'Stats' screen compares their statistical season to date.

Using the comparison feature will allow you to make well-informed judgment calls on places in your squad between players or deciding on potential new signings.

### 9.10.13. Misc

The 'Misc', or Miscellaneous section, allows you to give a player a nickname. This will alter his name wherever it is displayed in the game, but in network/internet games, only the local user who has set the nickname will see it - all other users will see the player's real name. If you want the nickname to disappear, select 'Remove Nickname'. This section also contained the 'Create Filter from <player> option, which is described in more detail in section 4.7.2.

# 10.0 TRANSFERS

No matter the squad you inherit, you will quickly identify holes and areas in which your team can improve. The most common method to amend these issues in the soccer world is the transfer market. Improvement may come from adding players, but your squad can also be stronger for the sale of a player. This section outlines the key aspects of wheeling and dealing in WWSM09.

## 10.1. Buying Players

To begin with, you need to identify a player you want. For information on using the Player Search feature, please refer to section 4.7.2. If you've identified a player from this method, or through scout reports or other means, and decide that you'd like to make him a part of your team, the first step is to select 'Make an Offer' from his Actions menu.

| Basic Offer | | |
|---|---|---|
| Offer Type | Transfer | |
| Fee | £2.7M | + - + |
| Transfer Date | Immediate | |
| Flexibility | Negotiable | |
| Decision Deadline | Not Set | |

The Transfer Offer screen allows you to compose your offer in as much detail as you like. Primarily you'll want to concern yourself with the 'Basic Offer' panel. The 'Offer Type' can be one of four typical choices, with a few others being league or country specific. By default, you have the standard 'Transfer' option. This can be substituted for 'Trial', 'Loan', or 'Enquiry'.

Taking a player on trial is something you will most often do with an unattached player, as in most cases a club will be reluctant to let a player spend a trial period at another club. Loans are described in a little more detail further into this section, while 'Enquiry' is a way of asking a club what they may be prepared to accept for a player, or if he is even available at all.

Schecking with the Transfer type, you then need to decide upon a fee for the player. The Information bar at the top of the main screen area indicates the player's current estimated valuation and any fee his club are likely to demand (if made clear) will be displayed here. Unless the player has been transfer listed, you will need to bid an absolute minimum of his valuation to hold the interest of his owners, and most likely have to offer above that to get anywhere.

The other items aren't as 'crucial' but they should still be considered important. The 'Transfer Date' allows you to set when the deal will go through. A lot of the time you'll leave this as 'Immediate' or 'Next Available' to go through at the first possible opportunity but should you not have the required funds at the time, not wish to disrupt your squad, or leave the player to develop at his former team for a longer period, you can have the deal complete at the end of the current season. 'Flexibility' is how much room for negotiation you want the other party to have - 'Negotiable' means you're open to discussion, 'Non-Negotiable' means you're not. The 'Decision Deadline' is when you want a response by, should you be tight for time.

Once you've set the core components of your deal you can begin tweaking it to entice the other team into accepting. For example, you can break down the payment into installments, or offer add-ons based on performance or international recognition. These in particular will be of interest to any prospective selling club as the potential income in months and years to come can help long term financial security and prosperity. There is also the potential to offer a player in part-exchange deal. This will usually only be of benefit if the selling club has an interest in any of your players, which your Assistant Manager will inform you of in the comments panel at the bottom of the screen, as well as any potential needs they may have in order for you to make an informed judgment if offering a part-exchange.

### Loans

Loaning players typically benefits all parties. The player gets first team experience, his owners benefit from the player either developing or not being on the team any more, and the loaning team get a player they presumably want, having offered to loan him. When composing a loan offer you can set the duration of his time at your club, as well as your wage contribution and any fee you may offer as an incentive for his club to accept the offer. If there is any intention to keep the player long-term, you can set a 'Future Fee' which you can meet at any time and offer the player a full-time contract.

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If you are the loaning club, you may want to consider whether the player is able to play in matches against your club, or play in cup competitions (therefore becoming cup-tied should he return to you), and whether you may want the option to terminate the loan early.

## 10.2. Selling Players

Selling players is just as fundamental a part of management as buying. Whether you're doing it to get rid of dead wood, or to ensure financial stability, it's going to happen. If you receive an offer for a player from another club, you can negotiate the deal in the same way as you may have put together a bid as described in section 10.1.

However, if you wish to initiate the sale of a player, you have the power to set the ball rolling. From the Actions menu of a player you wish to sell, select 'Offer to Clubs'. The screen is similar to the Transfer Offer screen in appearance.

Initially set the fee you'd like to receive for the player. Try to consider the target club(s) and what they may be able to afford. If necessary, ask for less up front and more money over a longer period of time or incentive-based payments, available from the 'Additional Fees' section. At the same time though, don't forget you're the selling club - try to get back as much value as you can. One such way is to include an additional clause. If you're selling a young player with potential, try to include a clause where you get a certain percentage of any fee the club may sell him for in the future. If you suspect the player may not get a lot of first team play at his new club, maybe include a 'Buy Back' price, where you can attempt to bring the player back to your club for an agreed fee.

Your Assistant Manager will send the details of any proposed deal to all clubs he deems suitable. If you don't want a player going to a rival club, check the appropriate box on this screen before clicking 'Confirm'. Any interested parties will indicate as much in the days immediately following by making an offer of some kind. From here, it's up to you to negotiate the best deal possible.

## 10.3. Free Agents

If your club is short of money and short on numbers/talent, you'll have to look elsewhere for your additions. The free agent market comes into play here. It's not just for the lesser teams - the big clubs can find some top veteran or out of contract talent in these parts, especially with the Bosman ruling and pending free agents.

You can find all players who are considered free agents by applying a filter on the Player Search screen, as described in section 4.7.2. Set the Filter to 'Contract Status' 'Is' 'Unattached', and all players with no club or contract will be listed. Identify any player(s) you think can improve your team, then begin to offer them a contract.

## 10.4. Offering Contracts

There are two situations when you'll be offering a contract to a player - when you're signing them or when you're renewing the contract of a player on your squad. Both are handled almost identically - you'll be doing the same thing in both cases.

When you opt to offer a contract, the Contract Offer screen will load. The screen is set into three parts - the demands, the offer, and any comments your Assistant Manager feels are necessary.

The player or his agent will indicate the terms they expect to be met as a minimum, and from there it's your call as to the offer you make. Depending on the squad status you are intending the player to have, your board may increase or decrease the available wage accordingly - they'll likely be willing to pay more to a key player. Set his weekly wage to something you can afford and the player will like, and attempt to set a contract length both parties can agree to. If you feel the player may need a little 'sweetener' of sorts to sign ahead of other clubs who may be interested, perhaps offer a Signing-On Fee or some attractive bonuses. The player may already be demanding these, so see what you can afford to match and when you're happy, officially submit the offer to the player. He'll get back to you usually within a few days with a response.

Some players will be harder to deal with than others - you can occasionally gain an insight into their mentality from the way they go about asking for terms on the Contract Offer screen - some will demand, some will require. It may also be worth checking out a player's media history and his personality ahead of negotiations to fully prepare for what you're going to be dealing with. Good preparation will allow contract talks to go a little more smoothly.

## 10.5. Shortlists
Your shortlist allows you to collate and store a convenient list of all players you may have an interest in. For more detail on Shortlists please refer back to section 4.7.3.

## 10.6. Transfer Center
The Transfer Center can be found on the tree menu from your team/squad screen. It is a screen that allows you to see all of your transfer activity in one place and act upon any item quickly and easily. The majority of the main screen area lists all currently active or pending deals. Selecting any one item by clicking on its table row will provide further information in the smaller panel towards the bottom of the main screen area. It will also activate the 'Withdraw' and 'View Offer' buttons.

### 10.6.1. Clauses
The Transfers sections deals exclusively with financial extras involved in any transfer dealings your club has had. If, for example, you are paying for a player in installments, the terms of that will be held here until such time as all payments have been met. Future percentage fees and incentive-based add-ons for both players bought and sold by the club are also found here. It can be useful to check this screen at times to remind yourself that you may still be paying for a deal you made 18 months ago and that's where your unexplained missing $100k per month has gone.

## 10.7. Trading and Drafting
If you have chosen to manage in the U.S. Major League Soccer, you'll find yourself less in the transfer market but instead having to negotiate trades with other teams. In addition, you'll have the annual MLS SuperDraft to attend to.



In its most basic terms, trading is like a part-exchange deal. Team A must give up some assets to Team B to get the assets they want in return. Assets include players from your roster, or draft selections. For example, a typical trade offer may look like this:

You may add or remove items as you please using the appropriate buttons. Once you're happy with your offer, submit it and you should hear back from the other team shortly with their decision or negotiation. The annual MLS SuperDraft is an event where all MLS teams select the best talent aged 18-22 available. Teams will pick in reverse order of the previous season's standings but draft picks may change hands in trades throughout the season, as described previously. In the days leading up to the SuperDraft, the Draft screen will become accessible from the competition tree menu. It is split into two main sections. The top panel contains all eligible players for selection and your current budget status, while the bottom half lists the complete Draft order. Eligible players are those who have chosen to enter the draft from collegiate or high school soccer, or Americans returning from overseas to play in their homeland. Shortly before the SuperDraft, the MLS SuperDraft Combine will take place. This is a pre-draft 'workout' of sorts for the best eligible players to perform and show for one last time what they can bring to potential suitors. Four teams, MLS A/B/C/D, compete in a tournament where each roster is balanced among draftees. Players who perform well here may not necessarily be the best available, but it's certainly an event where stock can rise or fall for individuals so close to draft day. There is also a Supplemental Draft which takes place a week after the SuperDraft and is, as its name suggests, where teams may select additional players.

### 10.7.1. Designated Player Rule

The MLS Designated Player Rule allows each team to sign one player that is considered outside of the Salary Cap regulations per season. A $400,000 contract counts towards the DP's Cap, with the remainder written off and imposed on the team's owner. Each team has one DP slot, which can be traded as an asset, but teams can only have a maximum of two. For the second player, $325,000 of his contract goes against the Cap, not $400,000.

# 11.0 FINANCES

Good financial management is imperative. Your board will expect and demand it. You can be successful on the field but if your finances are in a perilous state you'll be heading down a troublesome road that many teams struggle to come back from.

## 11.1. The Finances Screen

Your Finances screen is accessible from the Finances option on the tree menu of your team/squad screen. It is broken into five sections - a Summary, detailed Income and Expenditure, Salary and Transfers.

### 11.1.1. Finances

The first four of these options largely deal with the day-to-day financial status of your club. The Summary screen gives you a quick and informative overview of how the club is doing. The Income and Expenditure screens break down into more detail the money coming in and going out on a monthly and seasonal basis. The Salary screen gives an indication of where your money is being spent throughout the squad - not an individual list but an analysis by squad status.

It is very much worth taking some time throughout the season to check this screen thoroughly to make sure you're fiscally responsible. Some soccer league authorities will punish teams who enter administration with a points deduction, and if things get really bad, creditors may take control of your team and accept any bids made on your players to alleviate the financial problems you are in.

### 11.1.2. Managing Wage and Transfer Budgets

You also have the option of managing your wage and transfer budgets so that you may, for example, move some funds from one area to another to maximize the benefits you are able to make from your balance. To do this, navigate to the Board Room screen and select 'Make Board Request' and 'Adjust Wage and Transfer Budgets'. Your board will indicate their thoughts on the matter and indicate any changes they are willing to allow you to make. Depending on the financial situation at the club, these changes may be restricted somewhat.

# 12.0 THE MATCH

So, with everything prior to now set and explained, it's probably time to play a match. *WWSM09* features a 3D view of proceedings, so the action is more realistic more detailed than ever before.

## 12.1. Preparing for the Match

Before you click 'Go to Match', it's advisable to make a few checks and observations. The information made available to you on the 'Preview' indicates which players are unavailable from each team for the match, as well as the referee and weather, and details of historic records between the sides. Take this all into account when settling on the team you're putting out. Consider whether you're at home or away, and your respective record - and indeed the opposition's.

Once you're happy with the team for the match, click the aforementioned 'Go to Match' button to Continue the game and advance to the pre-match build-up.

## 12.2. Pre-Match Build-Up

The first stage of the build-up is the line ups and analysis screen. The Line Ups screen displays the formation and personnel deployed by each team for the match, while the analysis screen informs you of any potential milestones which could be reached in the match. The screen also holds the predictions information - match odds, key players and a pundit's prediction of what's ahead over the next ninety minutes.

At the bottom of the left menu bar is the match speed slider, which controls the speed of the clock.

When you progress from this screen, you'll be taken to the Team Talk screen. This is your final chance to talk to your players before kickoff, a chance to give them some final instructions and words of wisdom. What you say to them now can have a massive effect on what happens over the next 45 minutes, so choose wisely. You can set an overall team talk to the entire squad, or talk to each player individually, or a mixture of both. Alternatively, you can use the 'Ask Assistant' button to have your Assistant Manager take the team talk.

Now is also the opportunity to give your team specific instructions to take to opposition players, from the 'Opposition Instructions' tree menu option. Select a player from his table row to bring up the tactical options in the right panel and then configure marking, closing down, tackling and footwork options.

Once you've done this, you'll be taken to the match screen ahead of kickoff.

## 12.3. The Match Screen

The match screen has a number of different views, all available from the tree menu, and a number of different items you can interact with during the match. It looks like this by default, from the traditional 'Overview' screen.

The tree menu options can be described as follows:

**Overview:** The standard and traditional view for a match. Holds the current score, goalscorers and key events from the match, as well as the uniforms the teams are wearing, and miscellaneous information like data, venue, competition, weather and referee. As its name would indicate, this is an overview of the match.

**View Match:** The action goes on here. As an automatic event, any time there is a key event, the match screen will change from whichever screen you 'rest' on (by default this is the Overview screen) to the action. During the match you can click on any player icon to identify him by name.

### 12.3.1. Full Field View

The Full Field view takes you from the main Match Screen, familiar for years in *Worldwide Soccer Manager™*, to a brand new match screen designed specifically for the 3D match view. The primary and majority focus on the screen is, as you'd expect, on the field and what's going on. To the top left is the scoreboard, and to the top right is a 'Match Day Info' dropdown box, allowing you to select any number of the items usually found on the left-hand side view and use them as a pop-up box in the Full Field view. These are all completely free to be positioned anywhere on the screen and can be closed at the click of the red 'x' button towards the top right of each 'widget'.

Along the bottom of the screen is the Match Time bar, which will log moments of note and incident for quick reference when playing the match back, and in each corner is an indicator of which player currently or last had the ball for each team.

The 'Advanced Controls' button expands to allow the user further control over what they watch. The 'Camera' dropdown presents a list of different views from which the match can be watched – for example, a 2D top-down view is still available, but so is a TV camera, and a Main Stand camera, and a number of others. From here, you may also configure whether replays are shown or not, as well as toggle the speed of the match action, and the saturation level of highlights shown, all also found on the tree view outside of the Full Field view.

## 12.3.2. Paneled Field View

The Paneled Field view displays the action shown while remaining in the traditional Match Screen. The Tracker Bar remains along the bottom of the panel with the action above it, but all other options are in their 'usual' places.

**Stats**: The Stats section expands to hold the match statistics, action zones, and detailed statistical references for both teams from the match in progress. Hold the mouse over a column header to see what the abbreviation refers to for that statistic.

## 12.3.3. Assistant Manager Feedback

This section also contains your Assistant Manager's feedback from what's going on during the course of the match. The screen is broken up into four panels – a Pre-Match comments list based on perceptions and feelings the Assistant has picked up on; a comment on Statistics; some observations about the Performance in general, and Tactical thoughts and ideas.

The Performance panel also has a 'Views' dropdown list allowing you to see what your Assistant Manager has had to say at 15 minute intervals throughout the match, a useful tool for identifying trends in the match or whether your changes have been having the desired effect.

**Latest**: Select this option to view the latest scores from all games going on in your saved game at the same time as yours, and for up to the minute goal updates, vidiprinter-style. If you are in a competition where a league format is used, a live league table will be present here as well, so for those tense last day of the season games you can be right up-to-date with where events place you.

**Formations**: Check the formation being used by the opposition at any time. The screen also displays your own formation, but you should know the formation you're using.

**Split View**: The split view screen allows you to view any combination of the screens available side-by-side (except any match action view). From the dropdown list at the top of each panel, select the screen you want to use in that area.

**Report**: All match commentary is stored here for reference. Click on an event to view the action.

**Post Match**: The post match 'wrap-up' details any milestones listed pre-match that have been met over the course of the match, as well as a final pundit analysis and a review of the key player from both teams and how they fared.

In addition to the tree menu options, the Actions menu has some controls to control what exactly you see. In addition to the match speed slider the user can also toggle whether replays are on or not, and the saturation of highlights they receive. If you're ambitious and have some time on your hands you can view the 'entire' match (note, this is not actually 90 minutes), extended highlights, just the key events, or none at all and watch the game with just commentary text.

Once you're happy, kick off!

At half-time and full-time you will have the opportunity to offer a team-talk to your players. The half-time team-talk will generally be about what has happened in the first half and what you expect to happen in the second half, while the full-time one will be of a reactionary nature to the result. As with your pre-match team-talk, take care in what you say to your players, as it can have a strong effect on how they handle things from that moment on, particular half-time team-talks.

If, at the end of the match, you wish to save it for later viewing in the external match viewer (available from the 'View Match' option on the Main Menu), click 'Save' from the left menu bar and you will be prompted to save the match .pkm file to My Documents\Sports Interactive\Worldwide Soccer Manager™ 2009\ matches.

# 13.0 MISCELLANEOUS ITEMS

## 13.1. Bookmarks

You have the ability to bookmark any screen in the game in much the same way as you'd bookmark a webpage in an internet browser. From any desired screen, select the 'Bookmarks' menu from the menu bar and then the 'Add to Bookmarks' option. The link will then stay in that menu until such time as you wish to change it, allowing you to access your favorite screens in just two button clicks.

You can set any screen to be your Home Page as well, by selecting the 'Set as Home Page' option from the 'Bookmarks' menu. For more on your Home Page, please refer to section 4.9.

## 13.2. Data Editor

The Soccer Manager Data Editor is a powerful application that allows the user to modify the *Worldwide Soccer Manager™ 2009* game database. For help using the editor, please visit the Community Forums at http://community.sigames.com/

## 13.3. Game Updates

The game may go offline for maintenance but work will continue on WWSM09 up to the release date and beyond as Sports Interactive strive to improve all aspects of the game. At times, updates for the game will be released containing critical fixes and enhancements - these will be in the form of a 'patch', first news of which will always be available from the SIGames website, www.sigames.com.

WWSM09 has a feature allowing the user to check at any time whether they are running the absolutely latest version of the game. Click 'Game Updates' from the Main Menu and the game will perform this check and advise you accordingly.

Once you've downloaded a patch, double-click the launch icon and it will take a short moment to self-extract the patch application. From here, it's simply a case of clicking 'Update' from the auto-patcher and allowing the game to be updated. When it's finished, exit and load your updated WWSM09.

# 14.0 MULTI-MANAGER, NETWORK AND INTERNET PLAY

WWSM09 isn't just for single user play - it supports multi-user and network play. Indeed, there are a lot of fans who believe the game is best played with multiple human users. If you would like to play in this manner, pay attention to the information in this section.

## 14.1. Hot-Seat Play

Hot-seat play refers to multiple users acting on the same single saved game at the same computer. To initiate this, the user should first create a new game as normal. Once this has been done, to add new managers, either select 'Yes' if/when prompted, or select 'Add New User' from the 'Options' Menu as described in section 2.3. Once you're happy with the number of users entered, play as 'normal'. When one user has completed their tasks for the day and has clicked 'Continue', the game will then move onto the next user. When all users have clicked 'Continue', the game will progress.

## 14.2. Network Play

Network play allows the user to play WWSM09 against other humans over either a local area network or the internet. You can either be the host of such a saved game, or merely join a saved game hosted by another user.

To start a network game as the host, create a new saved game as has been described in this manual. Make sure the 'Run as Server' box is checked in the 'Preferences' - this will allow other users to join your saved game. 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. From the 'Options' menu, go to the 'Game Status' screen and note the 'Server IP Address'. You will need to provide this to anyone you intend to allow into your network game.

If you are joining a network game, all you need is the IP address from the host. From the Main Menu, select 'Network' and then select a server. If no servers exist or the server you wish to join isn't there, enter the IP address from the 'Join Other Server' option located to the bottom of the tree menu. You should join/re-join the network saved game.

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# 15.0 TROUBLESHOOTING

Should you experience a problem with *WWSM09* at any time, the first plan of action should be to consult the Sports Interactive website and in particular the SIBase, which can be found at http://www.sigames.com/sibase.php. This acts as an online support section for all of Sports Interactive's games and contains help and solutions to a number of problems. Check through the entries marked 'TROUBLESHOOT' and if necessary the 'HOWTO' instructions, and if there is still no solution, check the community forums at http://community.sigames.com/ where a member of the WWSM Team may be able to help you further.

## 15.1.1. Important Information regarding Anti-Virus Software and *Worldwide Soccer Manager™ 2009* Files

Please note that due to the nature of *WWSM09*'s files changing and updating during play, some anti-virus software can unfortunately flag these as dangerous files and by acting on them, can make your saved game corrupt or unplayable, or ruin some in-game data.

It is recommended that you configure your anti-virus software to exclude all Sports Interactive folders from its scan. Please refer to your anti-virus software for information on how to do this. Alternatively, you can simply choose not to run a scan while *WWSM09* is loaded.

Following this advice should ensure your *WWSM09* experience suffers no issues on the part of anti-virus software.

# WORLDWIDE SOCCER MANAGER 2009

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