

FOOTBALL[™] MANAGER 2019

NOTES FOR REVIEWERS

Not for Publication

This year's Football Manager sees major changes to key elements of the game (including training and tactics) that aim to give experienced players more control and depth, while making it easier for new players to get their team training and playing the way they want them to.

Also, as a result of user feedback, we have also introduced an all-new 'manager induction' system, designed to guide first-time and less experienced players through the basics (as well as giving them a head start on getting the most out of each area of the game).

Alongside these new additions there are also noticeable changes to the matchday experience with the inclusion of VAR and goal-line technology and we're delighted to introduce a major new licence - the Bundesliga.

We feel that these additions and improvements make FM19 the greatest game that we've ever released. But we would say that, wouldn't we? Here's some further information about the key features in the game this year which should help you when you're making your own judgment.

Training

In FM19, you'll notice that training is more in-depth than ever before and gives you more ways to take control over your team's activities on the training pitch.

Firstly, there are now more than 40 training sessions to choose from, divided into 11 categories. These include attacking and defending, set pieces and even 'extra-curricular' activities such as team bonding or community outreach sessions.

You can combine sessions to create training schedules that suit your team's needs or choose from a range of preset schedules that cater for a range of scenarios you might encounter over the course of a season. You can also edit any of these preset schedules, should you desire.

It's easier to see what effect your training has on your players now too. This year sees the introduction of training ratings, so you can see who your best and worst performing players on the training pitch are. You may want to use these to influence your team selection on matchdays.

FM19 also sees the introduction of training units. Goalkeepers, defenders and attackers are separated into units that train against each other. So, for example, during a session focused on chance creation your attackers will attempt to find and exploit gaps between your defenders with each session having a different impact on each unit.

Mentoring improves on the tutoring system that was present in previous Football Manager games. You can now set up mentoring groups where senior players work closely with younger players, influencing their personalities. With this in mind, it's worth pairing your young stars with players who have the sort of personality and attitude you want to spread through the squad.

Tactics

The tactical system in Football Manager 2019 gives you many more ways to get your team playing exactly the way you want them to.

This year sees the introduction of a 'tactical styles' system, which gives you the ability to replicate some of the most popular systems in world football, including Tiki Taka and Gegenpress, in just a couple of clicks. Previously, it would have taken quite a bit of tinkering to implement one of these systems. Of course, you still have the option of creating a tactical system from scratch if you'd prefer to come up with a tactical innovation of your own.

Another new addition is the fact that team instructions are now separated into three different areas: in possession, in transition and out of possession. This gives you more control over each phase of play and allows you to create tactical combinations that previously weren't possible, thanks to a range of new instructions. For example, you can now set different widths for when you're attacking and defending so you may want to go wide when attacking to bring your wingers into play but defend narrowly to force your opponents into playing crosses into the box.

Alongside the revamp to instructions we've reworked some of the player roles in the game. The pressing forward aims to close down and pressure your opponents' defenders while the no-nonsense full-back and no-nonsense centre-back are roles that are suited to more technically limited players.

Inductions

New and less experienced managers will benefit from the new inductions system. The inductions act as a tutorial that guides a player through the game's key areas, providing informing on the options available and how to get the most out of each area.

The induction system is built in to the game, with the guidance delivered via the Inbox over the course of your first days in the job. You can, of course, opt to switch this off if required.

Although it was very much designed with new managers in mind, the induction feature will also be useful for experienced managers who want to learn about some of the new features in certain areas of the game.

VAR and Goal-line Technology

After creating numerous talking points in the real world over the summer, VAR now makes its FM debut. It will feature in competitions where the technology is used in real-life (and in the same format). In some competitions, the referee will use a TV by the side of the pitch to help make their decision and in others they will communicate with the Video Assistant Referees via an earpiece.

Goal-line technology is also included in Football Manager for the first time and, like VAR, will be used in the competitions that make use of the technology in real-life. It's shown as a top-down replay, just as it is in real-life, and the commentary will indicate whether or not it was a goal.

In addition, more than 500 animations have been replaced with new, motion-captured versions. These include shots, passes, headers, tackles and goal celebrations.

Team-talks have been improved to include more contextual options and now the dynamics system that was introduced in FM18 has been brought into team-talks so you can clearly see what effect your words of wisdom are having on your players with the most influence in the dressing room.

Bundesliga

Both the Bundesliga and Bundesliga 2 are officially licensed for the first time in Football Manager. All 36 teams across both divisions are authentically replicated in-game with player faces, kits and club badges included. Additionally, both the Bundesliga and Bundesliga 2 league trophies are there to be won. The Bundesliga makes use of both VAR and goal-line technology, making it an ideal place to manage in if you want to see both technologies in action.

Alongside both divisions, the DFL Supercup has been included in the game for the first time with that trophy also represented in FM19.

A full German language translation has been added with more than 2m lines of text translated.

And More

In addition to these headline features, we've announced a range of other features – some big, some more subtle – and you can find a full list of everything that has been announced so far here: <https://community.sigames.com/topic/446547-football-manager-2019-announced-features/>.

There are, of course, a huge number of features that we've left for you to discover yourselves as well. We hope you enjoy your time in FM19.