



FOOTBALL MANAGER

2018

ONLINE MANUAL



HEALTH ISSUES

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

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

PRODUCT CARE

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

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

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

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

The **Football Manager™ 2018** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player.

The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

FOOTBALL MANAGER 2018

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PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development.

INTRODUCTION

Welcome to Football Manager™ 2018

Football Manager™ 2018 is the latest instalment of Sports Interactive's football management series. We've once again strived to continue making the ultimate football simulation and we're glad you're a part of that.

If you've played any of our previous titles, then you may already class yourself as something of an expert – but there's information in this manual for all levels of manager. If you're new to the series, this manual, in addition to the in-game help system, aims to fully acquaint you with every aspect of Football Manager™ 2018.

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, head to our thriving community at <http://community.sigames.com> and you'll find plenty of people from Sports Interactive and the Football Manager™ world to discuss things with.

You can also find out what's new in Football Manager™ 2018 on our community forums and our range of Social Media feeds. You can find us on Twitter, Instagram, Snapchat and Facebook @footballmanager with hundreds of new features covered for you to explore before diving into your first saved game.

INSTALLATION

System Requirements

The System Requirements necessary to run **Football Manager™ 2018** are as follows:

	PROCESSOR	GRAPHICS	MEMORY
Windows Vista/7/8/10	Intel Pentium 4, Intel Core, AMD Athlon, 2.2GHz+	NVIDIA GeForce 9600M GT AMD/ATI Mobility Radeon HD 3650 Intel GMA X4500 256MB VRAM	2GB RAM 7GB HDD
Mac OS X 10.8.5, 10.9.5, 10.10.5, 10.11.6, 10.12.5, 10.13	Intel Core 2 – 1.8GHz+	NVIDIA GeForce 9600M GT AMD/ATI Mobility Radeon HD 3650 Intel GMA X4500	2GB RAM 7GB HDD
SteamOS, Ubuntu 14.04.5 LTS Linux	Intel Pentium 4 Intel Core AMD Athlon 2.2GHz+	NVIDIA GeForce 9600M GT AMD/ATI Mobility Radeon HD 3650 Intel HD Graphics 3000/4000	2GB RAM 7GB HDD

Earlier cards or laptop chipsets may only display 2D Match Viewer Mode and are not supported.

On Windows these may require the DirectX 9.0c SDK installed.

Laptop versions of these chipsets may work but are not supported.

Input – Keyboard & Mouse. Online play requires broadband connection.

Note: The game's performance and/or graphical quality may differ according to your computer's hardware and/or video card. Computers with high-performance hardware will provide the best game performance.

Installing Football Manager™ 2018

Via Steam

If you have purchased the game via Steam, follow the on-screen commands after purchasing and licensing the game.

Once installed, click on 'Play' to launch.

Via Physical Media

Windows/Mac OS X

Insert the Football Manager™ 2018 disc into your optical drive and wait for the installation process to begin. From here, follow the simple on-screen steps to install the game. You will be required to enter a licence key, which can be found on the back of the printed manual. If you have purchased digitally via a third party, they will be responsible for the delivery of your activation code.

Linux

Open a web browser to <http://store.steampowered.com> and click the 'Install Steam' link. Once installed, run Steam and select Games-Activate a Product on Steam, then enter the licence key supplied.

Football Manager™ 2018 requires Steam for PC, Mac and Linux. Steam is an online system that will automatically update your game if there are patches or data updates available, and also provides exclusive downloads and "achievements" for Football Manager™ 2018 to track how you are doing in the game compared to your friends. You can also play the game on any computer that has an internet connection without needing the DVD.

Important Information Regarding Steam's Offline Mode

Football Manager™ 2018 will need Internet access for its activation process because Steam is a network-based platform. FM2018 customers that do not want Steam to connect to the Internet can launch the Steam client in 'Offline Mode' after installation. Internet access after installation of the game will only be needed to apply game patches or Steam updates, play online games or use any of the uploading features included in FM2018.

To set Steam to Offline Mode, please follow these instructions:

- 1) Start Steam whilst being connected to the Internet. Make sure that the "Remember my password" box on the login window is checked.
- 2) Verify that all game files are completely updated and that there are no current downloads on Steam ("Library" -> 'Downloads').
- 3) Launch the game(s) you would like to play offline to verify that there are no further updates to download. Shut the game(s) down and return to Steam once you have confirmed that the game(s) can be played.
- 4) Go to 'Steam' -> 'Settings' and ensure that the "Don't save account credentials on this computer" option is NOT selected.
- 5) Click on the top left 'Steam' menu and select 'Go Offline'.
- 6) Select 'Restart in Offline Mode'. This will restart the Steam client and it will no longer connect to the Internet when it is launched.

If you would like to reconnect Steam to the Internet in the future to download game updates, activate new products or play multiplayer modes on your games, please select 'Go Online' from the top left 'Steam' menu.

BEGINNER'S GUIDE

Welcome to Football Manager™ 2018! We've created a beginner's guide to walk newcomers to the series through getting to grips with the various aspects of management, and to hopefully answer any questions that might come up along the way.

Your first step will be to create your managerial profile and begin a new Career. Follow the steps provided on-screen, choose a team to manage, and hit 'Quick Start' to get started. Please refer to specific sections of this manual for in-depth explanations of these areas should you require them.

Football Manager™ is, as the name suggests, a football management simulation in which time advances upon clicking the 'Continue' button found in the top corner of the screen. Although time exists as a fundamental concept, whenever the game returns from processing time forward, the 'clock' effectively stops for you to go about your business in as much (or as little) depth is required to action the items of the day. 'Continue' will move through your calendar incrementally; days become weeks, weeks become months, months become years, and so on.

Your Inbox, Your Home

Your 'Inbox' is the central point around which your experience is built. Communication crucial to the management of your chosen team will be delivered to you in a prompt and timely fashion – the game will bring you back from processing whenever your input is required – and the majority of your key decisions and actions will be taken in response to content arriving here.

Look at things that interest you

Whenever you move the mouse cursor around the screen, it will highlight people, clubs, and other entities you can click on and interact with by underlining them. Take some time to do this to familiarise yourself with the layout of various screens and with the scope of what you, as manager, are able to do, and what the consequences – both positive and negative – are.

Become familiar with the look and feel

The sidebar on the left of the screen is the primary navigational tool providing you with quick access to all key areas of your team. Each screen also has a horizontal bar containing tab menus sitting below the 'menu bar' at the top of the screen, which features a contextual menu as well as a free text search box for swift navigation around your game world. Please refer to the User Interface section of the manual for a more detailed breakdown.

After reading through the first few items in your Inbox, it makes sense to devise a tactic and pick your first team. Select your team by selecting your desired players, per position, by clicking on each 'Pick Player' button. If you'd rather your Assistant Manager pick the team for you to begin with, the 'Quick Pick' button will select an appropriate team for the upcoming match based on player availability and fitness, as well as their suitability to each position and role.

Taking the time to explore each section of the sidebar, and the many sub-options therein on each screen, will help you become far more acquainted with Football Manager™ and, in turn, increase your enjoyment of playing. There is help at hand in almost every area by clicking on the '?' icon underneath the 'Continue' button, as well as more integrated assistance in the form of delegation/automation to and from your capable backroom staff team.

Don't be afraid to ask for help

The 'Responsibilities' tab on the 'Staff' section of the sidebar will allow you to delegate any number of tasks to your responsible and reliable backroom team. It can be advisable to do this in the short-term whilst getting to grips with the scale of your managerial task, before taking back some of the responsibility when you feel more attuned to handling them. The more you explore and the more you play, the more comfortable you'll become with some of the more complicated areas of management, and hopefully your enjoyment will continue to increase!

Keep your players happy

A happy team is a winning team, and very little is more important to your chances of success than ensuring that your players remain happy. Pay close attention to each individual's (and therefore the squad's collective) morale and personality, and be aware of their short- and long-term happiness, details of which can be found on their 'Information' screens. They will often come to you directly with their concerns, and how successfully you deal with them will go a long way to determining whether or not you succeed in your job.

Be patient!

Clichés become clichés for a reason – there is inherent wisdom in there somewhere – and Rome really wasn't built in a day. Be ambitious, but remain realistic at the same time, and understand that there is a learning curve involved here. You can enjoy Football Manager™ as a complete novice by heeding some of the advice in this guide, as well as the myriad of helping hands provided in-game, and you can in turn use the experiences you encounter in your fledgling days as a manager to sharpen your skills as you become more knowledgeable and comfortable in your surroundings.

GETTING STARTED

Launching the Game

To launch Football Manager™ 2018, double click the shortcut icon on your desktop or click 'Play' from within Steam.

The Start Screen

When the game has loaded, you will be presented with the Start Screen. The 'What's New' section details a host of information about all of the new features to be found in Football Manager™ 2018.

The table below describes what the various options available to you on this screen do.

ACTION	DESCRIPTION
Load your most recent saved game	The first option you'll see on the screen is to pick up where you left off by loading your most recently-played saved game. You'll see how long ago you last played it as well as the saved game name itself and details of any managers in it.
Load Game	Select a different saved game to load up.
Join Online Game	Join an Online Game.
Edit Manager Appearance	Adjust and tailor your existing Manager's appearance.

ACTION	DESCRIPTION
Career	Begins the process of starting a brand new game of Football Manager™ 2018.
Fantasy Draft	All players are released into one giant pool, allowing you and your friends to select them one at a time in a draft format. Pick your best team and go head to head with others to see who can put together the most formidable squad!
Online Career	Start a new saved game and host it online, inviting your friends or other participants to join in.
Create-a-Club	Begins the process of starting the Create-a-Club mode, which allows the manager to create their own personal unique club to manage and tailor, from kit colours and stadium details to the specifics of their playing squad.

ACTION	DESCRIPTION
Preferences	Configure your game Preferences. Please refer to the following section for greater detail on each of the preference options.
View Match	Load up a saved .pkm match file and re-watch some of your greatest moments!
Online Game Preferences	Configure your Online Game Preferences. Please refer to the following section for greater detail on each of the preference options.
Credits	The people responsible for making Football Manager™ 2018.
Manual	Clicking on the 'Manual' button will load the Football Manager™ manual.
Leaderboards	Check out the Football Manager™ 2018 Leaderboards and see how you fare against the best around the world.
Quit	Exit Football Manager™ 2018 and return to your desktop.
Downloads	Access the Steam Workshop to download and purchase additional content.

Game Preferences

The following options are all found on the Preferences screens and allow you to configure how Football Manager™ 2018 acts and behaves.

OVERVIEW

A general overview of the most important preferences. You can configure each of these areas in greater detail from the appropriate sub-tab within the Preferences section, or by clicking on the 'More <Preference Type>' option within each sub-panel on the overview screen.

GENERAL

Language	Select which language you wish to play in.
Publish Languages	If you have created your own language files, use this option to Publish them to the Steam workshop.
Currency	Select which currency you wish all monetary values to be displayed in. All major currencies are represented in the game with appropriate exchange rates taken close to the release of the game.
Wages	Display wages in-game in either a weekly, monthly, or yearly format.
Skin	Select which skin you wish to play FM18 in. The Football Manager skin is the default game skin but you can also download skins created by community members and others as well.
Window Mode and Resolution	This list presents every possible resolution and display your PC is able to run Football Manager™ at.
Size of Text & Images	Select the size at which text and images are displayed. From the default, you may zoom in or out at various ratios depending on the specifications of your PC.

MATCH

This PC's 3D Graphics Capability	This rates, out of a maximum of five stars, how good your current system is at running the 3D match display.
Use sound in match	Turn sounds on and off here through ticking and un-ticking this check box. You can also configure the volume of sounds in-game on a sliding scale from 0 (muted) to 10 (loudest). Use the 'Test' button to try out your settings.
Play Background Music	Turns any background music on or off through ticking and un-ticking this check box. You can also configure the volume of sounds in-game on a sliding scale from 0 (muted) to 10 (loudest). Use the 'Test' button to try out your settings.
Graphics Quality	Set the level of 3D graphical detail you see on matchdays. Choose from Very High down to Very Low detail according to the capabilities of your graphics card.
Highlight Mode	Configure the saturation level of highlights you wish to see during matches. 'Full Match' will show you absolutely everything that happens; whilst 'Comprehensive' will show a large portion of affairs. 'Extended' covers a healthy chunk of proceedings. 'Key' shows you the notable incidents, and 'Only Commentary' will play the match out simply with textual descriptions.

SAVING

Enable Data Collection	If you wish to allow Sports Interactive to collect certain data to help us develop our games, and use the information to help us make decisions in a more informed manner, tick this box.
Use Auto Saves	Configure whether you would like to enable automatic games saves or not.
Auto Save Interval (Every)	Select the regularity with which you wish the game to automatically save. This can range from a single day through various increments of weeks and months, as well as having the option to save after matches.
Auto Save Type	Choose whether you wish to have the game save repeatedly over one single file or for it to create a series of rolling files from as few as 3 to as many as your hard drive can store by using the 'new file for every auto save' option.
Use auto save type when saving manually	If you wish to use the auto save type settings when saving the game manually, tick this box. For example, if you have chosen 'New File for Every Auto Save', it will create a new saved game file every time you save manually.

SOCIAL NETWORKS	
Login/Logout of Twitter/Facebook/YouTube	Sign into or logout from your Twitter, Facebook and YouTube accounts. A saved game must be loaded in order for you to do this.
YOUTUBE UPLOADS (When signed into YouTube)	
Resolution to Upload Match videos in	Select your desired resolution for saving YouTube content from Football Manager™. Please note that saving higher resolution videos will take up more hard disk space.
Save a copy of uploaded videos in the location of your game files	If you wish to retain a local copy of all uploaded YouTube content, tick this box.

INTERFACE	
Window Mode & Resolution	This list presents every possible resolution and display your PC is able to run Football Manager™ at.
Size Of Text & Images	Select the size at which text and images are displayed. From the default, you may zoom in or out at various ratios depending on the specifications of your PC.
Use kinetic scrolling	Enable or disable kinetic scrolling, which slides in a smoother fashion compared to conventional scrolling. If enabled, you will then be able to configure the speed at which the scrolling occurs.
Confirmation Dialogs	If you wish to reset any dialog messages you have disabled during the course of playing the game, click this button and they will all return. This is a catch-all option rather than one allowing selective resets.
Show In-Game Editor in the Menu Bar	If you have purchased the In-Game Editor, ticking this option will ensure it is displayed in the Menu Bar, whilst unticking it will remove it.
Display icon after items you've created a note for	If you've created a note on a game object and would like a small visual indicator of having done this wherever the object appears throughout the game (typically in the form of a small coloured square towards the top corner of a linkable object), tick this option.
Tooltip Speed	Drag the slider to configure how quickly a tooltip will display upon hovering the mouse cursor over a game object or link.
Sidebar icons-only	If you want the Sidebar to only display graphical icons rather than textual descriptions, this option should be ticked. Please note that in reduced resolution modes, this will occur regardless of your selected preference.

PROCESSING	
Continue Game Timeout	Choose the period of time before the game will automatically continue during network and hot-seat play.
Have fewer steps in play by increasing the duration of each processing break	Tick this option if you would rather a quicker gameplay experience when multiple managers are involved; it will result in longer processing spells whilst progressing through game time much more quickly.

APPEARANCE	
Skin	Select which skin you wish to play FM18 in. The Football Manager skin is the default game skin and also download skins created by community members and others as well.
Clear Cache	Click this button to clear Football Manager™ 2018's graphical cache and restore content to the default options for the selected skin.
Use caching to decrease page loading times	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 FM18, uncheck this box and reload the skin.

Reload skin when confirming changes in Preferences	If this box is checked, when the manager 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 managers creating skins to save having to exit the game and reload it to view their changes.
Show screen IDs in Title Bar to assist skinning	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 whilst this option is checked.
PLAYER SCREEN	
Landing Page	Configure whether you wish to be presented with the player's Profile screen or his Attributes screen when clicking his name.
Show pictures of players (and staff) who have been generated by the game.	Configure whether you wish to see pictures for generated players and staff within the game.
Display natural position only	Tick this to ensure that only a player's natural position is displayed alongside his name in the Title Bar, and not all of the other possible positions in which he can also play.
Display attributes as bar chart instead of 1-20	If you would prefer a graphical representation of a player's attributes rather than a numeric value, tick this option.
Leave Player (or Staff) screen when you click 'Back'	This option configures the behaviour of the 'Back' button when viewing player profiles. If enabled, it will take you to the last screen you visited before viewing the player's profile. If disabled, it will simply cycle through every tab and sub-tab you've viewed on the player before returning to the previously visited screen.
TEAM SCREEN	
Landing Page	Configure whether you wish to be presented with the team's Profile screen or their squad when clicking on their name.
Display players' attributes popup on	Choose how to open a player's attributes popup, which is accessible via the 'i' icon to the left of their name. Choose between a hover and a click.
Use players' shirt name on tactics pitch	Tick this box to use the name displayed on a player's shirt rather than his actual surname on the tactics pitch (where this exists).
COMPETITION SCREEN	
Landing Page	Configure whether you wish to be presented with the competition's profile screen or the league table (stage) when clicking on it.
MANAGER SCREEN	
Highlight hyperlinks in inbox messages	If checked, this will add a subtle underline highlight to all hyperlinks within news items for game objects such as players and teams.

SCREEN FLOW	
Visit News Screen Automatically	Keep this option enabled if you would like to automatically be taken to the News Screen upon continuing the game.

SCREEN FLOW
Screen Flow allows you to configure a series of screens to display at determined intervals during the course of your game. For example, you can ask the game to show you the 'English Sky Bet Championship Table' 'Every Week' 'During Competition' and have it stop the game from processing during the 'Morning', by adding an entry with each of those settings. It is designed to aid immersion in your own personal game world and keep you abreast of what's going on outside of your immediate league.

Please note Screen Flow only appears when a saved game is loaded and the options are configurable on a per saved game basis.

SKIN COLOURS
Changing these will override the default settings in whichever skin you currently have loaded. Choose a new colour by clicking on the coloured box, or if you wish to use the 'advanced settings' mode (by clicking the tick box on the same screen), enter the exact desired colour values.

MATCH	
3D	
This PC's 3D Graphics Capability	This rates, out of a maximum of five stars, how well your current system can run the 3D match display.
Graphics Quality	Set the level of 3D graphical detail you see on match days. Choose from Very High, High, Medium, Low or Very Low detail.
Filter	When the Graphics Quality is set to High or Very High, you have the option to utilise a range of filters whilst in the 3D match to enhance or aid your visual experience.
Frame Rate	Configure the frame rate (frames per second) at which the 3D display runs.
Render Quality	Choose how good the rendering level is; a higher setting results in significant visual improvements.
Mesh Details	Choose how detailed the 3D models are.
Shadow Quality	Choose the quality of shadows in the 3D match.
Texture Quality	Choose the quality of object textures (particularly in and around the stadium environment) in the 3D match.
Anti-Aliasing	Choose the anti-aliasing level to use in the 3D match; a higher setting results in smoother edges and greater clarity.
Crowd Quality	Choose the quality at which crowds are displayed in the 3D match.
Show...	
Sky	Will display the sky in the background of stadiums in the 3D match display.
Weather Effects	Will enable visual variations in weather in the 3D match display.
Stadium	Will display stadiums in the 3D match display.
Player(s) with/around ball	Will display the name of players in the 3D match display.
Scenery	Will display scenes outside of the stadium in the 3D match display.

IN-MATCH	
Use sound in match	Turn sounds on and off here through ticking and un-ticking this check box. You can also configure the volume of sounds in-game on a sliding scale from 0 (muted) to 10 (loudest). Use the 'Test' button to try out your settings.
Show information popup between match highlights	Tick to show the match information popup when there is no highlight being played.

Show match time as 0-45 minutes for each half	Tick if you want to show the match time starting from zero for each half of the match.
Clicking an advertising hoarding takes you to its owner's website	If this option is enabled, advertising hoardings surrounding the pitch will be clickable, and assuming the manager is connected to the internet, a webpage will load in their designated internet browser. If the manager is not connected to the internet, the page will not load.
Use flashing commentary when a goal is scored	If enabled, when a goal is scored during a match, the text commentary bar will flash alternating team colours. To turn this off, untick the box.
Use plain colours for commentary text	Tick this option to use simple black and white colours for use in text commentary rather than the colours of the respective teams involved in any given match.
Show pre-match introduction	Tick this option to show the players emerging onto the pitch before kick-off.

HIGHLIGHTS	
LIVE	
Highlight Mode	Configure the saturation level of highlights you wish to see during matches. 'Full Match' will show you absolutely everything that happens; whilst 'Comprehensive' will show a large portion of affairs. 'Extended' covers a healthy chunk of proceedings, 'Key' shows you the notable incidents, and 'Only Commentary' will play the match out simply with textual descriptions.
Camera	Choose the camera in use by default during match action.
Style	When using Director mode, choose the primary camera to use.
Match Speed During Highlights	Toggle the speed at which the match action is displayed when highlights are playing.
Match Speed Between Highlights	Toggle the speed at which the match clock moves when there is no highlight to be shown.

REPLAYS	
Show replays for	Choose the saturation level of replays. They can be shown for Goals, Goal Action, all Highlights, Disallowed Goals, Yellow Cards, Red Cards, Corners, Offsides, Injuries, Penalty Appeals, Penalties, Great Chances and All Shots or not at all (None).
Camera	Choose the camera to be used during replays.
Speed	Choose the speed at which replays are played.

PROCESSING	
Match scheduling options	This is another series of options which is mainly used for online play. If you want all participants to play their fixtures on the same scheduled day, for example, enable that option. This can also be used in offline mode.
Skip match preview in build-up to match	If you wish to approach a match using the stage-by-stage 'Match Day Experience', ensure this is un-ticked. If you wish to just be taken to the match upon pressing 'Go to Match', enable it.
Speed to Process Other Teams' Matches	Depending on the capabilities of your processor you may wish to have FM18 process matches from elsewhere in your football world in different ways. A more capable PC may like to have a more responsive option where these matches are processed whilst the manager carries out whatever business they wish to. A less capable PC may however need these fixtures to be processed faster, which in turn is less responsive and cannot at times be interrupted. Check the available options and see which works best for you.
When viewing matches from the Start Screen...	If you use the 'View Match' option from the Start Screen, this option allows you to configure whether you begin by viewing the final score and match stats or simply start from kickoff.
Match Storage Space/MB	Configure how much hard disk space you wish to commit to match storage. Allocating more storage will allow you to look back on details of full matches from further back in your saved game.

FORMATS	
GENERAL	
Language	Select which language you wish to play in.
Currency	Select which currency you wish all monetary values to be displayed in. All major currencies are represented in the game with appropriate exchange rates taken close to the release of the game.
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 centimetres (cm), metres (m), or feet (ft)
Weight	Display Weight values in kilograms (kg), pounds (lbs), or stone (st).
Short/Long Distance	Display short distance measurements in the match display in either metres (m) or yards (yd), and in kilometres or miles for long distances in news items.
Match Odds	Display pre-match odds in either fractional (15/1) or decimal (16.00) form.
DATE	
Format	Select which format you wish dates to be displayed. There are three options; the European standard dd/mm/yyyy; the North American standard mm/dd/yyyy; or the alternative choice of yyyy/mm/dd.
Separator	Select the format of your date separator; choose from a dot, slash or dash.
FINANCES	
Positive	Choose how you wish your currency of choice to be displayed when values are positive.
Negative	Choose how you wish your currency of choice to be displayed when values are negative.
NUMERIC	
Decimal Symbol	Choose whether to use a dot or a comma as your decimal symbol.
Digit Grouping Symbol	Choose whether to use a comma, decimal or a space as your digit grouping system.
SHORTCUTS	
Football Manager™ 2018 supports a large number of keyboard shortcuts. The Shortcuts screen is where you can configure exactly which screens you want a shortcut to and the keys you wish to link with it.	
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 through checking the tick box.	

ONLINE GAME PREFERENCES	
GENERAL	
Allow users to join your game	Control access to your online game by choosing whether or not to allow other users to join; select 'No', 'Friends Only', or allow 'Anyone' to join.
Server Name	Enter the name of your server to make it identifiable to anyone you wish to join your game.
Server Password	Set a password for your game if you wish it to be private.
Banned Managers	Details of any banned users will be stored here.
GAMEPLAY	
Disable control of friendly matches	If ticked, all users will be prevented from controlling friendly matches and their assistant managers will be left in charge.
Disable following other humans	If ticked, users will not be able to follow fellow human teams for news and social content so as to prevent them from 'spying' on activity in order to potentially gain an advantage.
Disable importing of tactics and shortlists	If ticked, all users will be prevented from importing custom tactics and shortlists.
MATCHES	
Highlight Modes Allowed	Determine which highlight modes are permitted in your online game.
Replay Modes Allowed	Determine which replay modes are permitted in your online game.
Slowest Highlight Speed Allowed	Determine the slowest highlight speed permitted in your online game.
Slowest Replay Speed Allowed	Determine the slowest replay speed permitted in your online game.
Match Scheduling Options	Determine whether or not matches should be permitted to be moved for television coverage, or whether all matches in your online game should take place on Saturdays and Wednesdays to streamline progress.
PROCESSING	
Allow the game to continue automatically in the conditions specified	Tick this to enable 'Force Continue' commands. In a range of game circumstances and situations, you are able to configure exactly when the game will automatically continue. This may be after a determinate amount of time, or when a percentage of clients have requested something to occur.

Create Your Football Manager

The very first thing you'll do upon booting Football Manager™ 2018 is create your managerial profile.

The following options are available on the first screen concerning your biographical details. Click on the sub-option text below entering your name to open up the more advanced details pop-up menus (detailed in italics in this table).

PERSONAL DETAILS	DESCRIPTION
Name	Enter your name in the fields provided, most typically First Name followed by Surname
<i>Address me as...</i>	Select the manner in which you wish to be addressed. Certain countries have particular naming conventions which can be chosen from this option.
<i>Password</i>	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 that it is secure and one you can remember, as there is no recovery system in place from Sports Interactive or SEGA.
Nationality	Select your primary nationality
<i>Second nationality</i>	Select your second nationality (if applicable)
Place of Birth	Select the place in which you were born.
<i>Languages Spoken</i>	Select the languages you speak.
Favourite Team	Select your favourite team – this can influence some events in the game which interact with the chosen club and its players/staff.
<i>Other Favourite Teams</i>	Select up to three additional favourite teams.
Preferred Formation	Select your preferred tactical formation.
Second Preferred Formation	Select a host of preferred alternative formations, including those for attacking and defensive scenarios.
Responsibilities	Tailor the club responsibilities you wish to be in control of and the level of delegation, if any, you wish to accommodate to your backroom staff. This can be changed at any time from the Responsibilities section on the 'Staff' menu from the sidebar in-game.
Social Networks	Log into your Twitter, YouTube and Facebook accounts to link them up with Football Manager™ and send your friends updates on your progress.

The next stage is to tailor your physical appearance. Begin by setting your chosen gender, date of birth, height and weight before moving on to configuring the finer details of your person.

The 'Face' section allows you to create a custom 3D face model based on an uploaded photograph. Click the button to begin this process; select a photo – the higher the quality the better the end result – or use your webcam and then adjust the dots on the PhotoFit to align with your own facial features before clicking on 'Generate 3D model' to watch it take effect on your managerial avatar.

Alternatively, you can opt for the manual approach and use the in-game settings to build your own facial features. Having completed this stage, you can then move on to customising skin and eye colours, hair (and facial hair) colour and style, plus clothing and attire.

Once you're done, that managerial profile will be available to you every time you start a new game (if you create multiple profiles you will be given the option to select the one you wish to use).

It's time to start a new game!

Create a New Game

Having clicked the 'Career' option, the initial database will load. This should typically only take a few seconds on most computers.

Once it's loaded, you will initially be presented with a list of teams to manage from the top division in the default nation for your locale, although you can change each of these from the appropriate drop-down menus (or by using the 'Search team' function). The database can also be changed from the top-right area of the screen should you have more than one database downloaded or installed.

From here it's as easy as picking a team and clicking on 'Quick Start' to get the ball rolling but, should you want to customise things further, you can click on 'Advanced Setup'. This screen will allow you to Add and Remove leagues (by clicking the Add/Remove Leagues button), set their detail levels, refine the number of players loaded into the saved game and choose your preferred Game Start Date.

This screen has a number of elements which should be given some consideration before beginning your saved game. This table describes some of them.

ITEM	DESCRIPTION
Nations	Football Manager™ 2018 features leagues from 51 different countries around the entire footballing world. Select the nations you wish to load into your saved game by checking the appropriate boxes. 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.
Active Nations and Leagues	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 in once the game has been created. However, by using the Add/Remove Leagues feature, this may be changed throughout the saved game.
Mode	Some Football Manager™ managers 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, and you can 'upgrade' it to fully playable by using the Add/Remove Leagues feature.
Reason for Recommendation	The game will automatically recommend certain combinations of leagues and divisions for inclusion in your game based on your initial choices. This is where you'll find that reasoning.
Approximate Player Count/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 manager will experience in their saved game. Naturally, a larger database will include more players and teams from the football 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. Depending on the size of database you've chosen to load, you will see a different number of players loaded into the saved game. For example, a small database might load 5000 players worldwide into the saved game. You also have the option to set up a custom 'Advanced' Database. Selecting the option presents a filter dialog which you can then select preferences from when constructing your database. For example, you may wish to load in every player from England, and every player of French nationality regardless of the nation they are based in. This method allows you to be very flexible and specific when setting up your saved game.
Estimated Game Speed	The estimated game speed based on your league and database configuration. Graded on a five-star scale, five stars indicating that the saved game will progress on a much quicker basis than a fewer number of stars.

Game Start Date	If the manager 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 manager 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 manager 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 manager so wishes.
ADVANCED OPTIONS	DESCRIPTION
Use Fake Players and Staff	This tick box does pretty much exactly what it suggests. Ticking it will generate a whole world of 'fake' players and staff instead of using the usual and familiar names and faces.
Do not use Real Fixtures	Tick this box to prevent the use of real life fixtures for nations and leagues which use them by default. A fictional schedule will instead be created whilst retaining the same competition rules.
Do not Add Key Staff	Tick this box if you do not want the game to add key backroom staff (such as Assistant Managers) to teams which do not have them.
Add Players to Playable Teams	If certain playable teams are unable to fulfil particular squad requirements at the start of a new saved game, ticking this box will ensure that their playing squad will be filled out with sufficient personnel.
Disable First Window Transfer Budgets	Football Manager™ typically starts a new game in the pre-season preceding the current season in the real world. The database therefore reflects this in squad lists and team transfer budgets. By disallowing transfer budgets in the first transfer window 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.
Disable Player Attribute Masking	Attribute masking is a concept where certain attributes (or in some cases all) are not visible to the human manager because Football Manager™ 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 as you progress in your career. If you wish to simply display all information and attributes from the off, tick this option.
Prevent teams which already have managers from being controlled	Tick this option if you want to restrict managerial options to those clubs which do not currently have a manager employed and instead only have the option to take charge where vacancies exist.
Prevent use of the In-Game Editor	If you wish to completely prevent the In-Game Editor from being used in a particular saved game, ensure this option is ticked when creating it. This action cannot be reversed once the saved game has been started.

Editor Data Files

If you have created or edited any nations, leagues or competitions in the Data Editor and have saved them into the Editor Data folder, they will appear here for your selection and inclusion in game. Each creation will have a tick box which, if selected, will include the desired choice in your game.

Please note though, that if you include files which, for whatever reason may conflict (if for example they have been created by different managers), you may not be able to include them in your game without first resolving the issues. The issue(s) can be identified by holding the mouse cursor over the exclamation mark indicating that there is an error. Amongst the most common conflicts is that the same data has been edited in multiple files, meaning you then have to decide which file to proceed with, as only one set of changes can be made to a game object.

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

Choose Managerial Style

The final stage of setting up your managerial profile is to decide exactly what type of manager you'll be. You have the two traditional options available to you; you can either be a Tracksuit Manager or a Tactical Manager, and you have an allocation of points to use towards styling a particular set of attributes to create your bespoke profile. These points can be biased in whatever manner you so desire by using the 'Style Focus' slider in the middle of the screen and, from there, you can begin to build your own managerial profile.

A small number of managerial 'templates' are also available for you to guide you in the general direction of the type of manager you'd like to be, with the option of further refinement through the adjusting of points still available to you thereafter.

Managers with a higher level of prior playing experience will be allocated more points, as will those with higher qualifications in terms of Coaching Badges. If you're unsure what to select, the 'Suggest Badge/experience based on' option will set an appropriate option for the club you've chosen to manage and the level at which they're currently playing.

Once you're happy with everything, click 'Confirm' and begin your career!

Make sure to check out the full version of this manual online at <http://www.footballmanager.com/manual>

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FOOTBALL GLOSSARY

In order to help new Football Manager™ users become more acquainted with the world of football, we've put together a glossary of some of the more common terms you might encounter. It is not exhaustive, but it is hopefully comprehensive and will be of assistance should you find yourself wondering about some of the terminology you've encountered playing the game.

Administration: A process where a club is unable to fulfil its financial obligations and brings in temporary legal assistance in an attempt to restructure any debt. The act of 'entering into administration' usually comes with a punishment in the form of a points deduction or similar.

The Advantage rule: Referees are given scope to allow play to continue despite an infringement if it benefits the team that suffered the transgression more than stopping the game would, thus allowing them an advantage.

Affiliates: Many clubs are increasingly developing networks of multiple entities designed to be mutually beneficial in all aspects of football, ranging from player development to financial rewards. Formal affiliations between two or more teams help achieve this.

Agents: Intermediaries who negotiate with clubs on behalf of players (and vice-versa).

Aggregate (agg): Many competitions use two-legged ties to ensure each team gets an opportunity to play at home. These ties are settled by recording the aggregate score of both matches. If the aggregate score is tied, Away Goals, Extra Time or a Penalty Shootout are the designated tie-breakers in the majority of cases.

Amateur: A player attached to a club under contract but who is not paid a salary and is, in essence, free to leave at any point.

Assist: The decisive offensive act – pass, cross, header or otherwise – in creating a goal.

The Away Goals rule: In some competitions, if the aggregate score is tied after two legs of play, the team that scored more goals away from home is declared the winner.

The Back-pass rule: Goalkeepers are not allowed to handle any intentional pass back to them from a team-mate. If they do, an indirect free-kick is awarded to the opposition.

Behind Closed Doors: Any match played where spectators are not present.

The Bosman rule: Allows professional footballers to leave a club as a free agent at the end of their contract. Named after former Belgian footballer Jean-Marc Bosman, who became the first player to successfully claim the right to act as a free agent in the European Court of Justice in 1995.

Board: The people tasked with overseeing the general running of the club at its highest level, including hiring and firing managers. This typically includes the chairman.

Booking (also booked): See yellow card.

Box-to-Box: A player with the ability to contribute at both ends of the pitch and all areas in between; the term 'box' is an informal term referring to each penalty area.

Brace: A colloquialism referring to a player scoring two goals in a match.

Byline: The extreme boundaries at each end of the pitch.

Cap(s): A term used to represent an appearance made for an international team. The term originates from the historical issuing of a physical cap to any player who did so.

Captain: A player designated as the team's leader on the pitch, denoted by wearing the captain's armband.

The vice-captain serves as the captain's deputy.

Caution: See yellow card.

Chairman: The most senior figure of authority at a club. Tends to hire and fire managers and is a conduit between the football and business sides of the game.

Channel: The space between the central defenders and full-backs; the Player Instruction 'Moves into Channels' will ask an attacking player to attempt to exploit this space to his advantage.

Chip: A type of pass or shot, delivered with a stabbing motion underneath the ball to give it a lofted, high trajectory over an opponent.

Clean Sheet: Awarded to a goalkeeper and/or a team for preventing the opposition from scoring against them in a match. Also known as a **Shutout**.

Clauses: An increasingly common aspect of transfer negotiations, teams will agree on conditional monies that will change hands should a player or club involved in a transfer achieve a particular landmark or milestone. They are also a part of individual contract negotiations along the same lines.

Coach: A member of the manager's non-playing staff, there are typically specialists in a particular area of football and work with players to improve their game.

Corner Kick: Awarded to the attacking team when a player from the opposing team puts the ball out of play over the byline. A player from the attacking team will then typically deliver the ball from within the corner quadrant, into the penalty area, in an effort to create a goalscoring chance.

Counter Attack: A team will 'launch' a counter-attack by taking possession from an opponent and attempting to transition from defence to attack in a swift and, often direct, manner, countering the previous attack with one of their own.

Cross: The act of delivering the ball into the penalty area typically, but not exclusively, from wide areas of the pitch.

Cup (competition): An elimination-style competition where matches might take place over one or two legs (fixtures) or in a **group stage** format.

Cup (trophy): One of a number of names associated with the trophy lifted by the winning team in a conversation. Also known as **silverware**.

Cup-tied (Cup): If a player has represented one team in a competition, he is ineligible to represent another team for the remainder of that competition's iteration.

Derby: A match between two rival teams.

Director of Football (DoF): Also known as the **Sporting Director** or **General Manager**, they take responsibility for constructing a squad, leaving the **manager** to coach the players in a division of duties historically solely assigned to the manager.

Directness: Refers to the type and style of passing adopted by a team. Direct passing involves playing the ball from back to front as quickly as possible rather than adopting a slower and more patient approach in which players move the ball across the pitch from side-to-side.

Diving: A form of simulation where a player exaggerates or fabricates contact from an opponent in an effort to deceive the referee into awarding them a decision. Players found to have dived will be shown a yellow card.

Dribbling: The art of running with the ball under close control.

Equaliser: A goal that restores parity in a contest, e.g. to make it 1-1 from a 1-0 or 0-1 scoreline.

Extra Time (ET): An additional period of thirty minutes, split into two fifteen-minute halves, used in an effort to settle a draw.

Financial Fair Play (FFP): A series of rules introduced in an effort to ensure that clubs can exist on a relatively fair and even financial footing in the interests of competitive balance. Limits are typically imposed on transfer and wage expenditure in line with club income and punishments, where teams break the rules, range from fines to transfer embargoes and points deductions.

Flanks: Wide areas of the pitch. Also known as **wings**.

Formation: The organisation and structure of the eleven players selected at any given point during a match (formation identifiers do not include the goalkeeper and will hence only total ten, rather than eleven). Common formations involve four defenders, four midfielders and two forwards (4-4-2) or four defenders, three midfielders and three forwards (4-3-3). The midfield is often split into defensive and attacking units when describing formations; for example, the common 4-2-3-1 formation denotes two defensive midfielders and three attacking midfielders behind a single forward.

Forward: An attacking player primarily tasked with scoring or creating goals. Also referred to as **Striker** (a more prototypical goalscorer) and **Attacker**.

Free Agent: An individual without a club.

Free-Kick: Awarded to a team for a transgression by an opponent outside of the respective penalty areas.

- **Indirect:** A free kick that cannot directly result in a goal; another player must touch the ball first before a shot can be taken.

- **Direct:** Can result in a goal by means of the taker immediately finding the back of the net without a touch being required by any other player.

Friendly: A non-competitive match.

Full-Back: The defenders tasked with operating in wide areas at **right-back** and **left-back**. Their primary responsibility is to help nullify wide attacking threats but, increasingly in the modern game, they are expected to influence matters going in the other direction too.

Full Time (FT): The end of a match.

Goal Kick: When the ball runs out of bounds at the byline it is returned into play in the form of a goal kick. The goalkeeper must place the ball inside the six-yard area and it cannot be touched by another player on the pitch before it leaves the **penalty area**.

Glance: A deft touch applied to a pass or a cross – usually but not exclusively associated with headers – to use the ball with subtlety and accuracy.

Goal Difference: A common tie-breaker in league standings where goals conceded are subtracted from goals scored.

Group (Group Stages): Some knockout **Cup** competitions will include a group stage where teams are separated into smaller groups and play against each other in an elimination format. The remaining teams eventually advance to a straight knockout stage.

Half Time (HT): The end of the first half.

Half-volley: The act of striking a ball just after it has struck the ground. See also **Volley**.

Hat-trick: The common term celebrating a player's achievement in scoring three goals in a single match.

Head-to-Head: A term describing a contest between two players or two teams. It can reflect a single incident or an ongoing series.

Header: Using the head to connect with the ball rather than the foot or any other body part.

Home-Grown (HG): The specifics of the rule will vary from competition to competition but, generally speaking, the Home-Grown rule intends to ensure that clubs include a certain number of players developed within their own country in their overall first-team squad.

Injury Time: Time added onto the scheduled ninety minutes for injuries and other stoppages to play, most commonly displayed by a "+number:" marker on the clock/in references to match time. Also known as **Stoppage Time** or **Additional Time**.

League: A competition where teams are ranked by the accumulation of points from fixtures played against one another over the course of a **season**.

Loan: A temporary **transfer** of a player between clubs, with him returning to the club owning his registration at the conclusion of the deal. The loaning club can, and often do, pay for the player's services through loan fees and wage contributions, and can negotiate the option to purchase the player outright as part of the deal too.

Lob: A type of pass or shot, similar to a **chip**, with a high trajectory over an opponent, but delivered in a defter fashion and usually from a bouncing ball.

Manager: The person responsible for the day-to-day stewardship of the players in a given team. The **Assistant Manager** is their second-in-command and can be delegated any number of tasks to make the **manager's** job easier.

Marking: A defender pays close attention to an opponent by 'marking' him and trying to prevent him from scoring.

Man-to-Man marking involves assigning each defender a specific opponent for which they are responsible, whilst

Zonal marking involves defenders being assigned areas of space for which they are responsible, whether opponents venture into it or not.

Near Post (also Far Post): A concept borne of positional referencing in relation to the goalposts. Incidents occurring in or around the post nearest to the action can be referred to as happening the near post, whereas incidents on the other side of play (for example, a player arriving to meet a cross on the opposite side of the pitch to where it was delivered) are said to involve the far post.

Offside: A player is deemed to be offside if there is only one opponent (including the goalkeeper) between him and the opposition's goal when a pass is played to them. A player cannot be offside in their own half of the pitch or if they are behind the ball when it is played. They can, however, also be flagged for offside if they are deemed to be interfering with an opponent despite not playing the ball.

Offside Trap: A tactic whereby the defensive team looks to play in such a way that lures attacking opponents into straying **offside**, often through moving the defensive line higher up the pitch at the right time.

One-two: A passing move between two players where the first player both gives and then immediately receives the ball back from a team-mate.

Overlap: When one player runs, from deep, around the outside of a team-mate in an attacking position to advantageous effect. See also **underlap**.

Own Goal (OG): Happens when a player accidentally scores past his own goalkeeper.

Part-Time: See **Semi-Professional**.

Penalty Area: The rectangular area drawn out in front of each goal. Goalkeepers are only permitted to handle the ball in this area, whilst any fouls committed by the defending team result in a **penalty kick**.

Penalty Kick: A penalty kick is a free shot at goal, with only the goalkeeper to beat from twelve yards out, awarded when a foul punishable by a **free kick** happens inside the **penalty area**.

Penalty Shootout: If a cup or knockout competition match, in an elimination scenario, is all-square at the end of all designated playing time (extra time or not), the contest will be decided by a penalty shootout. Each team must nominate a minimum of five players to take penalty kicks in alternating order, until a team misses enough that they can no longer out-score their opponents. If five rounds of penalties are not sufficient to decide a winner, players will continue to take in a sudden-death fashion until one team misses and the other scores.

Physio (therapist): A member of a team's medical staff tasked with providing both immediate and long-term physical treatment to a player.

Playmaker: One individual in a team who is the conduit for the majority of the attacking play. He is responsible for taking charge of possession, creating chances for his team-mates, and looking to affect the match in as many ways as possible.

Playoff(s): An additional stage to (typically) a **league** competition where a select number of teams in specified finishing positions 'play off' in a series of fixtures to determine an outcome, for example a league title or a **promotion**.

Points (Pts): Three points are typically awarded for a win, with one for a draw and none for a defeat. Some leagues may operate differently; please refer to the Rules screen in-game for full clarification for each competition.

Professional: A player under contract with a club and who receives a salary. See also **Semi-Professional**.

Promotion: When a team moves up from one group or league to the next one up the hierarchical ladder due to on-field results.

Red Card: A player is shown a red card and is dismissed from the field of play for seriously or persistently flouting the rules. A player who is shown a red card is said to have been **sent off** and will usually face a **suspension**.

Referee: An independent arbiter assigned to enforce the rules in a match. **Assistant Referees** are found on each touchline; previously known as **linesmen**, their duties consist of judging **offside** decisions, whether the ball has left the bounds of play, and advising the referee on incidents he or she may not have been in position to see.

Released (contracts): A player is released when his club decide that they no longer require his services and he becomes a **free agent**.

Relegation: When a team moves down from one group or league to the next one lower down on the hierarchical ladder due to on-field results.

Reserves: A team's secondary squad, used in a number of ways. Some teams will use the Reserve team as a first-team squad overspill, whilst others will promote their best young players and use it as a bridge between the **Youth Team** and the first team.

Route One: The art of getting the ball forward into the opposition's defensive areas in the quickest and most efficient manner possible; playing long, high passes from back to front.

Sacked: Also referred to as **fired**, refers to when an individual – usually a manager but can and does occur to everyone – has their contract terminated with immediate effect.

Scout: A non-playing member of staff responsible for watching and reporting on players from other teams, either for upcoming opponents or for potential transfer targets. Also used as a verb to describe this act.

Season: The period of time over which a league campaign takes place.

Semi-Professional: A player under contract with a club and who receives a salary but only on a part-time basis. Such players typically hold down another career outside of football and have limited time to dedicate towards training and their football career overall.

Set Piece: Any situation where play restarts with a dead ball (as opposed to a live ball in open play). The nature of a dead ball allows teams to set up specific routines devised to exploit the situation.

Silverware: Refers to trophies awarded for success.

Substitute: A player who is brought onto the pitch to replace another player.

Tactics: The manner in which a team sets itself up to play a match. The **formation** is the foundation of a tactic, upon which team and player instructions are issued to give a team the best possible chance of winning.

Team Talk: A brief talk given by the manager to his or her players before, after, and during half time in each match.

The talk typically involves motivational encouragement alongside tactical direction.

Terrace: An area of a stadium which does not have seats and has room for standing supporters only.

Testimonial: A **friendly** match played out in honour of a long-serving or notable player, often featuring former colleagues and an appropriate opposition. Originally held to boost the honoured players' finances, these occasions more commonly see charity donations occur nowadays.

Through-ball: A type of pass played by the attacking team that goes straight through the opposition's defence to a team-mate. Some teams will deploy an **offside trap** in an effort to catch the attacking team **offside**.

Throw-in: A common method of restarting play; when the ball is cleared out over the **touchline** it is returned by means of a player using both hands to throw it from above his head back into the field of play.

Transfer: The change of a player's permanent registration between clubs. Players are often transferred for money (transfer fees) with negotiations also including clauses, bonuses and staggered payment periods.

Touchline: The extreme boundaries at each edge of the pitch.

Underlap: When one player runs, from deep, inside of a team-mate in an attacking position to advantageous effect. See also **overlap**.

Volley: The act of striking a ball before it hits the ground.

Wall: An obstacle of players set up by the defending team to make it more difficult for an opponent when taking a **free-kick**.

Whip: To curl the ball with pace.

Winger: A player tasked with operating primarily in and/or from wide areas – **wings** or **flanks** – of the pitch.

Woodwork: A colloquialism referring to the goal frame structure of posts and crossbar.

Work Permit: Some competitions require additional checks to be made before allowing players from certain locales to sign for one of its team. The most common of these is a work permit, which some foreign players will require in order to take a job in a new country and join a new team.

Yellow Card: A player is shown the yellow card (also referred to as a caution or booking) for breaking one of the laws of the game. A player shown two yellow cards in the same match is then shown a **red card**, and players shown multiple yellow cards in the same season usually face suspensions at incremental landmarks (e.g. 5, 10, 15).

Youth Team: The youngest represented age group in Football Manager™, the youth team is comprised of teenagers aiming to have a career in football. The youth team typically has an upper age limit before the players are expected to move onto the next logical step in the ladder as they develop.

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