



FOOTBALL MANAGEMENT ON YOUR TV!

SI Games' classic is coming to the Xbox 360™ on the 31st March 2006...

Football Manager™ 2006 will make its debut on the Xbox 360™ this spring and the indications couldn't be better. For the first time console gamers will be able to pick up the most popular and comprehensive football management sim ever. Now SEGA and Sports Interactive have confirmed the Xbox 360 version will be the same full version that has enjoyed unparalleled success since its October 21st release on the PC and Mac, but with a different and exclusive network mode for Xbox Live.

At last, console gamers will be able to kickback and experience football management like never before! Football Manager™ 2006 for Xbox 360 weaves its way past the opposition and slots one into the back of an empty net. With, hundreds of divisions across 50 countries, 275,000 players and staff, the degree of depth is undeniable for even the most vocal of rival managers!

All features from Football Manager™ 2006 will be incorporated, including training, the revolutionary 2d match engine, full and accurate rules for all leagues and player data. Not only this, but Xbox live offers brand new features not seen before, even on the PC version, which will be revealed to all in the coming months. Once again Football Manager™ has played a blinder, thrashing the opposition to raise the bar and reign supreme as champion of the management sims!

"Finally a home console system is being released that can do Football Manager justice", comments Miles Jacobson, Managing Director of Sports Interactive. "We promise the most in-depth console management experience ever! "

Football Manager™ 2006 for the PC has so far spent four weeks at the top of the UK charts, and also topped charts in France, Benelux, Sweden, Denmark, Norway and Portugal, selling over 100,000 copies in its first week of release in the UK alone.

Features for Football Manager™ 2006 – Xbox 360:

Xbox Live

Up to 16 player Live play

To be revealed...

All new achievements section...

Build your reputation and track your progress with a new achievement page that recognises all your accolades from clean sheets to league titles, allowing you to track your progress against other users.

Rich Presence...

Want to see how your mates are getting on in their own game? Well the new rich presence option allows you to track their progress online, and see exactly how they are doing at any point in their game.

In Game

2d Match engine...

Ex-Liverpool and Republic Of Ireland legend Ray Houghton has provided his expert insight as part of SI's wholesale improvement of every aspect of the match engine. Now matches are as real as it gets.

Training...

Coaching your players easily and quickly training module brand new to Football Manager allowing you to ensure you get the most from your staff and you can easily monitor the effects of your routines. Whether you develop your youth system or retrain a player's position, training has never made such a difference to your side.

Team-talks

Use new half-time team talks to motivate individual players. You must decide whether to issue a rollicking or use the softly-softly approach to coax your side into putting in a better performance. At full-time you can address your players too, choosing your words carefully to avoid a backlash from huffy stars.

More tactics...

Options on the chalkboard are more wide-ranging than any other. Now you can fine-tune more tactics in more depth, ask players to interchange positions, give more precise target man instructions and even indulge in a bit of time-wasting.

Player Stats Indicator...

Don't want to spend hours searching through a players stats, well the all new Player Stats Indicator allows you to assess a players talents at a glance, exclusive to the Xbox 360

Injury module

Get information on player injuries and how they can be treated direct from your physios, rather than you having to request information from them.

Go one-on-one... Unhappy player interactions

Interact with unhappy players to meet problems head on and try to reverse the low morale of key members of your squad. Dropped a player for a big game? You'll have the man himself to answer to.

Manager contracts

In response to demand from FM fans contracts have been included so you can negotiate your terms of employment with the board and even haggle over transfer funds, giving you more power as a boss.

Take a snapshot

You've got your own homepage that offers an overview of the key stats and info that really matter to you as a manager. Here you can glance at your budget, fixtures and tons of other stats on the same page.

Touchline commands

Shout instructions from the dugout with the 'quick tactics' option, so you needn't wait for a break in play to direct your players.

Tactics panel

Edit your team's individual tactics on a straightforward, single screen. You'll really feel as if you've got the players in a huddle while you dish out your instructions.

In-game tutorial

An essential guide for the Football Manager newcomer linking to all the screens you'll need to ensure you can enjoy every aspect of the world's best management game.

Referee profiles...

Now the boys in black have profiles so you can see exactly how harsh they'll be. A league table of refs' performance will help you prepare your side to avoid strife with the man in the middle.

Instant replay

Key highlights are replayed immediately so you can pick apart every crucial moment of a game. Where did it all go wrong? What did you boys get right? You'll have a better idea in FM2006 than ever before.

More, helpful new screens

New Player Form and Player Stats screens cut through the pages of stats to give managers an at-a-glance guide to their players' performances.

More faces...

Football Manager's legendary database of players, managers and staff is always increasing and now boasts over 275,000 in Football Manager 2006 - a move that breathes more life into an already teeming football universe.

Bigger choice...

Select from well over 5,000 teams in 50 countries to ensure you never face the same managerial challenge twice.

More analysis...

An advanced positions feature complements the basic version so you can judge exactly how well players will perform in unfamiliar roles and uncover their preferred moves.

Media interaction...

Reflecting the increasing importance of media in the modern game, FM 2006 uses a new 'player bio' system to generate thousands of news stories to flesh out the personalities in the game. There'll also be far more media hype and feedback from experts and fans through the Press in stories that go into more detail than ever before.

More official...

With a raft of new licences, there are more official kits in Football Manager 2006 than ever before. Plus, kits have been visually enhanced in the game, thanks to community support.

Hi Definition TV...

Experience the best view of FM ever with a HD skin only on the Xbox.

About Xbox 360

Xbox 360 is the next-generation video game and entertainment system that places gamers at the center of the experience. Available this holiday season in Europe Japan and North America, Xbox 360 will ignite a new era of digital entertainment that is always connected, always personalised and always in high definition.

About Sports Interactive

Sports Interactive (SI), is the world's leading developer of sports management simulations for home computers. SI's pillar titles cover a range of sports, including football (the Football Manager series), ice hockey (the NHL: Eastside Hockey Manager series) and baseball (Out of the Park Baseball). Founded in 1994 and based in Islington, North London, SI has a full-time staff of 35 and employs the services of more than 1,500 part-time researchers across the globe. The company's games have enjoyed an unparalleled history of commercial and critical success, with five of its creations among the UK's Top 20 best-selling PC games of all time. In 2004 SI signed an exclusive five-year agreement with SEGA which will see all games it produces within that period published by the global computer and video games giant. Further information on the company and its games is available from the SI website, www.sigames.com.

About SEGA Europe

SEGA Europe Ltd. is the European Publishing arm of Tokyo, Japan-based SEGA Corporation, a worldwide leader in interactive entertainment both inside and outside the home. The company develops, publishes and distributes interactive entertainment software products for a variety of hardware platforms including PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Computer Entertainment Europe. SEGA Europe's web site is located at www.sega-europe.com.