



## ADDITIONAL FEATURE INFORMATION

In addition to the new features described in the main Football Manager™ 2015 press release, there are a number of other elements within the game that benefit from significant improvements over previous versions. These include:

### Media interaction

Interaction with the media now goes deeper than ever, with a wider variety of news stories and lines of questioning and a greater focus on building rivalries between managers. The media have more personality than ever before, with tabloid journalists looking for their next big headline while broadsheets ask about the tactical and analytical side of the beautiful game. The flow of press conferences is much improved and you can also now be interviewed in the tunnel before a big match or at the training ground a few days before a crunch game.

### Player Search

Searching in FM15 is easier than ever thanks to the presence of an internet browser style search bar at the top of every screen; simply type in what you want to search for, click on the result you want and you'll be taken to the relevant page. We've also added new filters to the player search screen, including one that seeks out players who are unhappy at their current club.

### Scouting

FM15's scouting function has been integrated more closely with player search, creating something close to a 'one-stop shop' for recruitment. Scouting assignments have been tweaked to make it easier to find the type of player you want – whether it's a replacement for a current first-team star or a hot prospect. There's more interaction between the manager and the scouting team and the results of a club's scouting activity now reflects how things work in real life. For example, a profile of a player that's not well-known to the club's scouting team will display his attributes as a broad range, with that range getting narrower and narrower as the player is scouted. Scouts can now be asked to cover particular nations (rather than regions) and will deliver better feedback and more detailed reports.

### Manager History and Profile

In FM15, you have many more options when defining your managerial preferences. When setting up your manager profile you can select more than one favourite club, choose your favourite tactical systems and even your preferred player roles. The manager and club history pages give you more information about your career highlights, rival managers and even how often the club you're managing wields the axe.

## Improved Training

FM15 features three all-new coaching styles –‘Technical’, ‘Tactical’, and ‘Mental’ which can be applied to all staff members, creating a more diverse coaching set-up. Coaches who prefer the new ‘Technical’ style will be mainly concerned with the individual techniques of the game such as dribbling, finishing or ball control, while the ‘Tactical’ style is for coaches who excel at developing tactically aware players and the ‘Mental’ style is for those who focus more on improving a player’s mental attributes and qualities. And, of course, if you choose to be a tracksuit manager, you’ll be on the training ground yourself as part of the coaching team.

## Job Interviews

Job interviews, which made their debut in Football Manager™ 2014, have become more varied and now include questions on such things as playing experience, employment history and how a manager’s career has panned out up until the time of the interview. What’s more, interviews become more detailed as a manager’s career develops.

## Finances

FM15 is fully up-to-date with all the latest financial changes to football. The latest real-life changes to Financial Fair Play (FFP) have been implemented and it’s also been made clearer as to how FFP will impact a club’s finances, particularly in the top-flight. At the end of each season the manager will be issued with a commercial summary from the Commercial Director, along with projections as to how promotion or relegation would affect the club.

## Preferred Player Movements

A selection of new preferred player movements (PPMs) have been added to enhance the realism and variation between different players. For example, for strikers who prefer to ply their trade close to goal (rather than dropping deep or roaming out wide to pick up the ball) we now have the ‘Penalty Box Player’ PPM. Other new PPMs are: ‘Refrains from shooting from distance’ and, for goalkeepers, ‘Likes to throw the ball long to start counter attacks’.

## Player Roles

Four new player roles have been added, giving managers greater power to ensure their team plays exactly as they want it to. Central and defensive midfielders can now be given a ‘Roaming Playmaker’ role; Wingers can now be instructed to play as a ‘Raumdeuter’ (a ‘wide poacher’ duty, suitable for players who you want to operate on the periphery of build-up play); ‘Inverted Wing Backs’ will cut inside and make runs through the centre of the pitch, while the new ‘wide playmaker’ role affords wingers the freedom to drift inside and find space to create.

## Twitch Functionality

Twitch is a video streaming platform for gamers, which connects players around the world by allowing them to broadcast, watch, and chat from everywhere they play. With Football Manager 2015 managers will be able to stream directly to Twitch TV from inside the game.

## Movember

You will have seen over the years that many of the advertising hoardings in the game are given over to some of our favourite charities – this year, we're taking it one notch louder with a new charity partner, Movember. Rather than just adding in an ad hoarding, you'll notice that some players will join in with Movember, growing moustaches during November each season. We've even got multiple types of 'tache and different stages of growth.

## Football Manager Classic (FMC)

Players enjoying the 'streamlined' game mode can now make use of a larger (and customisable) database and can also opt to skip the entire pre-season and dive straight into the action if they choose. In addition, Classic managers can now choose to take charge of training (both team and individual). There are also a number of new 'unlockable' features in this mode, including 'Lifetime Player' (where certain players can only leave if you choose to sell them or they retire), 'Unsuspend Player' (which removes bans) and 'Dodgy Lasagne' (which can be used to adversely affect your next opponents... or your fiercest rivals ahead of a big game).