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FOOTBALL MANAGER™ 2014

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FOOTBALL MANAGER 2014

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 center 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™ 2014 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.

- 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™ 2014

TABLE OF CONTENTS

1.0	INTRODUCTION	2
1.1.	Welcome to Football Manager™ 2014	2
1.1.1.	What's new in FM14?	2
1.2.	Installation	3
1.2.1.	System Requirements	3
1.2.2.	Installing Football Manager™ 2014	4
1.2.3.	Important Information Regarding Steam's Offline Mode	4
2.0	GETTING STARTED	5
2.1.	Launching the Game	5
2.1.1.	The Start Screen	5
2.1.2.	Game Preferences	6
2.2.	Create a New Game	12
2.2.1.	The Select Leagues Screens	13
2.2.2.	Editor Data Files	14
2.3.	Adding a New User	15
	CREDITS	16
	Sports Interactive	16
	Additional Programming	16
	Sports Interactive Quality Assurance	16
	Sports Interactive Research and Translation	16
	Translation	17
	SEGA Europe Limited	17
	SEGA Development Services	17
	WARRANTY	20
	CUSTOMER SUPPORT	21

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.

FOOTBALL MANAGER 2014

1.0 INTRODUCTION

1.1. Welcome to Football Manager™ 2014

Football Manager™ 2014 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. 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 class yourself as something of an expert – but there's information in this manual for all levels of user. If you're new to the series, this manual, in addition to the in-game tutorial and advice systems, aims to fully acquaint you with every aspect of Football Manager™ 2014.

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 FM14?

To find out more information about these new features, you can check out the video blogs at our website – www.footballmanager.com or in the online manual at www.footballmanager.com/manual.

Some key things to whet your appetite whilst you're reading this on the bus/train home having bought the game, or are waiting for it to install:

Improved Match Engine – The 3D match engine has seen extensive improvements, including enhanced AI, improved lighting and player animation, individual player character and kit models, more realistic player reaction to on-field incidents and a range of optimisations which combine to make this the best looking and fastest FM Match Engine yet.

Tactical overhaul – There has been a complete redesign of how tactics are created, selected and implemented with player roles and team strategies becoming even more prominent. Other changes include: definable roles for players in multiple positions, new player roles and instructions as well as improvements to real managers' AI so that they'll adapt their tactics more readily over time.

More realistic transfers and contracts – FM 2014 features a revamped transfer module where opposing clubs and managers adopt a more realistic approach when making or responding to transfer offers. In addition, a number of new 'real world' transfer clauses have been added, such as the facility to loan a player back to the club he's just been bought from and the option to offer a combination of cash and loan players. As well as this, new contract clauses such as a sub-bench appearance fees have been added. On top of this, the old 'turn-based' system of transfer negotiations can now be carried out in two ways: the tried and tested system and a new 'live' system, similar to that used in FM's contract negotiations.

More sophisticated board interaction – Contract negotiations are more realistic in FM 2014, as managers and boards can now make demands and lay down their respective visions for the club in both initial job interviews and contract renewal discussions. Managers can also attempt to renegotiate transfer and wage budgets as a reward for staying loyal if they've been offered a job by another club, with the outcome helping aid their decision on whether to move or not.

Improved interaction with players, staff and media – There is now better interaction between players, managers, their wives and the media; for example, members of the coaching staff now offer feedback on how reserve and youth team players are performing. Managers can also ask key players to have a word with unhappy squad members, while the introduction of an end-of-season meeting allows the manager to let the squad know how they have performed and set targets for the coming season.

FOOTBALL MANAGER 2014

News system – The news system has been overhauled so managers can now deal with many club matters directly from their inbox. In addition, news is now colour-coded, based on category, and contains more detail – for example, scout reports now appear as a single news item with a top-line report on all players scouted and the facility to shortlist or make an offer for each of these players.

Enhanced user interface – Major changes have been made to FM 2014's user interface. Key areas have been redesigned – including the training overview page, the transfer centre and the news homepage – while widespread changes have been made across the game's user interface. The language employed throughout the game has also enjoyed a major overhaul and now corresponds more closely to the language of real world football.

Football Manager Classic evolved – Managers can now choose more than three playable nations in Classic mode for a more immersive experience. In addition, FM's 'Fast play' mode now includes Transfer Deadline Day, a Match Plan wizard and new unlockables.

Plus over 1000 other new features including Player Testimonials, Financial Fair Play & more real-world transfer and contracts clauses.

1.2 INSTALLATION

1.2.1. System Requirements

The System Requirements necessary to run Football Manager™ 2014 are as follows:

FM2014 System Requirements	Processor	Graphics	Memory
Windows XP, Vista, 7, 8	Intel Pentium 4, Intel Core, AMD Athlon, XP 1.6GHz+, W/8:2.2GHz+	NVIDIA GeForce FX 5600 Ultra, ATI Radeon 9800, Intel GMA X3100, 128MB VRAM Direct X 9.0c compliant	1GB RAM 3GB HDD
Mac OS X 10.6.8, 10.7, 10.8	Intel Core, 1.8GHz+	NVIDIA GeForce 7300 GT, ATI Radeon X1600, Intel GMA X3100, 128MB VRAM OpenGL 2.0 compliant	1GB RAM 3GB HDD
Ubuntu 12.04 LTS Linux	Intel Pentium/Intel Core, AMD Athlon, 1.8GHz+	NVIDIA GeForce 7300 GT, AMD Radeon HD 2400 Pro, Intel HD 3000/4000, 128MB VRAM, OpenGL 2.0 compliant	1GB RAM 3GB HDD

Earlier cards or laptop chipsets may only display the match in 2D and are not supported. On Windows these may require the DirectX 9.0 SDK installed (<http://www.microsoft.com/Windows>). 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.

FOOTBALL MANAGER 2014

1.2.2. Installing Football Manager™ 2014

Insert the Football Manager™ 2014 DVD into your CD/DVD drive and wait for the autoplay program to begin. From here, follow the simple on-screen steps to install the game.

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.

1.2.3. Important Information Regarding Steam's Offline Mode

Football Manager™ 2014 will need internet access for its activation process because Steam is a network-based platform. FM 2014 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 FM 2014.

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 completed updated and that there are no current downloads on Steam ('View' -> '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.

WHITE FOOTBALL MANAGER

FOOTBALL MANAGER 2014

2.0 GETTING STARTED

2.1. Launching the Game

To launch Football Manager™ 2014, double click the shortcut icon on your desktop.

Alternatively, select Football Manager™ from the Steam Library and select 'Play'.

2.1.1. The Start Screen

When the game has loaded, you will be presented with the Start Screen.

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



Action	Description
NEW CAREER GAME	
Football Manager	Begins the process of starting a brand new game of Football Manager™ 2014.
Football Manager Classic	Begins the process of starting a brand new game of Football Manager™ Classic.
Challenge Mode	Begin one of the FMC-specific challenges.

Action	Description
NEW ONLINE GAME	
Football Manager	Begins the process of starting a brand new game of Football Manager™ 2014 for Online play.
Football Manager Classic	Begins the process of starting a brand new game of Football Manager™ Classic for Online play.
Versus Mode	A multi-player mode for Football Manager™ 2014 in Classic mode, you can set up a custom competition for you and your friends to play in. Use an existing team or export your squad from your current saved game and pit your best against your friends to see who truly is the greatest football manager.

Action	Description
CURRENT GAMES	
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.
Join Online Game	Join an Online Game.
Tutorials	Football Manager™ 2014 includes a number of walk-through tutorials designed to help users become more familiar with key game concepts before embarking upon a new saved game.
Downloads	Access the Steam Workshop to download and purchase additional content and Classic mode unlockables.

FOOTBALL MANAGER 2014

Meanwhile, the following options will be available on all screens:

Action	Description
Preferences	Configure your game Preferences. Please refer to section 2.1.2 for greater detail on each of the preference options.
Online Game Preferences	Configure your preferred settings for Online play.
Credits	The people responsible for making Football Manager™ 2014.
Manual	Clicking on the "Manual" button will load the Football Manager™ manual.
Quit	Exit Football Manager™ 2014 and return to your desktop.

Upon loading the game for the first time, you will also be asked to set up a default user Profile. Input your basic biographic details and social media login details for use when adding a new user to a saved game.

2.1.2. Game Preferences

The following options are all found on the Preferences screens and allow you to configure how Football Manager™ 2014 acts and behaves. A "tick" next to an option indicates that this is a Tick Box option with two possible behaviour types (effectively on and off, or enabling and disabling).

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..." option within each sub-panel on the overview screen.	
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.
Skin	Select which skin you wish to play FM14 in. The FM 2014 skin is the default game skin, but you can select a Dark version, and 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.
<input checked="" type="checkbox"/> 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.
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.
<input checked="" type="checkbox"/> View Matches in 3D	This setting configures whether or not you run matches in 3D. By disabling it, the game will not attempt to load the 3D display and will run in alternative fashions.
<input checked="" type="checkbox"/> 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 1-10 (loudest). Use the "Test" button to try out your settings.

FOOTBALL MANAGER 2014

Graphics Quality	Set the level of 3D graphical detail you see on matchdays. Choose from High, Medium or Low detail.
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	
Location	Choose where you wish your saved games to reside if you want it to be different to the default path.
<input checked="" type="checkbox"/> Use Auto Saves	Configure whether you would like to enable automatic games saves or not.
Auto Save Interval	Select the regularity with which you wish the game to automatically save.
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.
<input checked="" type="checkbox"/> 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.
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.
<input checked="" type="checkbox"/> 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.
PROFILE	
Create or amend your managerial user profile at any point by using this sub-tab.	
INTERFACE	
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.
Rendering Mode	Choose whether the game's graphics are rendered using GPU assistance or through software. Software rendering is only recommended for computers with weak graphical capabilities and will result in some match animations being disabled.
Display (FM) sub-tabs on	Choose whether sub-tabs are displayed upon hovering over them or upon a mouse click. These are only configurable for FM mode and not FMC.
Continue Game Timeout	Choose the period of time before the game will automatically continue during network play.
Confirmation Dialogs	If you wish to reset any dialog messages you have disabled during the course of playing the game, click this button.
Tooltip speed	Drag the slider to configure how quickly a tooltip will display upon hovering the mouse cursor over a game object or link.

FOOTBALL MANAGER 2014

APPEARANCE	
Skin	Select which skin you wish to play FM14 in. The FM 2014 skin is the default game skin, but you can select a Dark version, and also download skins created by community members and others as well.
Clear Cache	Click this button to clear Football Manager™ 2014's graphical cache and restore content to the default options.
<input checked="" type="checkbox"/> 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 FM14, uncheck this box.
<input checked="" type="checkbox"/> Reload skin when confirming changes in Preferences	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.
<input checked="" type="checkbox"/> 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/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.
<input checked="" type="checkbox"/> Show pictures of generated players (and staff)	Configure whether you wish to see pictures for generated players and staff within the game.
<input checked="" type="checkbox"/> 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.
<input checked="" type="checkbox"/> Leave Player 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 available).
COMPETITION SCREEN	
Landing Page	Configure whether you wish to be presented with the team's Profile screen or their squad when clicking on their name.
MANAGER SCREEN	
<input checked="" type="checkbox"/> Use alternative colour scheme for the Title Bar	If checked, this will reverse your team's colours on any human manager titlebar, so as to differentiate from being on a club screen.

FOOTBALL MANAGER 2014

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.

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 good your current system is at running the 3D match display.
<input checked="" type="checkbox"/> View Matches in 3D	This setting configures whether or not you run matches in 3D. By disabling it, the game will not attempt to load the 3D display and will run in alternative fashions.
Graphics Quality	Set the level of 3D graphical detail you see on matchdays. Choose from High, Medium or Low detail.
Frame Rate	Configure the frame rate at which the 3D display runs.
Show...	
<input checked="" type="checkbox"/> Sky	Will display the sky in the background of stadiums in the 3D match display.
<input checked="" type="checkbox"/> Weather Effects	Will enable visual variations in weather in the 3D match display.
<input checked="" type="checkbox"/> Scenery	Will display scenes outside of the stadium in the 3D match display.
<input checked="" type="checkbox"/> Stadium	Will display stadiums in the 3D match display.
<input checked="" type="checkbox"/> Crowd and seats	Will display crowds in the 3D match display.
<input checked="" type="checkbox"/> Use depth of field	Will use a camera's focal length to 'sharpen' the players inside the 'circle of least confusion', increasing the focus on them and less on those outside.
<input checked="" type="checkbox"/> Show name of player(s) with/around ball	Will display the name of players in the 3D match display.

IN-MATCH

<input checked="" type="checkbox"/> 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 1-10 (loudest). Use the 'Test' button to try out your settings.
<input checked="" type="checkbox"/> Show information popup between match highlights	Tick to show the match's information popup when there is no highlight being played.
<input checked="" type="checkbox"/> Auto-hide action bar	Choose the way you want the match action bar to be displayed when in maximised mode.
<input checked="" type="checkbox"/> 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.
<input checked="" type="checkbox"/> 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 user is connected to the internet, a webpage will load in their designated internet browser. If the user is not connected to the internet, the page will not load.
<input checked="" type="checkbox"/> Use flashing commentary when 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, leave the box unticked.

FOOTBALL MANAGER 2014

HIGHLIGHTS - Live	
Default View	Choose the default screen to view during matches.
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.
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, or not at all (None).
Camera	Choose the camera to be used during replays.
Speed	Choose the speed at which replays are played.
PROCESSING	
<input checked="" type="checkbox"/> Allow matches to be moved for TV broadcast	This is another option which is mainly used for online play. If you want all participants to play their fixtures on the same scheduled day, enable this option. This can also be used in offline mode.
<input checked="" type="checkbox"/> Show match preview in build-up to match	If you wish to approach a match using the stage-by-stage 'Match Day Experience', leave this enabled. If you wish to just be taken to the match upon pressing 'Go to Match', un-check it.
Speed to Process Other Teams' Matches	Depending on the abilities of your processor you may wish to have FM14 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 user 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.
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 matchday 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 (1/51) or decimal (16.00) form.

FOOTBALL MANAGER 2014

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 full stop or a comma as your decimal symbol.
Digit Grouping System	Choose whether to use a full stop or a comma as your digit grouping system.
SHORTCUTS	
Football Manager™ 2014 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.	
ONLINE PREFERENCES - GENERAL	
<input checked="" type="checkbox"/> Allow friends to join your game	Tick this box to run your computer as a server and allow others to join your online game.
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 IP addresses	Details of any banned IP addresses will be stored here.
PROCESSING	
<input checked="" type="checkbox"/> Have fewer stops in play by increasing the duration of each processing break	To allow for fewer processing breaks during online play, ticking this will extend a single period longer, so as to allow for greater time playing the game.
<input checked="" type="checkbox"/> 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.
MATCHES	
<input checked="" type="checkbox"/> Use Saturday and Wednesday matchdays to ensure managers play simultaneously.	To allow for all users to play their fixtures simultaneously, ticking this box will ensure that everybody plays weekend and midweek fixtures on the same day.
<input checked="" type="checkbox"/> Highlight Modes Allowed	Determine which highlight modes are permitted in your online game.
<input checked="" type="checkbox"/> Replay Modes Allowed	Determine which replay modes are permitted in your online game.
<input checked="" type="checkbox"/> Slowest Highlight Speed Allowed	Determine the slowest highlight speed permitted in your online game.
<input checked="" type="checkbox"/> Slowest Replay Speed Allowed	Determine the slowest replay speed permitted in your online game.

2.2. CREATE A NEW GAME

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

If you have more than one database, the game will prompt you to select one from a list, as well as the chance to include / exclude any additional data files you may have.

Once it's loaded, you will be presented with the Choose Nations screen.



Firstly, select the nations you wish to include in your saved game. Click 'Next - New Game Overview' when satisfied with your choices, and select the Lowest Active league for each of those nations, as well as a number of other options.

In Football Manager Classic mode, the setup is slightly different:



You may select up to three nations, with the ability to further refine which divisions are active within those countries by un-ticking the 'Remove nation and league restrictions' option at the bottom of the right-hand side panel. As the warning states, however, doing this will both disable PS Vita cross-play functionality and could cause longer processing times.

All that's left to do in Classic mode is to click 'Start Game', whilst in Football Manager™, there are a number of options still available from which you can further customise things.

2.2.1. The Select Leagues Screens

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

Item	Description
Nations	Football Manager™ 2014 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. 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 in once the game has been created. However, by using the Add/Remove League(s) feature, this may be changed throughout the saved game.
Mode	Some Football 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 them 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.
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 so wishes.
Database Size	In a similar manner to the loading of numerous leagues and nations into a save, the size of 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 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.
Custom...	You also have the option to set up a Custom 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 game.
Approximate Player Count	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.
Computer Performance	The performance of your computer is graded on a scale of five stars, with five indicating very good performance.
Estimated Game Speed	The estimated game speed based on your league and database configuration. Graded on a five-star scale, five stars will indicate a very fast game speed.

FOOTBALL MANAGER 2014

Advanced Options	Description
<input checked="" type="checkbox"/> Use Fake Players	This tick box does pretty much exactly what it suggests. Ticking it will generate a whole world of "fake" players instead of using the usual and familiar names and faces.
<input checked="" type="checkbox"/> Do not use Real Fixtures	Tick this box to prevent the use of real life fixtures in for nations and leagues which have them set. A fictional schedule will instead be created.
<input checked="" type="checkbox"/> Do not Add Key Staff	Leave this option un-ticked if you want the game to add key backroom staff (such as Assistant Managers) to teams which do not have them.
<input checked="" type="checkbox"/> Do not Add Players to Playable Teams	If certain playable teams are unable to fulfil particular squad requirements at the start of a new saved game, this box will ensure that their playing squad will be filled out with sufficient personnel unless it is left un-ticked.
<input checked="" type="checkbox"/> Disable First Window Transfer Budgets	Football Manager™ 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, 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.
<input checked="" type="checkbox"/> Disable 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 – he may be an opponent on a team you've just faced. If you wish to simply display all information and attributes from the off, tick this option.
<input checked="" type="checkbox"/> 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.

2.2.2. 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 come from different peoples), 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 which indicates that there is an error.

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

THE FOOTBALL MANAGER

2.3. Adding a New User

If you have created a user Profile already, much of this panel will be populated with your biographical information by default. If multiple Profiles exist, you can change the Profile in use by selecting the drop-down menu to the top right of the screen.

The following options are available on this screen:

Option	Description
Name	Enter your name in the fields provided, most typically First Name followed by Surname.
Gender	Set whether you are male or female.
Date of Birth	Enter your Date of Birth. If you are fortunate enough to be youthful, your year of birth will be set to that of a more realistic age for a younger football manager.
Nationalities	Select your primary and (if applicable) second nationalities.
Place of Birth	Select the place in which you were born.
Favourite Team	Select your favourite team – this can influence some events in the game which interact with the chosen club and its players / staff.
Favourite Formation	Select your preferred tactical formation.
Manager Picture	Load a picture for yourself from your hard drive.
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 that it is secure and one you can remember, as there is no recovery system in place from Sports Interactive or SEGA.
Past Playing Experience	Select your level of experience. By default, the 'Automatic' choice is selected, meaning you are entering the football world with no prior experience. However, for whatever purposes you like, you can select that you have been a Professional or an International Footballer, or perhaps further down as a Sunday or Semi-Professional 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.
Address me as...	Select the manner in which you wish to be addressed. Certain countries have particular naming conventions which can be chosen from this option.
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.

Having filled out your biographical information you can now proceed to select a team. If you've never started a game before the teams from the top-most league selected will be displayed to you. If you've previously started saved games, the league you last started in will be present. In either case, the 'Leagues' menu will allow you to change the teams displayed here. Select a team by clicking on the left end of the table row – the icon next to the team name – and the team's basic biographical information will be displayed. Once you've got your team chosen, hit 'Confirm' from the list of Actions and you will be added as manager.

If you can't decide, the 'Pick a Team for me' option will pick you a team entirely at random. You do not have to accept this choice of team, it merely suggests you a team and leaves the ultimate decision at the user's discretion.

If you still 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.

FOOTBALL MANAGER 2014

CREDITS

SPORTS INTERACTIVE

Martin Allen
Jonny Anderson
Grant Appleby
Aaron Armstrong
Nicolas Aubin
Jamie Bailey
Rob Baams-Goskens
Alex Bell
David Bentley
Ed Bradley
Gavan Brennan
Kevin Brennan
Neil Brock
Robson Brown
Michael Darling
Jahiri Capstick
Wesley Charnock
Stu Coleman
Oliver Collier
Paul Collier
Rob Cooper
Davide Coppola
David Crammond
Joshua Croxston
Mallory Dainton
Tom Davidson
Neil Deighton
Paul Deyoung
Miguel Del Pino
Randeep Dhanraj
Marc Dilly
Anthony Farley
Keith Farnery
Philip Fawc
Sanku Golec
Dean Gripton
Nick Haberton
Lee Harris
Paul Heaton
Carry Hicking
Craig Hunter
James Huxtable
Miles Jacobson
Richard Jones
Graeme Kelly
David Kempshall
Clay Kennen
Tom Kinnear
Jamie King
Sven K. Knudsen
Ed Lambert
Tom Lushinski
Pablo Marquet
Daniel Mowbray
Alex Naylor
Alan Naylor
Mark Nutt
Michael Pygreen
Romaine Roberts
Cristobal Ruiz
Dave Stearns
Sergiy Petrichenko
Mark Prince
Walf Redmond
Risto Rentes
Chris Rice
Philip Rolfe

John Schofield
Alex Skene
Mark Smith
Martin Smith
David Solley
Pete Soutter
Tom Stubb
Joan Sumner
Alberta Tenconi
James Thomas
Simon Tople
Andreas Tsipogi
Kevin Turner
Marc Vaughan
Gavin Waterford
Stuart Warren
Lucan Weatherly
Mark Woodger

ADDITIONAL PROGRAMMING

David Ramirez

SPORTS INTERACTIVE QUALITY ASSURANCE

Adam Mingay
Alex Crawford
Alex Jackson
Alex Pitt
Salimjee Chahal
Daniel Marshall
Dan O'Riordan
David Sobell
Dom Coleman
Duncan Greenwood
Jack Deal
Jack Harvey
Max Clayton-Palch
Max Edwards
Neilson Fogg
Peter Bonfield
Stephen Davidson
Tony Fallow

SPORTS INTERACTIVE RESEARCH AND TRANSLATION

Head Researchers

Africa
Africa
Algeria
Argentina
Australia
Austria
Belarus
Belgium
Bolivia
Bosnia
Brazil
Belgium
Canada
China
Colombia
CONCACAF
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Czech Republic
Denmark
Ecuador
Erica Mendelone & Louis Platt
Elliott Morris
Fabianna Delgado
Brendan Woods
Wolfgang Czuppek
Sotirios Giannidis & Eugene Renda
Krzysztof Tereza
Daniel Torres
Helen Tsahuridu
Paulo Freitas
Mikko Paves
Chris Roberts
Miguel Melnick
Frank Ng
Daniel Torres
Al Odeh
Luis Hootky
Anthony Gull
Andrew Michaelides
Taty Gracior
Saverio Barbak
Daniel Torres

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Sweden
Switzerland
Thailand & Tokyo
Turkey
Ukraine
United States
Uruguay
Venezuela
Wales
Mike Lyubchenko
Tim Lakerwood, Patrick Seaburn
& Brian Wright
Pete Sobell & Dean Gripton
Wesley Rautio
Miles Isaac
Saverio Barbak
Luis Hootky
Miles Isaac
Daniel Buchmann,
Matthew Quatt, Bjorn Marlow
Perick Viamylylis
Mike Lyubchenko
Jeran Thyson
Mike Lyubchenko
Frank Ng
Antia Holo
Anshu Thakurkar
Ashotek Gujral
Sator Entons
Mark Hill
Amir Kureh
Alberto Soares
Robert Swaley
Frank Ng
Miles Isaac
Miles Isaac
Giles Wright
Frank Ng
Miles Isaac
Luis Hootky
Dusan Stamenkovic
Mark Hill
Christian Moberg &
Lars Christian Bjerknes
Luis Hootky
Omar Fogale Sanchez
Giancarlo Salazar
Krzysztof Socha & Marcin Gierk
Joel Guilhemme Oliveira
Dean Gripton
Miles Ancher
Sergiy Petrichenko
Max Petrichenko
Frank Ng
Miles Jamni
Saver Miles
Dusan Stamenkovic
Frank Ng
Peter Kucharski
Ivan Tomovic
Neil Dalport
Philip Sung
Hosotaro Jansons Caberera
& David Franco
Pe Antonsson
Giles Compagn
Frank Ng
Mudrin Babak, Saver Kural,
& Mehmet Omar Parlak
Andrey Kravchenko
Alj Diank & Tizian Oberle
Federico Anardi
David Board
Adam Squire

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TRANSLATION

Czech	Milan Czerniewski, Pavel Manduchov, Zdenek Spicler, Petr Zemek, Jan Peck, Jana Lohavicki, Jirka Hoznacovi, Milan Bergman, Tomal Douda, Martin Friebl
Danish	Peter Ølesen & Thomas Tingley
Dutch	Patrick Götjes
French	Thomas Pel-Denissovaux
Italian	Alberto Scotta
Japanese	SEGA Publishing Korea
Norwegian	Liz Schilowa & Morten Raabaa
Polish	Marcin Krygier
Portuguese	José Guilherme Chinea & Paulo Ricardo Lopes Andre
Russian	Alexey Dubrovits, Evgeniy Belov & Viktor Shkorenko
Spanish	Juan Alberto Villar
Swedish	Lars Juhlin & Henrik Sandholm

SEGA EUROPS LIMITED

Akane Hinaka
Alison Gould
Amanda Fox
Ann Luang
Anna Downing
Armed Tempelmeier
Aron Bully
Benjamin Wilton
Asha Chaudhan
Cari Waters
Charlotte Cook
Ben Howell
Bobby Wertheim
Chris Southall
David Walker
Elliot Kabra
James Duggan
James Sihal
Janis Cook
Jeff Medder
John Clark
John Wood
John White
Jurgen Post
Lee Martin
Lewis Redden
Marine Cabour
Mark Le Beaton
Mark Prince
Natalie Forsyth
Nick Moloney
Neil Stechi
Katy Blackwell
Pauline Emery
Pedro Gonzalez
Pete Oliver
Scott Head
Simon Inch
Dafur McGarry
Tom Bushnell
Yoshie Sato
Karen Chislett
Nicky Densod
Daniel Freygold

SEGA DEVELOPMENT SERVICES

Aditya Reddy
Alfonso Velaz
Alan Dandry
Alan Desaut
Alejandro Dacoca
Alessandro Franca
Anat Mariani
Andrew Bonan
Andrew Sparks
Androniko Karameri
Anthony Phillips
Annoles De Black
Antonella Maras
Ariel Flores Silva
Balthar Kerpelovsk
Arlin Beehaney
Ben Hudson
Ben Jackson
Ben Lyons
Ben Wade
Cari Gaben
Cherie Cano
Chris Bailey
Chris Ben
Chris Brownell
Chris Gales
Chris Kish
Clarao Ribeiro
Clint Gibson
Daniel Harkin
Daniel Hambley
Daniela Vola
Darby Flacey
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David Osborn
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John Wuang
Jon Haslam
Joseph Chouan
Julie Minter
Lutz Clemens
Erikella Olson
Lari M. M. Singh
Lawrence Kout
Leo Paine
Lorenzo Bessi
Luiz J. Fereses
Masso Parodi
Mark Hay
Mark Kelly
Marta Luis Gonzalez

Matthew Gibson
Mike Torano
Nasser Yehou
Nikolaj Kask Jensen
Pablo Latorde
Paul Hann
Peter Christensen
Phil Adams
Robby Lavigne
Robben Kowjint
Robert Thompson
Ronja Solari
Sanjay Jayaraman
Santanon Pinar Selguro
Shaun Young
Shiva Koppel
Simon Lawrence
Stephen Edwards
Stephen Speller
Tony Langan

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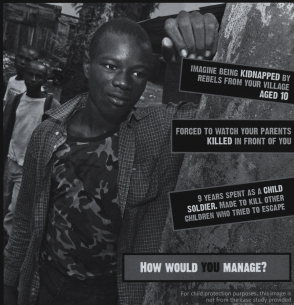
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HITTE FOOTBALL MANAGER



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REBELS FROM YOUR VILLAGE
AGED 10

FORCED TO WATCH YOUR PARENTS
KILLED IN FRONT OF YOU

9 YEARS SPENT AS A CHILD
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Would your village take you back after what you've done?
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ONLINE ACTIVATION - STEAM

You are required to install and activate your game through Steam.
It's a very quick process and comes with a host of benefits; these include:

- Automatic game updates – so you'll always be playing the latest version of the game.
- Steam Cloud Saving means you'll be able to carry on your saved game on any computer via The Cloud and without the need for the game disc.
- Play Online Games through Steam with an intuitive game set-up, plus you can set up your own leagues and cups and import your team from Career Mode.
- With Steam Workshop integration you can now create and share your own Football Manager™ experiences including FM Challenges, customised graphic packs, skins & databases.
- A host of achievements so you can track your career against your friends.
- Plus – global leaderboards which allow you to find out exactly how good a manager you are!

* IMPORTANT *

An internet connection is needed to activate Football Manager™ 2014. Once activated you can play Football Manager™ 2014 whilst offline. To do this go to the Steam Client and click 'Go Offline' in the drop-down box. Please note that you must be connected to the internet to change this setting, so set Steam to 'Offline Mode' before you disconnect!

However, you need to be online to experience all of the above benefits of Steam and access the fully searchable manual.

If you are having issues activating your game, please visit www.footballmanager.com/activation for more help.

ONLINE MANUAL

Football Manager™ 2014 comes with an interactive online manual which includes full game information, screens, a full FAQ section and is fully searchable – so check it out now at: www.footballmanager.com/manual

STEAM ACTIVATION REQUIRES AN INTERNET CONNECTION AND A FREE STEAM ACCOUNT

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You can activate this product via the Internet by registering for a Steam account and accepting the SSA.

3

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