

# FOOTBALL MANAGER 2015™



## 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 center 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™ 2013 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:

3

7

12

16

18

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](http://pegionline.eu)



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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.

# FOOTBALL MANAGER 2015

## 1.0 INTRODUCTION

### 1.1. Welcome to Football Manager™ 2015

**Football Manager™ 2015** 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 advisor systems, aims to fully acquaint you with every aspect of **Football Manager™ 2015**.

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](http://www.sigames.com) or you can join our thriving online community at <http://community.sigames.com>.

#### 1.1.1. What's new in FM15?

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

The world's best-selling and most realistic football management series is back, packed with new features and improvements.

#### HOW WILL YOU MANAGE?

You can now define your managerial style like never before.

When you start your career you'll get manager points based on your chosen level of experience. You then use these to specialise in certain areas of management such as coaching, scouting, youth development and man-management. Your decisions moving forward will further shape your style.

#### MATCHDAY EXPERIENCE

New motion captured animations; new lighting and improved ball physics add extra depth and realism to the **3D Match Engine**.

Plus, improved AI, individual player shouts and other additions make this the closest simulation of a football match available!

#### NEW & IMPROVED

- A new user interface makes management easier and more intuitive.
- A new Scouting Centre integrates player search and knowledge allowing you to set up and track more specific searches, assignments, reports and shortlists. Plus, more advice from your scouting team.
- More realistic player personalities replicate today's football world where player power rules. Players are more vocal in the press and quicker to issue ultimatums if they're unhappy.
- New tabloid and broadsheet reporters develop deeper media stories & rivalries. Plus lots more variety when dealing with the media.

**Plus:** Twitch TV support, Moverment, Manager Timelines and improvements to Finance, Training, **Football Manager Classic** and hundreds of other new features.

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## 1.2. INSTALLATION

### 1.2.1. System Requirements

The System Requirements necessary to run **Football Manager™ 2015** are as follows:

	Processor	Graphics	Memory
Windows XP, Windows Vista, Windows 7, Windows 8	Intel® Pentium® 4 Intel® Core™ AMD® Athlon™  XP: 1.6GHz+ Vista: 2.2GHz+	NVIDIA® GeForce® FX 5900 Ultra ATI™ Radeon™ 9800 Intel® GMA X3100  128MB VRAM Direct X 9.0c compliant	1GB RAM 3GB HDD
Mac OS® X 10.6, 10.7, 10.8, 10.9	Intel® Core™  1.8GHz+	NVIDIA® GeForce® 7300 GT ATI™ Radeon™ 30100 Intel® GMA X3100  128MB VRAM OpenGL 2.0 compliant	1GB RAM 3GB HDD
Ubuntu 12.04 LTS Linux	Intel® Pentium® 4 Intel® Core™ AMD® Athlon™  1.8GHz+	NVIDIA® GeForce® 7300 GT ATI™ Radeon™ HD 2400 Pro Intel® HD Graphics 3000/4000  128MB VRAM OpenGL 2.0 compliant	1GB RAM 3GB HDD

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

On Windows there may require the DirectX 9.0 SDK installed (<http://tinyurl.com/6m9msxo>).

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.

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## 1.2.2. Installing Football Manager™ 2015

### Windows/Mac OS X

Insert the **Football Manager™ 2015** DVD into your 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.

### 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 activation code supplied.

**Football Manager™ 2015** 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™ 2015** 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.

## 1.2.3. Important information Regarding Steam's Offline Mode

**Football Manager™ 2015** will need internet access for its activation process because Steam is a network-based platform. **FM2015** 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 **FM2015**.

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 (**'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.

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## 2.0 GETTING STARTED

### 2.1. Launching the Game

To launch **Football Manager™ 2015**, double click the shortcut icon on your desktop.

#### 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
<b>NEW CAREER GAME</b>	
Football Manager	Begins the process of starting a brand new game of <b>Football Manager™ 2015</b> .
Football Manager Classic	Begins the process of starting a brand new game of <b>Football Manager™ Classic</b> .
Challenge Mode	Begin one of the <b>FMC</b> -specific challenges.

Action	Description
<b>NEW ONLINE GAME</b>	
Football Manager	Begins the process of starting a brand new game of <b>Football Manager™ 2015</b> for <b>Online</b> play.
Football Manager Classic	Begins the process of starting a brand new game of <b>Football Manager™ Classic</b> for <b>Online</b> play.
Versus Mode	A multi-player option in <b>Classic</b> 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 is truly the greatest football manager.

Action	Description
<b>CURRENT GAMES</b>	
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 <b>Online</b> Game.
Downloads	Access the <b>Steam</b> Workshop to download and purchase additional content and <b>Classic</b> mode unlockables.

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

Action	Description
Preferences	Configure your game Preferences. Please refer to <b>section 2.1.2</b> for greater detail on each of the preference options.
Online Game Preferences	Configure your preferred settings for <b>Online</b> play.
View Match	Load up a saved .pkm match file and re-watch some of your greatest moments!
Credits	The people responsible for making <b>Football Manager™ 2015</b> .
Manual	Clicking on the "Manual" button will load the <b>Football Manager™</b> manual.
Leaderboards	Check out the <b>Football Manager™ 2015</b> Leaderboards and see how you fare against the best around the world.
Quit	Exit <b>Football Manager™ 2015</b> 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 screen and allow you to configure how **Football Manager™ 2015** 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.	
Action	Description
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 <b>FM15</b> in. The <b>FM2015</b> 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 resolution and display mode that your <b>PC</b> can run <b>Football Manager™</b> in.
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 <b>PC</b> .

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WAR .A.L.D

FOO

Action	Description
<b>MATCH</b>	
<b>This PC's 3D Graphics Capability</b>	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"/> <b>View Matches in 3D</b>	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"/> <b>Use sound in match</b>	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.
<b>Graphics Quality</b>	Set the level of 3D graphical detail you see on matchdays. It is possible to choose Recommended for this PC, Very High, High, Medium, Low and Very Low.
<b>Highlight Mode</b>	Configure the situation 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.
<b>Size of Text &amp; Images</b>	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.
<b>SAVING</b>	
<b>Location</b>	Choose where you wish your saved games to reside if you want it to be different to the default path.
<input checked="" type="checkbox"/> <b>Enable Data Collection</b>	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.
<input checked="" type="checkbox"/> <b>Use Auto Saves</b>	Configure whether you would like to enable automatic games saves or not.
<b>Auto Save Interval (Every)</b>	Select the regularity with which you wish the game to automatically save.
<b>Auto Save Type</b>	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"/> <b>Use auto save type when saving manually</b>	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.
<b>SOCIAL NETWORKS</b>	
<b>Login/Logout of Twitter/Facebook/YouTube</b>	Sign into or log out from your Twitter, Facebook and YouTube accounts.
<b>YOUTUBE UPLOADS</b> (When signed into YouTube)	
<b>Resolution to Upload Match videos in</b>	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"/> <b>Save a copy of uploaded videos in the location of your game files.</b>	If you wish to retain a local copy of all uploaded YouTube content, tick this box.

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PROFILE	
Create or amend your managerial user profile at any point by using this sub-tab.	
Action	Description
INTERFACE	
Window Mode and Resolution	This list presents every resolution and display mode that your PC can run Football Manager™ in.
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.
<input checked="" type="checkbox"/> 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, 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.
APPEARANCE	
Skin	Select which skin you wish to play FM15 in. The FM2015 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™ 2015'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 of 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 FM15, 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 / nation / position display below his name whilst this option is checked.



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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"/> 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.
<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 'A' icon to the left of their name. Choose between a hover and a click.
<input checked="" type="checkbox"/> 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 competition's profile screen or the league table (stage) when clicking on it.
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 title bar, so as to differentiate from being on a club screen.
FM IN-GAME EDITOR	
<input checked="" type="checkbox"/> Show In-Game Editor in the Menu Bar	If you have purchased the FM In-Game Editor you can toggle whether or not the option to use it is visible on the Menu Bar within a saved game. If you have already used it within the saved game and then un-tick this option the icon will become disabled, whereas if you have never used it and then un-tick it, it will simply disappear until such time as you re-enable it.
SCREEN FLOW	
<input checked="" type="checkbox"/> 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 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.	

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## 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.

Action	Description
<b>MATCH - 3D</b>	
This PC's 3D Graphics Capability	This uses, 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. It is possible to choose from Recommended for this PC, Very High, High, Medium, Low and Very Low.
Frame Rate	Configure the frame rate at which the 3D display runs.
<b>SHOW...</b>	
<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"/> 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"/> Name of player(s) with/around ball	Will display the name of players in the 3D match display.
<b>IN-MATCH</b>	
<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 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, leave the box un-ticked.
<input checked="" type="checkbox"/> 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.

Action	Description
<b>HIGHLIGHTS - LIVE</b>	
<b>Default View</b>	Choose the default screen to view during matches.
<b>Highlight Mode</b>	Configure the saturation level of highlights you wish to see during matches. <b>'Full Match'</b> will show you absolutely everything that happens, whilst <b>'Comprehensive'</b> will show a large portion of affairs. <b>'Extended'</b> covers a healthy chunk of proceedings, <b>'Key'</b> shows you the notable incidents, and <b>'Only Commentary'</b> will play the match out simply with textual descriptions.
<b>Camera</b>	Choose the camera in use by default during match action.
<b>Style</b>	When using <b>Director</b> mode, choose the primary camera to use.
<b>Match Speed During Highlights</b>	Toggle the speed at which the match action is displayed when highlights are playing.
<b>Match Speed Between Highlights</b>	Toggle the speed at which the match clock moves when there is no highlight to be shown.
<b>REPLAYS</b>	
<b>Show replays for</b>	Choose the saturation level of replays. They can be shown for Goals, Goal Action, all Highlights, or not at all (None).
<b>Camera</b>	Choose the camera to be used during replays.
<b>Speed</b>	Choose the speed at which replays are played.
<b>PROCESSING</b>	
<b>Match scheduling options</b>	Don't allow matches to be moved / Allow matches to be moved for TV broadcast / Use Saturday And Wednesday Matchdays
<b>Ⓜ Skip match preview in build-up to match</b>	If you wish to approach a match using the stage-by-stage <b>'Match Day Experience'</b> , ensure this is un-ticked. If you wish to just be taken to the match upon pressing <b>'Go to Match'</b> , enable it.
<b>Speed to Process Other Teams' Matches</b>	Depending on the abilities of your processor you may wish to have <b>FM15</b> process matches from elsewhere in your football world in different ways. A more capable <b>PC</b> 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 <b>PC</b> 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.
<b>When viewing matches from the Start Screen</b>	Configure whether you want to play through saved matches from the start or simply view the full time score and match statistics.
<b>Match Storage Space / MB</b>	Configure how much disk space you wish to allocate to the storage of past matches.
<b>FORMATS - GENERAL</b>	
<b>Language</b>	Select which language you wish to play in.
<b>Currency</b>	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.
<b>Wages</b>	Display wages in-game in either a weekly, monthly, or yearly format.
<b>Temperature</b>	Display match day temperature values in Celsius (°C), Fahrenheit (°F), or Kelvin (K).
<b>Height</b>	Display Height measurements in centimetres (cm), metres (m), or feet (ft)
<b>Weight</b>	Display Weight values in kilograms (kg), pounds (lb), or stone (st).
<b>Short/Long Distance</b>	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.
<b>Match Odds</b>	Display pre-match odds in either fractional (15/1) or decimal (16.00) form.

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Action	Description
<b>DATE</b>	
<b>Format</b>	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.
<b>Separator</b>	Select the format of your date separator; choose from a dot, slash or dash.
<b>FINANCES</b>	
<b>Positive</b>	Choose how you wish your currency of choice to be displayed when values are positive.
<b>Negative</b>	Choose how you wish your currency of choice to be displayed when values are negative.
<b>NUMERIC</b>	
<b>Decimal Symbol</b>	Choose whether to use a dot or a comma as your decimal symbol.
<b>Digit Grouping System</b>	Choose whether to use a decimal, comma or a space as your digit grouping system.
<b>SHORTCUTS</b>	
Football Manager™ 2015 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.	
<b>EXTRA FILES</b>	
This screen is where you will be able to enable / disable additional data files, such as the existing alteration 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.	
<b>ONLINE PREFERENCES - GENERAL</b>	
<input checked="" type="checkbox"/> <b>Allow anyone to join your game</b>	Tick this box to run your computer as a server and allow others to join your <b>online</b> game freely and without prior permission being required.
<b>Server Name</b>	Enter the name of your server to make it identifiable to anyone you wish to join your game.
<b>Server Password</b>	Set a password for your game if you wish it to be private.
<b>Banned Users</b>	Details of any banned users will be stored here.
<b>GAMEPLAY</b>	
<input checked="" type="checkbox"/> <b>Disable subscribing to other humans</b>	If ticked, users will not be able to subscribe to other users via the news subscriptions system. Subscribing to other humans can potentially give users advanced warning via the news inbox of transfer dealings etc they are involved in.
<b>PROCESSING</b>	
<input checked="" type="checkbox"/> <b>Have fewer stops in play by increasing the duration of each processing break</b>	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"/> <b>Allow the game to continue automatically in the conditions specified</b>	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.

Action	Description
<b>MATCHES</b>	
✓ <b>Highlight Modes Allowed</b>	Determine which highlight modes are permitted in your online game.
✓ <b>Replay Modes Allowed</b>	Determine which replay modes are permitted in your online game.
✓ <b>Slowest Highlight Speed Allowed</b>	Determine the slowest highlight speed permitted in your online game.
✓ <b>Slowest Replay Speed Allowed</b>	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 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	<b>Football Manager™ 2015</b> 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 (boxed). 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 <b>Football Manager™</b> 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 those with less capable PCs 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 saved 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.
Recommended Setup	Selecting this option will allow <b>Football Manager™ 2015</b> to advise you on the ideal number of nations and leagues to load into the game. This is just a recommendation, you are free to interpret the guidance however you wish, or ignore it altogether.

Advanced Options	Description
<input checked="" type="checkbox"/> 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.
<input checked="" type="checkbox"/> Do not use Real Fixtures	Tick this box to prevent use of real life fixtures 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 back room staff (such as Assistant Managers) to teams which do not have them.
<input checked="" type="checkbox"/> Add Players to Playable Teams	If certain playable teams are unable to fulfill 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 when ticked.
<input checked="" type="checkbox"/> Disable First Window Transfer Budgets	<b>Football Manager™</b> 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 disabling 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 <b>Football Manager™</b> 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.
<input checked="" type="checkbox"/> 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.

## 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 people), 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.

## 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 select the desired one from the dedicated profile selection screen.

The following options are available on this screen:

Personal Details	Description
Manager Picture	Load a picture for yourself from your hard drive
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.
Extra Information	Description
Other Favourite Teams	Select up to three additional favourite teams.
Favourite Formation	Select your preferred tactical formation.
Additional Languages Spoken	Select up to three additional languages spoken in addition to the presumed default based upon your nationality.
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.
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 <b>Sports Interactive</b> or <b>SEGA</b> .
Social Networks	Log into your <b>Twitter</b> , <b>YouTube</b> and <b>Facebook</b> accounts to link them up with <b>Football Manager™</b> 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 **Next - Managerial Style**.

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.



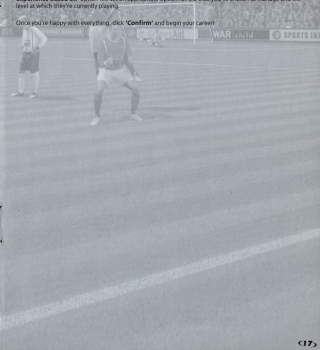
# FOOTBALL MANAGER 2015

## 2.4. 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 two traditional options: a **Tracksuit Manager** or a **Tactical Manager**, and an allocation of points to use on a particular set of attributes. These points can be heavily biased into one particular style by using the **'Style Focus'** slider in the middle of the screen and from there you can begin to build your own managerial profile by moving those points around to the attributes you desire most.

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!



# FOOTBALL MANAGER 2015

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IMAGINE BEING KIDNAPPED BY  
REBELS FROM YOUR VILLAGE  
AGED 10

FORCED TO WATCH YOUR PARENTS  
KILLED IN FRONT OF YOU

5 YEARS SPENT AS A CHILD  
SOLDIER. MADE TO KILL OTHER  
CHILDREN WHO TRIED TO ESCAPE

**HOW WOULD YOU MANAGE?**

For child protection purposes, this image is not from the case study provided.

Would your village take you back after what you've done?  
How easy would it be to earn respect with a school book instead of an AK-47?

This is Joseph's story. He is just one of the estimated 300,000 child soldiers worldwide.

Read more about him on our website.

We help rebuild children's lives  
when they've been torn apart by  
war.

[www.warchild.org.uk](http://www.warchild.org.uk)

**WAR**  
child

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# FOOTBALL MANAGER 2015

## NOTES





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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 Sharing** 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!

## PLAYING IN OFFLINE MODE

Whilst an internet connection is needed to activate **Football Manager 2015**, once activated you **CAN** play **Football Manager 2015** when 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](http://www.footballmanager.com/activation) for more help.

## ONLINE MANUAL

**Football Manager 2015** 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](http://www.footballmanager.com/manual)

### STEAM ACTIVATION REQUIRES AN INTERNET CONNECTION AND A FREE STEAM ACCOUNT

**Notice:** Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA").

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

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[www.pegi.info](http://www.pegi.info)

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FOOTBALL MANAGER 2015: STEAM ACTIVATION CODE

NFA04-ZR68G-Z3WZF