



WORLD'S GREATEST MANAGEMENT SIM RETURNS WITH MOST AUTHENTIC RELEASE TO DATE

More than 1,000 improvements and enhancements make Sports Interactive and SEGA®'s tenth Football Manager™ the most compelling and realistic to date

Sports Interactive and SEGA Europe Ltd. today unveil *Football Manager 2014*... the most feature-packed and technically advanced release in the series' history. Benefitting from more than 1,000 improvements and enhancements over its most recent predecessor, FM 2014 is the most realistic simulation of football management ever released.

In addition to enhanced gameplay, FM 2014 also delivers a range of technical innovations, with the game available on Linux for the first time and the introduction of 'cloud save' technology, which means that managers can now pursue a single career from any computer, anywhere in the world.

The FM experience is also more customisable than ever before, as the integration of Steam Workshop tools make it easy for managers to create and share customised FM content and experiences such as photo/logo packs, new and custom competitions and even tailor-made in-game challenges using the new Challenge Editor which has been incorporated into the free-to-download Pre-game Editor.

"Our unchanging goal in the development of the Football Manager series is to deliver the most authentic and immersive simulation of real-world football management wherever you may be in the world," says Sports Interactive's Studio Director Miles Jacobson. "Players can now take charge of their team anywhere they can access a home computer, and with huge improvements to existing features plus the addition of loads of new stuff, can have the best Football Manager experience to date while doing so."

Some significant FM 2014 highlights include:

- An improved 3D Match Engine
- A tactical overhaul
- More realistic transfers and contracts
- More sophisticated board interaction
- More complex interaction between staff, players and rival managers
- A revamped news system
- An enhanced user interface
- Evolution for Classic mode
- Additional community features
- Extensive tech improvements

Football Manager 2014 will be released for Windows PC, Mac and Linux before Xmas 2013.

Fans who pre-order a copy of FM 2014 from a participating retailer (high street or digital download) will enjoy early access to a fully-playable Beta version of the game, available roughly two weeks prior to the official release date. Careers started in this Beta version will continue in the full game. A list of participating retailers can be found at www.footballmanager.com.

Further details on the game's 1,000-plus new and enhanced features will be revealed over the coming weeks via Facebook ([facebook.com/officialfootballmanager](https://www.facebook.com/officialfootballmanager)) and Twitter, from both the Football Manager account (@FootballManager) and from Miles Jacobson directly (@milesSI).

There will also be weekly updates and video blogs detailing many of the key features at the game's official website (www.footballmanager.com) while more detail on the headline features announced today follows below.

More detail on FM 2014's major new features

- 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, definable roles for players for multiple positions, new player roles and instructions and improvements to rival 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 new contract clauses such as a sub bench appearance fee. On top of this, the old 'turn-based' system of transfer negotiations can now be done 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 rivals 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.

- 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.