


LOF-EN-03.2013

## Epilepsy Warning

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

**PRECAUTIONS TO TAKE DURING USE**

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# Table of Contents

**Support and System requirements** ..... **5**
MINIMUM SYSTEM REQUIREMENTS ..... 5
SUPPORT ..... 5

**Key Commands** ..... **6**
GENERAL ..... 6
CAMERA AND WORLD EXPLORATION ..... 6
MATCH ..... 6

**Welcome to Lords of Football** ..... **7**

**Getting Started** ..... **8**
START A NEW GAME ..... 8
SAVING AND LOADING ..... 9
SETTINGS ..... 9

**Team Creation** ..... **10**
EDIT TEAM NAME ..... 10
EDIT PLAYERS ..... 10
EDIT LOGO ..... 10
DESIGN HOME KIT ..... 10

**World Overview** ..... **11**

**Buildings and active areas** ..... **12**

**Training Ground** ..... **12**
MAIN OFFICE ..... 12
LOCKER ROOM ..... 12
MAIN PITCH ..... 12
SMALL PITCH ..... 13
GYMNASIUM ..... 13
RUNNING TRACK ..... 13
PHYSIOTHERAPIST'S OFFICE ..... 14
CLINIC ..... 14

**City** ..... **15**
PUB ..... 15
RESTAURANT ..... 15
CASINO ..... 15
FAN CLUB ..... 16
RADIO STATION ..... 16
DISCO ..... 16
SQUARE, LAKE AND PARK ..... 17
TUBE STATIONS ..... 17

**Your Team** ..... **18**
PLAYERS ..... 18
SKILLS ..... 18
Natural Value ..... 18
Effective Value ..... 18
Key Attributes ..... 19

ATTRIBUTES LIST....19
Physical Attributes....19
Technical Attributes....19
Motivational Attributes....20
ENERGY....20
PSYCHOLOGY....21
Mood....21
Needs....21
Personality traits....22
CHAIRMAN....22
Challenges....22
Transfer Market....23
PHYSIOTHERAPIST....24
PSYCHOLOGIST....24

**City Phase....25**
INTERACTION....25
WORLD EXPLORATION....25
PICKING SYSTEM....25
GAME OVERLAY....25
FILTERS....26
TRAINING....26
END OF TRAINING....27
ENTERTAINMENT....27
BAD BEHAVIOURS....28
PUNISHMENTS....28

**Match Phase....29**
TACTICAL EDITOR....29
General Information....29
Formations....30
Attacking....30
Pressing....30
Counter-attack....30
Passing....30
Mentality....31
Tackling....31
Special Roles....31
Opponent....31
Substitution....31
MATCH COMMANDS....31
Introduction....31
Commands....32
Team Commands....32
Personal Commands....32
COMMANDS BAR....34

**Win the Game....35**
GAME OVER....35

COPYRIGHT NOTICES....36

## Support and System requirements

**MINIMUM SYSTEM REQUIREMENTS**
PC running Microsoft® Windows® Vista/7/8
Dual core processor at 2.0 GHz
3.0 GB of system RAM
GPU with 1GB RAM - nVidia® GeForce® 9400 1GB / Ati Radeon® HD4550 1 GB
9.0 GB of HDD space
DirectX® 9.0c

**SUPPORT**
If you experience a technical problem concerning the operation of this Product, please visit the website **www.lordsoffootball.com**.



## Key Commands

The key commands can be changed from the **Settings > Controls** menu in the main menu of the game or in the in-game menu (triggered by pressing the **Esc** key).

### GENERAL

| | |
|---|---|
| Open in game menu | **Esc** |
| Open icons' legend | **F5** |

### CAMERA AND WORLD EXPLORATION

| | |
|---|---|
| Clockwise rotation | **Right Arrow** or **E** |
| Counter-clockwise rotation | **Left Arrow** or **Q** |
| Move left | **A** |
| Move right | **D** |
| Move up | **W** |
| Move down | **S** |
| Zoom In | **Up Arrow** |
| Zoom out | **Down Arrow** |

### MATCH

| | |
|---|---|
| Trigger "Vertical" camera | **F1** |
| Trigger "Horizontal" camera | **F2** |
| Trigger "From Far" camera | **F3** |
| Trigger "Television" camera | **F4** |
| Trigger "Match Commands" mode | **Space Bar** |
| Skip replay | **Esc** |

# Welcome to Lords of Football

Welcome to Lords of Football, a football lifestyle simulation game that gives you the chance to become a master coach, guiding your players both on and off the pitch.

Now you have two jobs, just like in the real world: you must improve and maintain the technical abilities of your team to win games, and you must also keep each of your players' moods and motivation in check. You're not going to win unless you get that balance right.

You've seen the photos and read the shocking tabloid stories: you know exactly how much trouble even the best players get into every weekend off the pitch, when their manager is nowhere to be seen.

After dark, each player gives free reign to his ego and goes off the rails in his own special way. Now you have to deal with all that too if you want to win your games, just as you would have to deal with the off-pitch headaches in real-life. And that's just the start. You'll also have to sort out all your tactics and strategies, manage the chairman's player transfer worries and much, much more.

A good team is made up of real people who work well together. You can see the results on the pitch. And players are real people. They have hobbies, problems and dreams to cope with, just like you do, and, like you, they want to be 'happy', whatever that means. So you must ensure morale is high at all times so your team works like a smoothly oiled football machine on the pitch. A few beers down the pub followed by some late-night poker might not be a bad idea after all…

If you do it right, as you lead your players through competitions and win your matches, you will start to earn their respect and, together, you will be unstoppable. Unlock new game features, buy new players and have a shot at winning the European cup.

Your long quest to become a Lord of Football begins here.



# Getting Started

### START A NEW GAME

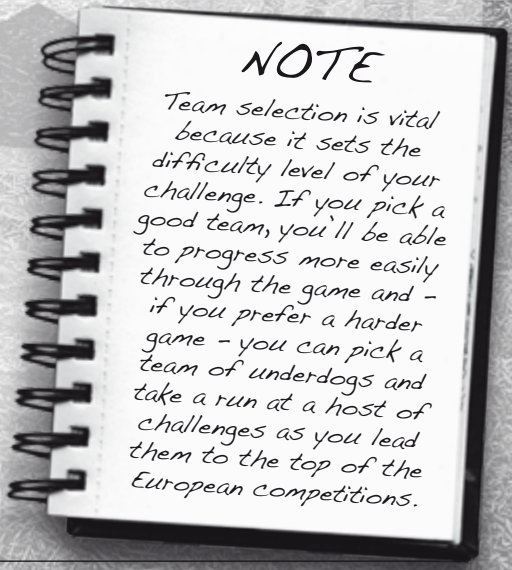


The **New** button in the main menu allows you to start a new game. You can start by watching a tutorial at the beginning of the game that explains how to play, or bypass it using the settings menu and jump straight into the game.

The first thing you need to do is add your nickname in the text field, and then you'll be able to access the country selection menu. Lords of Football features five European countries (England, France, Germany, Spain and Italy) and allows you to play with a team in the top two leagues of each country.

Once you have selected a team, you can jump right into the game selecting the **Start Game** option or you can customise your team by selecting the **Customise** option: that will take you to the team editor.

A detailed description of this screen can be found in the **Team Creation** chapter (page 10).





## SAVING AND LOADING

The **Loading** section of the main menu allows you to start playing from a previously saved game. Lords of Football automatically saves the game at the beginning of each game phase, letting you load the last three autosaves.

The **Saving** option is always available during the game by entering the pause menu (the **Esc** button). Remember that loading a manually saved game means you'll have to start at the phase you were at when you saved it.

A manually saved game is not overwritten by an autosaved one, so you can set milestones for your game before really important events or just before trying something really extreme.

## SETTINGS

Inside the **Settings** section of the main menu you can change **Video** and **Audio** settings. All the options are self-explanatory and you should not have any problems setting the game up according to your preferences.

The **Controls** part of the menu allows you to reconfigure all the control keys in order to customise things to your liking and make the Lords of Football experience yours.

The **Settings** menu is also available during the game, so you can easily adjust your settings while playing.

# Team Creation

The team editor allows you to modify a selected team according to your preferences. You can access all of the customisation options in the **Customize** menu. You don't have to change them all. You get to choose how much effort you want to put in to building your team.



**EDIT TEAM NAME**

With this option, you can choose a different name for your team.

**EDIT PLAYERS**

The **Edit Players** option allows you to change your players' personal details. You can change their names, surnames and nationalities, and you can give them any nicknames you like. You can use your real-life friends' names, your real-life teammates' names, or whatever other names you can come up with.

**EDIT LOGO**

The logo editor is a powerful tool to create a custom logo for your team. You can use the original logo as the starting point or you can create one from scratch by pressing the delete button.

Once you select its shape, you can use the layers system to create infinite combinations of new logos, using our pre-set patterns that include stripes, shapes and symbols.

If you don't want to spend too much time editing the logo, you can hit the randomisation button, and wait for a winning design to appear.

**DESIGN HOME KIT**

The kit editor is similar to the logo editor. The first thing you need to do is to create a home kit for your players.

Every kit is made up of a shirt, shorts and socks, and you can modify them using different patterns and layers, according to your tastes.

## NOTE

The kit colours and logo you create will be part of the 3D world. You'll be able to see your logo in the city and at the training ground, and your team's colours will be used extensively as added detail on all of the club's buildings as well as to dress the fans.

Once you've designed your home kit, you can unlock the other kit creation options. You can go on to design your away kit and the home and away kits for your goalkeepers.

If you just want to get on and play the game, the kit editor - like the logo editor - has a randomisation button that helps you speed up the process: it'll give you some ideas for "fashionable" solutions.

# World Overview

The Lords of Football playing area is a living world with people, traffic, weather conditions and day and night cycles. It consists of two distinct areas:

The club facilities and pitches where your players train and play;

The town where your players live and socialise.



# Buildings and active areas

## Training Ground

Practice in Lords of Football is the first key aspect of the game. You must train your players to ensure they have the skills and abilities to perform during matches and, ultimately, to win every game you play. There are several different buildings in the training ground that do different things.

### MAIN OFFICE



The main office is your club's base. Here you can find all of the information related to your team. This is where the club's chairman will give you new challenges so you can unlock new training exercises and upgrade your training facilities. You can also access the transfer market as well as all of your club and competition data within the main office.

### LOCKER ROOM



The locker room is where your players get ready for a new training day and, above all, the place where you can assign them different tactical lessons to work through so they make better decisions during matches.

By completing the chairman's challenges, you unlock new tactical training exercises and increase the amount of space available and the number of players you can train at the same time.

### MAIN PITCH



If the main office is the brain of your club, the pitch is its heart. Here you can forge the stuff of legend, dealing

with different training exercises that affect how well your players perform.

By completing the chairman's challenges, you unlock new technical training exercises and improve the quality of your pitch, reducing the chance of your players suffering an injury, especially in bad weather.

### SMALL PITCH



The small pitch, together with the main one, is where you can work on your players' techniques. Apart from this, the small pitch is the only place where you can hand out punishments to your players. Detailed information about how to do this can be found in the relevant chapter (see page 28).

By completing the chairman's challenges, you unlock new technical training exercises and improve the quality of your pitch, reducing the chance of your players suffering an injury, especially in bad weather.

### GYMNASIUM



The gymnasium is the training ground area where you can improve your players' physical attributes, vitally important not only for match performance but also to lower their energy consumption and chance of injury during training sessions.

By completing the chairman's challenges, you can unlock new physical training exercises and upgrade the gymnasium, giving you the chance to do more exercise in less time and to train more players in a single session.

### RUNNING TRACK



The running track, together with the gymnasium, is a really important area at your disposal for improving the physical performances of your players.

By completing the chairman's challenges, you can unlock new physical training exercises and upgrade the running track, giving you the chance to do more exercise on the track at a higher intensity.

**PHYSIOTHERAPIST'S OFFICE**



Training affects your players' physical health, burning their energy and making them vulnerable to injuries. If any of your players run out of energy or gets injured, you will have to take care of them.

At the physiotherapist's office, they are examined and diagnosed, and you can then give them a specific therapy to restore their energy and speed up injury recovery time.

By completing the chairman's challenges, you can upgrade the physiotherapist's office, which gives you the chance to heal more players at the same time.

**CLINIC**



If the physiotherapist's office is the place where you can improve the physical health of your players, then the clinic is the place to improve players' mental health. Young, high-spirited football legends can enjoy their free time a little too much, resulting in them becoming addicted to certain bad habits. By putting your afflicted players into specific therapy sessions with the club's psychologist, you can clean up their vices.

By completing the chairman's challenges, you can upgrade the clinic, which allows you to treat more vices at the same time.

# City

After training, the players will move to the town centre, where they will seek out ways to relax and unwind. Different buildings in the city allow you to entertain your players in a variety of different ways.



### PUB

Drinking beer at the pub at happy hour is what many of your players will do to unwind, while discovering the risks and pleasures of alcohol. From the beginning of the game, you can switch the pub activity to Speed Dating and, by dealing with the chairman's challenges, you can unlock poker nights for those players that enjoy gambling.



### RESTAURANT

Some of your players really like to eat, and everyone enjoys a good meal out with friends. Most of them will benefit from dining out at the local restaurant, increasing their mood, but don't let them stuff themselves too much! Too much food will obviously not help your players' fitness levels, and training can become a real challenge for the greedy ones that just can't stop themselves eating one last pie. By finishing some of the chairman's challenges, you can unlock a wild Brazilian party night and a wine-tasting event.



### CASINO

If your players are in to gambling, then this is where you will find them. But be careful: this is a really risky vice to become addicted to and some players can seriously loose their minds here, as well as all their money.

By completing the chairman's challenges, you can unlock a new event to boost your players' egos: meet a player!

**FAN CLUB**



Only a couple of events can boost a player's ego and a 'meet the player' fan session is one of them. Your supporters gather at the fan club. When the player arrives, his ego vice level will shoot up. Don't leave the player with the fans too long or his head will swell. Make sure you get him to focus on other activities too.

**RADIO STATION**



Another pure ego boost is a trip to the radio station. Some players are clearly in love with themselves and like nothing more than to talk about themselves all night long. This is the place to send them to! You do not need to set an event here; the DJ is always ready to do an interview.

**DISCO**




Everyone likes to party and some players will spend all night here if you let them. Every now and then, turn on the pole-dancing event as this - as you can imagine - makes some players very happy indeed. In order to cool down afterwards, the chocolate party will certainly draw their attention away, so try that later on in the evening.

## SQUARE, LAKE AND PARK

Lords of Football is a living world and different city areas like the square, the lake and the park form the background of every-day life actions and special events that involve your players.

A pop-up system informs you of these special events once they occur and, by clicking on them, you will easily be able to find out what's going on.





## TUBE STATIONS

The characters living inside the game area use a tube system to move quickly around the map. An overlay (see page 25) helps you to easily find your players around the city.



# Your Team

## PLAYERS

In order to become a Lord of Football, you will have to deal with your players and understand their strengths and weaknesses, trying to shape them into your team. They are not just numbers to move around on a tactics board. They behave like real people: they get distracted, get in to arguments, and are happy or sad based on what happens in their virtual world and how you interact with them. Within the game, every choice you make has consequences for training and matches.

When you access a player's profile by clicking on his name in the **Club Information** interface inside the main office, or by using the overlay (see page 25), you'll notice that each player has his own personal statistics and a unique personality you must take into account when dealing with him.

## SKILLS

When you open the **Attributes** section of the **Player Statistics** interface, you'll see a player's physical, technical and tactical attributes, each of which affects his ability on the pitch. During training, you'll be able to improve all of these values depending on the type of training exercises you assign to the player. Since this is your permanent team, you must train them and get them ready for each match, helping them to work their way up the league tables.

### Natural Value

The right-hand column shows the natural value of each player's attribute. It represents the innate potential a footballer can express without taking into account short-term changes driven by external events (moods and needs, for example). You can raise the natural value of an attribute by training a player to do better at it, and by doing this you can push him to his maximum potential.

### Effective Value

There are a lot of elements that determine whether or not a player performs well or badly during a match, as well as strong values that don't affect things very much at all. The effective value (shown in the left-hand column of the **Player Statistics** interface) represents a player's actual condition, driven by his mood and behaviour outside training sessions. When considering if you want to pick one player or another, you must pay attention to this number.

Since mood and needs change a lot during games as well as during a single phase, making your players happy can really push them to improve, but it's a really fine line. If they are enjoying their free time too much, they will start losing focus and energy, wasting your attempt to keep their mood high.

By moving the cursor over the effective value of an attribute you'll be able to see how much each element is affecting it.

### Key Attributes

Depending on his main role, each player has different key attributes (colourized in the **Current Value** interface). These are his main skills, which you should consider training him more for, so that he performs at his very best in his natural role. The filters system (page 25) on the overlay bar has a specific button for the key skills they need to practice, to help you train them to their highest potential.

You are free, though, to ignore key attributes and build your players' skills as you see fit and according to your tactical needs.

### ATTRIBUTES LIST

#### Physical Attributes:



**Speed:** the ability to move (run, sprint) faster.
*Key skill for:* Sweeper, Left/Right Back, Left/Right Wingback, Left/Right Midfielder, Left/Right Winger, Left/Right/Centre Forward.



**Strength:** physical intensity and strength, also for ball kicking.
*Key skill for:* Goalkeeper, Centre Back, Defensive Midfielder, Striker.



**Stamina:** the ability to endure stress, and maintain energy levels.
*Key skill for:* Left/Right Back, Left/Right Wingback, Left/Right Midfielder, Left/Right Winger.



**Aerial Ability:** the ability to jump and head the ball.
*Key skill for:* Goalkeeper, Sweeper, Centre Back, Striker.



**Natural Fitness:** resistance to injury and recovery speed for energy levels and injuries.
*Key skill for:* No one.

#### Technical Attributes:



**Finishing:** the ability to finalize actions and score goals.
*Key skill for:* Left/Right/Centre Forward, Striker.
**Note: not for goalkeepers.**



**Set Pieces:** the ability to take corners, free kicks and penalties.
*Key skill for:* No one.



**Passing:** the ability to pass the ball properly.
*Key skill for:* Sweeper, Defensive Midfielder, Left/Right Wingback, Left/Right/ Midfielder Midfielder, Left/Right Winger, Attacking Midfielder, Left/ Right Forward.



**Marking:** the ability to stop the offensive actions of your opponent's players.
*Key skill for:* Sweeper, Left/Right/Centre Back, Defensive Midfielder, Left/Right Wingback, Centre Midfielder.



**Dribbling:** the ability to avoid your opponent's players getting the ball.
*Key skill for:* Left/Right Midfielder, Left/Right Winger, Attacking Midfielder, Left/Right/Centre Forward.



**Handling:** the ability to save shots.
*Key skill for:* Goalkeepers.
**Note: goalkeepers only.**

**Motivational Attributes:**



**Positioning:** the ability to always be in the right place, according to the tactics used.
*Key skill for:* Sweeper, Left/Right/Centre Back, Defensive Midfielder, Left/Right/ Centre Midfielder, Left/Right Winger, Left/Right/Centre Forward, Striker.



**Creativity:** the ability to create uncommon plays.
*Key skill for:* Centre Midfielder, Attacking Midfielder, Centre Forward.



**Leadership:** the ability to influence others on the pitch.
*Key skill for:* No one.



**Determination:** the quality of always being determined to win.
*Key skill for:* No one.



**Team Work:** the tendency to be cooperative with the team.
*Key skill for:* No one.

## ENERGY

Energy represents the capacity of a player to do work, a sort of fuel. It is a physical attribute for each player that changes often, depending on your choices. It's strictly related to the stamina attribute that represents their physical strength to resist or withstand illness and fatigue.

If training exercises and matches burn players' energy, rest and free-time activities

can help your players regain lost energy. So, if one of your players is running out of energy, you can send him to relax at the pub or in the disco, or you can tell him to get a massage in the physiotherapist's office.

## PSYCHOLOGY

The physiological panel of the **Player Statistics** interface refers to each player's personality profile.

### Mood

You must keep your players' moods under control in order to achieve your goals, given that they greatly affect your players and their performance.

Their final mood is expressed with a set of (seven) faces that represent different levels of happiness (ranging from depressed to enthusiastic) and is the sum total of three main mood elements:

- Training: players will take into account the weather conditions you force them to train in (training your players outside when it's stormy, for example, could sour their mood) and the intensity of your training sessions (the amount of time you make them train and the level of difficulty);
- Free time: players will also take into account how often you release them from training to spend some free time on other activities and the way you correct their bad habits through punishments;
- Match: players will then finally take into account your match-day decisions (if you let them play or not), their performance and the team's results. Their expectations will differ according to their strength, so a really weak player will not expect you to pick him for every match.

Every time there is a change in a player's mood, an icon appears on his head, showing the direction of the change and his current status.

### Needs

All the players on your team have a needs tab in their psychological profile. These values grow and change during the "off the pitch" phase of the game, depending on what you do and which night-time events you send them to.

Players have six needs: alcohol, ego, sex, partying, food and gambling. Depending on your players' needs and their personality traits, there is always an event on hand to entertain them. They will naturally go in to the buildings where their favourite events

are taking place. But doing the same thing over and over again is probably not so good for them.

You must balance what players do in their free time while keeping an eye on their mood icons. You will see "need" icon indicators increase; this is good as it means your players are developing interests but if these values rise too high they will become addicted to whatever it is they're doing and their interest turns into a vice that will cause behavioural problems you'll have to deal with.

Keep an eye on your players' statistics and watch out for vices becoming a big problem. Change the event if you think a player is getting out of control. It's up to you to keep an eye on the night's proceedings and keep your team in check.

### Personality traits

Depending on their innate psychological attributes, each player is characterised by specific personality traits. They don't change during the game and they affect players' behaviour and needs.



### CHAIRMAN

The chairman is the executive responsible for all of your teams managerial needs. He is responsible for two main areas you will deal with:

- **Challenges;**
- **The transfer market.**

You can find him inside the club's main office (see page 12).




### Challenges

Throughout the game there are a number of challenges for you to complete. Each time you complete the challenge the Chairman will award you with an upgrade for the club, a new training or an improvement for an existing building.

Each category of challenges has a number of different levels for you to reach, ranging from easy to hard. As you play through the season you should try to achieve as many

of these as you can and expand your club facilities.




### Transfer Market

Depending on your preferences and tactical needs, you can shape your team by dealing with the chairman through the **Transfer Market**. In the game, there are two transfer windows: one at the beginning of a season (not the first one) and another in January.

You don't directly control the transfer market: it's up to your chairman, but you can influence his choices by using the transfer market interface inside the main office. It is made up of three tabs:

- Team Analysis: this is where you can analyse the overall value of your players. On the right-hand part of this tab, you can see your players' positions based on the formation you are using. The formation can be changed by scrolling down using the button on the upper right part of the tab. Every regular player is shown along with a coloured icon that reflects their overall value: green is high value, yellow is medium and red is lower value. This helps you choose which player is the weakest and work on changing your formation.
- Inbound Market: you have the possibility of choosing what kind of players you want to add to your team by queuing them up for the next transfer day. In the upper left part of the tab, there is a drop-down menu that lets you choose the role based on the tactical formation currently selected in the team analysis tab. On the right-hand side, you can select three different skills for the player you want; the game suggests which key skills you need for the selected role with a yellow star. After selecting the three skills, you have to decide if the new player will be a regular player or a substitute and you can then add him to your wishlist. The maximum number of players you can add to the wishlist is ten.
- Outbound Market: with this tab you can choose which players you want to queue up for sale on the next transfer day, by ticking the box next to their name.

### PHYSIOTHERAPIST

The physiotherapist is responsible for your players' health, for speeding up their recovery after an injury and for increasing their energy with massage sessions.

You can find him inside the physiotherapist's office (see page 14).



### PSYCHOLOGIST

The main goal of the psychologist is to help your players with psychological treatments, in order to attain a state of optimum mental health and therefore enhance their sporting performance.

You can find him inside the clinic (see page 14).



# City Phase

### WORLD EXPLORATION

Lords of Football is a living 3D environment with a lot of active areas you can interact with.

By moving the mouse, you can move the camera around the world.

Move the cursor to the edge of the screen to push the camera left, right, up and down. Use the mouse wheel to zoom in or out of the view and hold the mouse wheel down while moving the mouse to rotate it.

Alternatively, you can use the keyboard to give the same commands. Check out the commands list on page 6. You can set your own keyboard shortcuts in the **Option** menu.

**PICKING SYSTEM**

When you pass over a footballer, the mouse produces a glowing effect highlighting the player, and his name tag appears. Click the left mouse button to pick that player up or the right mouse button to see his profile panel.

Once you have picked a player up, you can drop him in any area in the game world by clicking again the left mouse button.

This drag-and-drop feature is used to assign characters to all the game events. Depending on where you drop a footballer, he can start an activity (training, free time) or, if put in a "null" area, walk to the place he wants to go to.

You can select more than one player at a time by clicking the left mouse button on each player you are interested in picking up, or by clicking and holding to draw a selection area with the left mouse button. All the players inside the area (11 at a time) will be picked up once the left mouse button is released. You can then drop all of the players with another left mouse click.

**GAME OVERLAY**



The game overlay is split into three sections, placed in different corners of the screen. The bottom right corner shows world information: the time, date, weather and temperature. The calendar shows information about the next three matches you have to play and the occurrence of special events (e.g. a transfer market window). By using the time management buttons, you can speed up the flow of time.

The upper right corner is used as a 'pop-up' queue. Here you will see information about important issues affecting your players and their activities. Click on the tab to find a player and move to him to examine the issue. Click on the 'X' to cancel any of the pop-ups.

In the upper left corner, there is a player list panel. This can be used to see all the players in the team. Click the left mouse button over each portrait to go to the player's position in the world (locks the camera on him). By clicking the right mouse button, you will open the related **Players Profile**.

A really important part of this last part of the on-screen interface is the filter system.

**FILTERS**

The player filter is a key feature found in the upper left-hand corner. By clicking on



a player's silhouette, you can open this panel. Each of these buttons will display a different status icon above the player's head. With this filter, you will be able to pick players of a particular status and place them as a group where you need them.

Training attributes can be improved during the day, a personality's desires can be influenced at night and health issues should be monitored constantly!

If you highlight a filter button, a tooltip overlay appears to help you understand its functionality.

**TRAINING**




It's during the week, at the training ground, that a Lord of Football makes all the difference and lays the foundation for victories on the pitch. Each of the interactive buildings in Lords of Football has a tab above it. Left click on the tab to open the building at any time and also right click to get more information about it. You can see a number of activity tabs. Click on these to view the number of activities you can organise in each room.

At your training ground, you can set up a variety of training exercises for your players. You can change the configuration depending on what you want to focus on and what skills you want to develop. Move players around with the easy-to-use 'drag and drop' feature and place them on the exercise you want them to practice. They will automatically do that activity until you end the training session, or you can just pick them up again and give them another exercise.

There are a number of training exercises you can configure for the players to do. The objective is to train your players so their attributes improve. Use the available time to get the best out of your team, but always watch their energy levels and don't push your players too hard. If they get an injury or are exhausted, they will be out of action for days at a time and ruin your teams' chances of winning before you even start. Each exercise will improve one of your players' abilities, so analyse their skills and weaknesses to develop a suitable training plan.

## END OF TRAINING



The time-management overlay in the bottom right corner of the screen graphically shows you the amount of training time your players expect to deal with, their working day. You are free to make them train for more or less of this time, according to your preferences and needs.

Apart from bad behaviour, players will automatically leave the training ground when they have nothing to do. In this case, at the end of the working day (a pop-up will advise you when this is), all the players in the waiting area will get changed and go in to the city.

In order to stop a player training, you can pick him up and drop him in a free-time activity at any time, or you can drop him in an empty area of the training ground. In this case, he will stay in the waiting area until the end of the working day.

The same mechanism can easily be used for all your players. Just use the two buttons placed near the waiting area of the training ground for this purpose (hold them down until they completely fill to activate them):



**Gather all the players**: all the players stop training and move to the waiting area;



**End of training**: all the player leave the training ground and go in to the city to relax;

The players will be happy if you give them more free time, but you have to keep an eye on them since more free time means more chance of getting in trouble!

## ENTERTAINMENT

After training, players move to one of the entertainment buildings in the city to enjoy themselves with a number of night-time activities.

Each of the main buildings has a number of events you can choose from by selecting the icons in each room (and holding down the mouse button until the icon rim is fully green) you can choose different entertainment options, from poker nights to speed dating, dancing and wine-tasting.

Depending on your players' needs and interests, there are always events available to entertain them. Players will naturally go to the buildings where their favourite event is taking place, but you can always force them to do something different.

**BAD BEHAVIOURS**



Once your players get into a bad mood or some of their needs reach really high (negative or positive) values, it's hard to get them to focus again. Depending on their traits, they may decide to mess around and test your resolve.

Players might turn up late for training with a lame excuse, or you might find them wandering around town, wasting time. Some players will turn on their teammates, arguing or even fighting. Watch out for other problems like bothering girls, signing autographs or eating and drinking on the pitch.

All these things are signs that a player's vice attribute is out of control. Pick up rogue players and drop them back at the training ground. This will immediately warn them to behave. If that's not enough you can either punish your players or treat them at the clinic.

**PUNISHMENTS**



Inside the small pitch, you will find a number of possible punishments for your players. These events are used if a player is behaving badly. They will stop his bad behaviour and reduce his addictions at a faster rate than the standard clinic session.

If you punish a player, he will be upset with you, especially if he hadn't done very much wrong, but the other players expect you to be fair and to punish every violation of your club's professional code.

# Match Phase

All your efforts so far have built up to the big day. Your players should be fit and in the right mood to take on the opposition. All the attributes you have improved during the week will now come in to effect during the game. If you fail during the training and entertainment phases, it will be harder for you to achieve victory on the pitch.

Lords of Football has a full 3D match engine, so you can see the whole game play out on the screen. It is also possible to control your players during the match from the dug out, using unique match commands.

You can also simulate the match, skipping directly to the end-of-match interface. This option is not only available at the beginning of the match but at any time during it (the simulation takes into consideration all the events that have happened up to that point).

### TACTICAL EDITOR



Your tactics are just as important as all the other game mechanics in Lords of Football. The tactical editor is a graphical user interface that allows you to set and modify every tactical aspect of the team, from its formation right down to single player information. With this interface you can configure various tactical approaches and the team can then test your tactics on the pitch in an 11 v. 11 practice match.

#### General Information

The tactical editor is available both during the training phase and during the match phase. You should use the training version to work on your long-term tactical settings and, on match day, on your specific formation to defeat that week's opponent.

All of the changes made during the match, if not specifically saved, are skipped once you come back to the training ground. In this way, you don't have to change your formation every week if your regular players are not available due to suspension or injury. You know they will be back in your formation as soon as they are available again.

On this panel, you can set both team and single player instructions (click on the players on the pitch or the tabs at the bottom of the screen):

- **Formations**
- **Attacking**
- **Defending**
- **Counter Attack**
- **Passing**
- **Mentality**
- **Tackling**
- **Set Pieces**

**Formations**

In the Formations tab, you can choose one of the pre-made formations or you can customize your personal formation by clicking on the players' icons on the pitch and moving them to a new position. You can save and load as many different formations as you wish.

**Attacking**

In the Attacking tab, you can choose the behaviour of your team by selecting the Central, Sides or Mixed play options.

If you want to customize things further, you can also manually draw arrows to prioritise where a player will try to attack. To do this, you have to click on the player icons on the pitch and drag the arrows that represent the offensive movement of your player.

**Pressing**

In the Pressing tab, you can choose the pressing level you want. Light, Standard and Hard are generic options that will affect all the team players.

**Counter-attack**

In the Counter-attack tab, you can choose if your team uses counter-attack tactics or not. With this option turned on, your team will try a fast offensive action every time they steal the ball from their opponents.

**Passing**

In the Passing tab, you can choose the passing strategy you want to use. Short, Direct, Long and Mixed are generic options that will affect all the players, but if you want to customise things further you can also manually draw arrows between players.

To do this, you have to click on the player icons on the pitch and drag an arrow that links

the selected player to another. In this way, you set preferred passing lines that your players will use during the match.

### Mentality

In the Mentality tab, you can choose the behaviour of your team by selecting Defensive, Standard or Offensive play. If you want to use a different setting for a specific player you can right-click on the player icon on the pitch and set the his mentality individually.

### Tackling

In the Tackling tab, you can choose the behaviour of your team by selecting Light, Standard or Hard play. If you want to use a different setting for a specific player, you can right-click on the player icon on the pitch and set the tackling behaviour you want for him.

### Special Roles

In the Special Roles tab you can choose who is team captain and assign a player for specific set-piece events like goal kicks, throw-ins, penalties, etc. On the left-hand part of the panel, there is an event list and on the right-hand part, the players in the match. By clicking on the players names, you can see a detailed skills comparison between the currently assigned player and the one who you're going to select to help you decide which player is more suitable for a specific set piece event.

### Opponent

To choose which formation is better against the next opposing team, click on the button on the lower right part of the interface, this will show you detailed information about the opposing team. This is your opportunity to train your players to match the level of your opposing team.

### Substitution

Another button in the lower right corner of the interface is "Substitution", with which you can open the substitution panel and change your players' assignments.

## MATCH COMMANDS



### Introduction

Match day is when you get to see the results of all of the hard work you've done. Watch from the side lines as your team puts your tactical choices into practice, but if you don't like the way things are going, you can use match commands to influence

the game, giving the right directions at the right time to the right players.

There are two kinds of match commands: team and personal. The team one can be triggered by clicking directly on the related buttons in the match commands interface at the button of the screen.

In order to trigger a match command for a specific player, you have to enter strategic mode by clicking on the pause button (or hitting the space bar) to evaluate the play. The match commands interface opens, allowing you to click with the left mouse button over a player in order to give him a command. Now, following the indications given in the interface, you can trigger passes, marks and runs simply by clicking with the left or right mouse button on a player, on the opponent's goal or on a pitch area.

**Commands**

Depending on the current match situation, the commands available to the player will differ. There are eight commands available to help you direct your team's actions:

**Team Commands**



COUNTER-ATTACK:

*Effect:* attacking players without the ball will try to make space and the player with the ball will try to pass the ball to one of them as soon as possible.

*Trigger:* click the left mouse button on the related button without pausing the game.



DEFEND QUICKLY:

*Effect:* your players will run backwards, reaching the most defensive position allowed by your current tactics.

*Trigger:* click the left mouse button on the related button without pausing the game.

**Personal Commands**



PASS THE BALL:

*Effect:* the selected player will try to pass the ball to the chosen teammate or to the selected area of the pitch. The effectiveness of this command is related to a player's passing attribute.

*Trigger:* when your team is attacking, select the player with the ball, then left click on a teammate or a point in the pitch. The command can be given also before your player has the ball (if

nobody has the ball). In this case, the selected player will try to get the ball as soon as possible to perform the command.



SHOOT:

*Effect:* the selected player will shoot the ball towards the selected point of the opponent's goal. The effectiveness of this command is related to a player's finishing attribute.

*Trigger:* when your team is attacking, select the player with the ball and left click on a point in the opponent's goal. The command can also be given before your player has the ball (if nobody has the ball). In this case the selected player will try to get the ball as soon as possible to perform the command.



TACKLE PLAYER:

*Effect:* your player will try to steal the ball from his opponent. The effectiveness of this command is related to a player's marking attribute, compared to his opponent.

*Trigger:* when your team is defending, select one of your players and left click on the opponent with the ball.



MAKE A RUN:

*Effect:* the selected player will run to the point selected. This command can be used both during the attacking phase and the defending one.

*Trigger:* when your team is attacking or defending, select a player, then right click on a point of the pitch. The command can also be given if your player has the ball. In this case, the player will run to the selected point, dribbling past opponents who are trying to steal the ball.



ATTACK THE OPPONENT'S GOALKEEPER:

*Effect:* the selected player will force an offensive action, trying to reach a good spot to shoot at goal. He will not pass the ball but will try to break through the opponent's defensive line and then shoot. The effectiveness of this command is related to a player's dribbling and finishing attributes, compared to his opponent.

*Trigger:* when your team is attacking, select the player with the ball, then right click on a point in the opponent's goal. This

command can also be given before your player has the ball (if nobody has the ball). In this case the selected player will try to get the ball as soon as possible to perform the command.



MAN-MARK PLAYER:

*Effect:* the selected player will leave his standard position to mark an opponent player - with or without ball - closely. He will follow his opponent until the ball is out of play or stolen by your team.

*Trigger:* when your team is defending, select a player, then right click on an opponent.

**COMMANDS BAR**

The match commands are not an unlimited resource under your control. Every command has a cost and as the match commands bar empties, a coloured circle appears around the pause button. Once the bar is empty, you are not able to give commands for a while, until it slowly fills during the match.

You don't have to wait for a completely charged bar to pause the game.

# Win the Game



Match after match, through training, troublesome players and injuries, you will lead your team to victory through the national competition first of all and then, if you are successful, to the European Cup. Your final goal is to win the International Cup, the most prestigious European tournament and to inscribe your name in footballing history as a true Lord of Football.

On completing this final challenge, you can choose to continue playing with your team, season after season, or to start again for a whole new challenge, perhaps with a weaker team.

**GAME OVER**

If the victory in the International Cup is your ultimate goal, there is also an ultimate chance of failing.

If your team gets relegated to the second division, your game will be over and you will have to accept defeat and start again.

Falling, however, is but another step on the road to victory!

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