

PREMIER MANAGER®

2005 - 2006

ZOO Digital Publishing

Manual

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on television screens while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your doctor.

CONTENTS

INTRODUCTION 4

LOADING AND SAVING DATA 4

CONTROLS 4

GETTING STARTED 5

PLAYING THE GAME 6

CLUB STAFF 11

PLAYERS 12

PLAYING A MATCH 14

CREDITS 16

INTRODUCTION

Being a manager is about getting the best out of people. Getting the best performance from your players and coaching staff, getting the support of the board and the media, and the best deals out of other clubs and player agents.

Get it right and it can seem like the easiest job in the world - everyone thinks you're great - but all it takes is a little bit of bad luck and you'll be hanging on by your fingertips!

Pick your team from one of the five European leagues (UK, France, Spain, Italy and Germany) running simultaneously and take complete control of transfers, tactics, team management, squad rotation, finances and club development.

You'll be requesting money to rebuild the squad from your chairman, issuing instructions to trainers and coaches, handling negotiations with player agents, massaging player's egos and trying to fend off the more intrusive members of the press.

What will be more important: taking control of a training session, doing a newspaper interview or renegotiating a contract? You'll experience all the emotions of football management in Premier Manager 2005-2006. Now you've just got to find out if you've got what it takes...

CONTROLS

Left Mouse Button	Select/Confirm
Right Mouse Button	Back
Space Bar / Mouse Wheel Button	Bring on Hub Menu

INSTALLATION

The Premier Manager 2005-2006 game comes with an installation program on the disc. Please insert the Premier Manager CD into your PC's CD/DVD drive. Double click on the setup.exe file and this will commence the installation of the game to your hard drive.

Before installation commences please ensure that you have at least 100meg of Hard Drive space available.

Once completed you will be able to run your game from your Hard Drive.

GETTING STARTED



The next few pages of the manual give you a brief overview as to what to do and where menu options can be found. Later on in the manual are a few pages containing additional information about key parts of the game.

Upon loading the game you will have 3 options:

START NEW GAME
Selecting this option will take you forward to start a new management career from scratch at the club of your choice.

QUICK-START GAME
This option also allows you to start a career from scratch at the club of your choice. If you select this option though the game will skip forward until just before the start of a season, so you will not have much time for transferring players, arranging friendlies, etc. This option will take you forward quickly though if you want to just get on with playing games.

LOAD GAME
If you have a save game which you wish to load in you should select this option and then load the game from your hard drive.

NEW GAME
Prior to selecting your club you should enter your name and select your nationality. Use the keyboard to enter your name. When your first name is complete, do the same to enter your surname. Again, when that is complete click on the next box and select your nationality. When you are on this part of the screen press the Okay button to move forward.

DATABASE SELECTION
Premier Manager allows you to run up to 4 countries at any one time. This means that you can switch jobs and go to other countries mid-season if you wish. You can also view full sets of data for matches and players from the other countries. Note that the more countries that you have running the more data is processed at the end of each day. Therefore it may take slightly longer to update the game and update all of the extra information that is available to you.



On this screen you can select 1 to 4 countries from the 6 that are available. Select CONTINUE when you are happy with your choice. Note that once selected you can only change this configuration by restarting the game from scratch.

TEAM SELECT
Click on the left and right arrows to scroll between the available countries, then click on the down arrow to select the division in that country. Click on the down arrow again to be able to scroll through the available clubs to manage in that division, scroll through these by clicking on the left and right arrows. If you wish for extra information on that team press Info button.



Once happy with your selection press the Okay button and begin your career with that club...

PLAYING THE GAME

HOME SCREEN
The first screen you will come to is the Home Screen. You will progress time from this screen, deal with issues relating to your club and so on.



This screen is split into two parts. The top part of the screen provides lots of information about your club and your performance. The information on this part of the screen rotates every few seconds. You will find information relating to your league form, players form, transfers, finances and financial information here. You will also see information relating to your staff and most importantly their relationship with you. If the coloured bar next to their face drops their happiness in you is falling and could be due to any number of reasons.

In the bottom part of the screen is information and news that come in on a daily basis. Firstly, you will get news messages relating to other events in the world, this could be players getting transfer listed, managers getting sacked and so on. Use this information to your advantage. Secondly you will get requests for meetings here, the basic information about the meeting will be displayed in this window, if you want to hold a meeting highlight click on the TALK button, if you have no interest click on the DISMISS option. Meeting requests will come from either your own staff and Chairman or people working on behalf of other clubs or players.

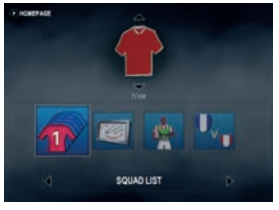
You must clear all of the messages and meeting requests on this screen before being able to progress time. Clear messages by clicking on the OK button. When everything is clear the option NEXT DAY will appear, click on this button to progress time.

In some cases you will enter a meeting to discuss matters in more detail.

When this happens the bottom part of the screen relates to you and the top part the person you are talking to. When in a conversation you will have up to 4 possible answers to give, switch between these by pushing the direction arrows on the controller. Your response will lead to different possible outcomes.

During the close season you can click on the "Fast Forward" button to Fast Forward the game. If you do this you will not receive any messages or information for the period you fast forward so may therefore miss out on offers for your players. Whilst the game is Fast Forwarding you may click in the window at any time to return to the game. The game will stop forwarding before your team plays it's first game.

HUB SCREEN



The Hub screen is your way of navigating around the game. Pressing the SPACE BAR from most parts of the game will bring the Hub on. You can also click on the HUB button on the menus.

On the Hub click on the on-screen arrows to scroll up and down the menu options then click on the menu you wish to enter.

When on the Hub menu click on the Home Screen button to return to the Home Page.

Here is a brief summary of the Hub categories:

TEAM

Navigating through this option will allow you to find out everything that relates to the club you are managing.



From the SQUAD LIST option you can go to a list of players in your current squad. From the Squad List you can access a Player Factfile for each player by clicking on their name. When in the Factfile you can do things like transfer list your player, talk to them about their contract, release them on a free and get reports on them by clicking on the appropriate button.

In the TACTICS menu you can set-up your match tactics and also the starting 11 for your team. Click on a player to highlight them and then click on another player to switch the two over. Click on the left and right arrows above the top player in the list to scroll through various statistics of each player. Click on the icon next to the player to view their factfile.

In the formation screen you can change the current formation and styles of play. Click on the arrows in the bottom part of the screen to scroll to the next menu.

On the Set-piece takers screen you can set who will take your corners, free-kicks and select the club captain. Clicking on the player name will take you between each of the options, clicking the left and right arrows will scroll through the players for you to select your desired taker.

You can also set your penalty takers from the final screen in this section. This works the same as the set-piece screen.



The TRAINING screen lets you set-up your training regime for the coming 7 days. On this screen press up and down to scroll between the 7 days, pressing left and right moves between the 6 sections assigned to that day. To change the training for a portion of the day click on the selected section, the top part of the screen will now update to show you the options available. Click on the graphic in the top part of the screen to change the training regime.

CLUB FIXTURES allows you to view all of the clubs fixtures for the current season. If a game has been played you can click on a result to view a Match Report. You can also scroll through all fixtures (and reports) for all of the leagues and cups that are currently running by clicking on the left and right arrows.

CLUB

The four options under the Club heading allow you to explore the other areas of your club.



The MANAGER FACTFILE tells you all about your own performance to date. In here you will see the confidence that the Chairman has in your performances to date and you ranking as a manager. This screen also gives an overview of your performances in the current season. If you click on RESIGN button this will arrange a meeting with your Chairman in which you will quit your job, if you do not wish to end your career press the Space Bar to bring the Hub on and move on elsewhere.

The STAFF FACTFILES screen takes you to a screen with all of the factfiles of your members of staff. When on the Chairman factfile you can see his confidence in you and also how willing he is in investing more money in your transfer deals. You have 3 options open to you on this screen, clicking on any of the options you can either ask for a new contract for yourself, request more money for team building or ask for more time to get the team together if you are struggling.

You can click on any of the personnel at your club and view their factfiles. All of your staff display the happiness with their contract and some of them also

show their happiness with the facilities at your club. You can fire or offer a new contract to everyone.

From your Youth Coach factfile you can request a meeting with the coach to talk about the best young players at your club and maybe promote them to the first team squad.

From the Scout factfile you can request your scout to go out and scout your forthcoming opponents, scout a specific team or scout a country to perhaps find some new talent.

The FINANCES screen takes you into the area of the club where you can check on your clubs financial status. You initially get an overview of your income and expenditure. By clicking on either Income or Expenditure you can get a more detailed breakdown of your clubs finances. At the bottom of the screen you get further information about what is currently highlighted, for example, Player Purchases will show a list of your expenditure on players. On this screen you can switch between a Monthly and Yearly financial report.

The FACILITIES option will take you to the screen detailing the facilities you have at your club and gives you the option to upgrade them. Push left and right on the controller to move between your facilities. Press the Upgrade button to bring up a menu that allows you to upgrade these facilities. On the upgrade menu you get information about the possible upgrades, how much they cost and how long development will take. Click on the left and right arrows to scroll between the options, then click on the Submit button to submit your request or press the right mouse button to cancel.

NEWS

The options under NEWS lead you to the screens where you can view what is going on in the rest of the game.

TABLES leads you to the League Tables screen and also the sub screens where you can view tables relating to players and managers in the game. If you click on the left and right arrows on entering this screen you can move between the various tables. If you click on any of the teams in the table you can view their Squad List and again clicking on a players name enter the Player Factfile.

FIXTURES takes you to the fixture lists for all supported competitions. Again, clicking on the left and right arrows takes you through the various competitions. If a game has been played you can click on the result to view a match report for that game. You can view these reports for every match in every competition that you have selected to run.

TRANSFERS contains a complete listing of all transfers in a season for each division. You can also switch to view the Club Spending for each club in the division.

Within AWARDS you can view the all of the awards that have been made in the game. Clicking on the left and right arrows allows you to go through each of the awards.

Finally, INTERNATIONAL SQUADS shows you the currently selected national squads for each of the countries that you currently have plugged in. As with all other screens, press left and right to change between the info you can view. Click on the players name to access their Player Factfile.



SEARCH

The screens available to you here are all related to searching, search for players, staff and other jobs.

PLAYER SEARCH allows you to search the game database for players. Click on the Filter button to bring up the filters that allow you to set criteria for the type of player you are looking for. Click on the directional arrows to switch between the various filters that you can set and click on the Search button and you will get a list of players that meet your criteria.

STAFF SEARCH works in the same way as Player Search with different search criteria available.

On both of these screens click on a player or staff name to move to their Factfiles and you have options available to you including buying the player, shortlisting, scouting or loaning them for players or hiring them if they are staff. Click on the left and right arrows to scroll through their factfile.

JOB SEARCH lists all available jobs in the game should you be looking for a change. Click on the club name and you can view the Squad List of that club to see the quality of players you may be managing. Click on the Apply button to apply for that job. A meeting will then be arranged with their Chairman, it will then be down to your skills of negotiation to get the job.

SHORTLISTED PLAYERS displays a list of players that you have previously made offers for or have shortlisted. If a club makes an offer for any players on your shortlist you will be notified of this and have a chance to make a counter-offer.

SCOUTED PLAYERS displays a list of players that you have scouted. If you enter their factfile and scrolling to the right you can see the report that the scout has produced on that player.

OPTIONS

Clicking on Options on the window bar you can set the level of audio in the game and also set-up the options for the Match engine. Click on the button of the menu you wish to enter. On the VOLUME ADJUST screen click on the left and right arrows to set the volume level you desire. The MATCH OPTIONS menu allows you to set-up your preferences before entering a match. Further details of the effects of these changes are detailed below.

If you select the CREDITS menu you will see a list of the people involved in developing Premier Manager 2005-2006.

SAVING THE GAME

Click on the Save button on the window bar, this allows you to save your game of Premier Manager to any of the available slots.

CLUB STAFF

Each of the staff at your club serves a specific purpose and will have differing effects on the clubs performance both on and off the field. It is your job to assess each member of staff and decide whether they are performing at a suitable level to benefit your club. As you are ultimately responsible for the clubs overall performance in the eyes of the Chairman and the supporters it is vitally important that you ensure that your staff are always giving 100%. If you don't think that's the case then it's your job to fire them and hire people who will meet your standards.

FIRST TEAM COACH

The First Team Coach heads up an entire department dedicated to training the players and ensuring that they are prepared both mentally and physically for games. If you feel that any aspect of the coaching is below par you are in a position to fire any individual member of the Coaching Staff.

PHYSIO

The club's Physio is responsible for re-habilitating players following injury. A good Physio will be able to get players back to being match fit quickly. The quality of the facilities at your club can also have a bearing on the performance of your Physio. It may be worth investing in an upgrade to your facilities to enable him to perform to his best.



SCOUT

You can hire up to five Scouts to perform duties for you. Their primary role is to provide additional information on players that you are interested in signing.

COMMERCIAL MANAGER

The Commercial Managers role at the club is to generate money through commercial activity. A good Commercial Manager can generate a large amount of extra money for you to spend but a bad Commercial Manager could actually end up costing the club money, therefore it is crucial that you regularly monitor his performance via the Finances screens.

THE CHAIRMAN

The Chairman is your boss and ultimately the man who pays your wages. This gives him the right to sack you if he feels that you are not performing to a suitable standard. Primarily his role is to protect all of the clubs assets, and if he thinks that you are not benefiting the club he will certainly let you know!

PLAYERS

SIGNING NEW PLAYERS

There are two ways in which you can make an approach to sign a player in the game. If you know exactly whom you wish to sign then the quickest and easiest way is to locate that player through the SEARCH option from the Hub. Click on the players name to access his profile. From the Profile you can select the BUY option, a meeting will now be arranged and appear as you go through your messages on the Home Screen.

You will now meet the Chairman of the club you are trying to sign the player from. If the player is transfer listed you should be able to negotiate a good price for the player. If though the player is one of the best players at the other club and the Chairman is keen to keep the player it may take a huge offer to persuade him to do business.

You can add various clauses to the deal to reduce the amount that you pay up front, although when you do this the selling Chairman may look to increase the overall value of the deal. You can alter these in the bottom part of the screen when negotiating.

SEALING THE DEAL

If a transfer fee is agreed then the next step will be to meet the player's Agent to discuss the player's personal terms (salary, contract length and bonuses etc). The Agent will be prepared for this meeting, knowing exactly what his client's demands are. If you meet those demands then the deal will move onto the third and final stage. If you fail to meet his demands then the player will not sign and will stay at his current club.

THE MEDICAL

With the club and player happy with the deals that have been struck the third and final stage is to ensure that the player is not injured. Your Chairman would not approve if he paid money for a player who will spend more time on the treatment table than on the pitch. Only once the Physio has completed a medical examination of the player can the deal finally be completed and the player sign for your club.

The better Physio you have at your club the more likely he will be to spot underlying problems such as previous injuries which may cause problems in the future whilst at your club.

SCOUTING PLAYERS

The other way to locate potential new players is to send a Scout to watch him in action.

You can select to scout a specific player by going to their factfile and clicking on the SCOUT option. The Scout will come and confirm these details with you. Once the Scout has seen the player in action he will give you a report on what he has seen and additional advice, this can be viewed in the Player Factfile. The better quality Scout you have the better the report will be.

SELLING PLAYERS

If you wish to sell a player you must access his FACTFILE and select SELL. If a club decides to make an offer for the player a meeting with the clubs Chairman will appear in your Schedule. The reverse of when you are buying a player will now occur, so once you have agreed a price with the opposing Chairman it is now down to the player and his agent to agree the final deal.

Note that transfers must be concluded before the end of the transfer window in the country that you are managing. You will be advised with 1 month and then 1 week remaining of the date the window closes. Due to delays such as games taking place and a potential lengthy negotiating period it is advisable you look to complete the deals as early as possible and not at the last minute.

LOANING PLAYERS

Occasionally there will be players in your squad who are unhappy with their lack of first team opportunities or young players who need to play regularly if they are to improve. Often a solution to this is to offer these players on loan to other clubs. The borrowing club will pay their wages and give them a chance to develop their skills and renew their confidence. If you wish to make one of your players available for loan simply access the players PROFILE and select LOAN. Once the player is on the loan list you will be contacted by interested clubs who will set a specific duration for the loan period and if this is satisfactory the player will then join that club on loan (provided he passes the obligatory medical).

As the player is still effectively one of your players you are entitled to cancel this agreement and ask for the player to be returned to your club at any time. Simply select RECALL in the players PROFILE to recall a player from loan.

BORROWING A PLAYER FROM ANOTHER CLUB

If you wish to loan a player from another club you can view all the players who are available for loan by selecting LOAN LISTED as part of your search criteria in the PLAYER SEARCH screen. Once you have spotted a suitable player access his PROFILE and select LOAN. A meeting will then be scheduled with the clubs Chairman in which you will be asked to specify how long you wish to borrow the player for. If the Chairman agrees to this he will arrange for the player's Agent to visit you to conclude the deal. If the player is happy with his new challenge all that remains is for him to pass a medical before joining your squad.

PLAYING A MATCH

On the day of a match you will be given the opportunity to make final adjustments to the squad that will participate in the game, via the Tactics screen. You can also make last minute tactical adjustments here, just in case you didn't have time to do this in the days building up to the game. This screen works as per Tactics which is detailed above.

Press the Start Match button to start the match. If you have an injured player in either your first 11 or amongst the substitutes you can not start a match and the Start Match option will not be present on screen, so replace any injured player.



You will get a pre-match sequence before the game starts, this can be skipped by pressing the left mouse button.

You must press the left mouse button to begin the match sequence.

You can also press the Tactics button at any time to enter the Tactics menu and make changes to your line-up and tactics. Note that the game will continue until the ball goes out of play before the Tactics menu loads.

MATCH OPTIONS

At any time you can press the Options button to bring up the match options menu, when you have altered these press Okay to go back to the match view. The options available are as follows:

You can select the pace of the game by choosing between FULL MATCH, EXTENDED, KEY EVENTS and STATS ONLY. If you select the Full Match option the game can only be viewed at it's normal pace. By selecting Extended or Key Events the game will play fast in quiet parts of the game and slow down to show you the key action at a slower pace. Extended will show you more pieces of action than Key Events. When watching in Extended, Key Events or Stats mode you are able to speed the game up between Slow, Medium, Fast, Very.

You can also choose to watch the game in either Full Pitch or Ball Cam mode, in Ball Cam the camera is focused in closer on the action. Also note that Ball Cam mode can not be selected when the game is running at higher speeds.

There are a number of different menus from which you can watch the game unfold, press left and right on the controller to move between them:

MATCH VIEW is the main view for the game, with a full screen pitch and icons to represent players of both teams. At the bottom of the screen are 5 markers for each club to represent the substitutes. Note that the Match

View screen can not be selected when viewing the game in certain modes and game speeds.

MATCH DETAILS has the pitch in a small window whilst the top part of the screen is given over to key match info such as goal scorers.

MATCH STATISTICS also has the pitch displayed in a small window, whilst the top part of the screen displays key match stats such as shots, corners, fouls and so on.

The MATCH REPORT is a detailed breakdown of events in the game. As key events occur the screen updates informing you who was involved in the event and the outcome.

LATEST SCORES shows you scores from all other games in your division or the same cup competition as your team. Click on any of the teams on this screen to see more information from each of the games.

ACTION ZONES gives you a broad overview of what part of the pitch the action is taking place in.

HOME STATISTICS gives you match ratings for all players on the home team.

AWAY STATISTICS is the same as the Home Statistics page.

CREDITS

ZOO Digital Publishing

Lead Programmer . . . . . .Paul Hoggart
Programming . . . . . .Ben Carter
Graphic Design . . . . . .Phil Banks
Producer . . . . . .Phil Bradley
Designer . . . . . .Jonathan Hughes
Audio . . . . . .Rich Cartwright
Development Manager . . . . . .Patrick Armstrong
Production Director . . . . . .Peter Dalton
Production Coordinator . . . . . .Stuart Green
Sales . . . . . .Barry Hatch
PR Manager . . . . . .Martin Kitney
Senior Product Manager . . . . . .Rob Bartholomew
Product Manager . . . . . .Suzanne Taylor
Marketing Assistant . . . . . .Penny Allchurch

Quality Assurance

On behalf of RelQ: Chintu Raju, Sujith S, Naveen N Belavadi, Baluraj B L, Kiran R, Raghavendra K M, Srikanth S K, Abin Krishna, Krushna Mohan Patra, Neelkanth Bhavi

Renderware

RenderWare is a registered trademark of Criterion Software Limited. Portions of this software are Copyright 1998-2005 Criterion Software Limited and its Licensors.

FMOD

Audio engine supplied by FMOD. FMOD sound and music system, © Firelight Technologies, Pty Ltd. 1994-2004.

LIMITED WARRANTY

ZOO Digital Publishing make no warranties, conditions or representations expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is" and was correct at the time of going to press. ZOO Digital Publishing make certain limited warranties with respect to the software and the media for the software. In no event shall ZOO Digital Publishing be liable for any special, indirect or consequential loss or damages or any loss or damage caused by or suffered by reason of any loss or corruption of data arising in the use or inability to use the software. ZOO Digital Publishing warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free of defects in materials and workmanship for 90 days from the date of purchase. During this time period, faulty materials will be exchanged if the original product is returned to the place of purchase, together with a dated receipt of purchase or a copy thereof. This warranty is in addition to, and does not affect your statutory rights. This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage, corruption or excessive wear.

If you are experiencing problems or technical difficulties with this game please contact us on:

Telephone: +44 (0) 114 241 3736
Email: customersupport@zoodigitalpublishing.com

Our phone lines are open from 10.00am to 4.30pm, and a 24-hr answer machine is in operation should you wish to record a message outside these hours.