



FOOTBALL MANAGER 2017TM

ONLINE MANUAL



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 centre 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™ 2017** 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:



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

FOOTBALL MANAGER 2017

TABLE OF CONTENTS

| | |
|--|-----------|
| INTRODUCTION | 3 |
| Welcome to Football Manager™ 2017 | 3 |
| INSTALLATION | 3 |
| System Requirements | 3 |
| Installing Football Manager™ 2017 | 4 |
| Important information regarding Steam's Offline Mode | 4 |
| GETTING STARTED | 5 |
| Launching the Game | 5 |
| The Start Screen | 5 |
| Game Preferences | 6 |
| Create Your Football Manager | 14 |
| Create a New Game | 14 |
| Editor Data Files | 16 |
| Choose Managerial Style | 16 |
| CREDITS | 17 |
| Sports Interactive | 17 |
| Sports Interactive Quality Assurance | 17 |
| Sports Interactive Research and Translation | 17 |
| Translation | 18 |
| SEGA Europe Limited | 19 |
| SEGA Development Services | 19 |
| WARRANTY | 19 |
| CUSTOMER SUPPORT | 20 |
| LEGALS | 21 |

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.

INTRODUCTION

Welcome to Football Manager™ 2017

Football Manager™ 2017 is the latest instalment of Sports Interactive's football management series. Once again we've strived to make the ultimate football simulation and we're glad you're a part of that.

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 advisor system, aims to fully acquaint you with every aspect of Football Manager™ 2017.

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, head to our thriving community at <http://community.sigames.com> and you'll find plenty of people from Sports Interactive and the Football Manager™ world to discuss things with.

Head to our Football Manager™ accounts on Twitter, Instagram and Facebook for more details on improved match experience, in-game social media and inbox, transfers and contracts, FaceGen and managerial options, Fantasy Draft, quick start set-up, new staff roles and loads more besides.

INSTALLATION

System Requirements

The System Requirements necessary to run **Football Manager™ 2017** are as follows:

| | PROCESSOR | GRAPHICS | MEMORY |
|--|--|--|--------------------|
| Windows Vista (SP2), 7 (SP1), 8, 8.1, 10 (1607) (64- or 32-bit) | Intel Pentium 4 Intel Core AMD Athlon 2.2GHz+ | NVIDIA GeForce 8600M GT AMD/ATI Mobility Radeon HD 2400 Intel GMA X3100 256MB VRAM Direct X 9.0c compliant | 2GB RAM 3GB HDD |
| Mac OS X 10.7.5, 10.8.5, 10.9.5, 10.10.5, 10.11.6, 10.12 (64-bit) | Intel Core 2 1.8GHz+ | NVIDIA GeForce 8600M GT AMD/ATI Mobility Radeon HD 2400 Intel GMA X3100 256MB VRAM OpenGL 2.1 compliant | 2GB RAM 3GB HDD |
| Steam OS, Ubuntu 12.04 LTS Linux (64-bit) | Intel Pentium 4 Intel Core AMD Athlon 2.2GHz+ | NVIDIA GeForce 8600M GT AMD/ATI Mobility Radeon HD 2400 Intel HD 3000/4000 256MB VRAM OpenGL 2.1 compliant | 2GB RAM 3GB HDD |

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

On Windows these may require the DirectX 9.0 SDK installed.

Laptop versions of these chipsets may work but are not supported.

Input – Keyboard & Mouse. Online play requires broadband connection.

Installing Football Manager™ 2017

Via Steam

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.

Via Physical Media

If you don't already have Steam installed, 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 licence key supplied.

Windows/Mac OS X

Insert the Football Manager™ 2017 disc into your optical drive and wait for the installation process to begin. From here, follow the simple on-screen steps to install the game. You will be required to enter a licence key, which can be found on the back of the printed manual. If you have purchased digitally via a third party, they will be responsible for the delivery of your activation code.

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 licence key supplied.

Football Manager™ 2017 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™ 2017 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.

Important Information Regarding Steam's Offline Mode

Football Manager™ 2017 will need Internet access for its activation process because Steam is a network-based platform. FM2017 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 FM2017.

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.

GETTING STARTED

Launching the Game

To launch Football Manager™ 2017, double click the shortcut icon on your desktop or click 'Play' from within Steam.

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 |
|---|---|
| Load your most recent saved game | The first option you'll see on the screen is to pick up where you left off by loading your most recently-played saved game. You'll see how long ago you last played it as well as the saved game name itself and details of any managers in it. |
| Load Other Game | Select a different saved game to load up. |
| Join Online Game | Join an Online Game. |

| ACTION | DESCRIPTION |
|----------------------|--|
| Career | Begins the process of starting a brand new game of Football Manager™ 2017. |
| Fantasy Draft | All players are released into one giant pool, allowing you and your friends to select them one at a time in a draft format. Pick your best team and go head to head with others to see who can put together the most formidable squad! |
| Online Career | Start a new saved game and host it online, inviting your friends or other participants to join in. |
| Create-a-Club | Begins the process of starting the Create-a-Club mode, which allows the user to create their own personal unique club to manage and tailor, from kit colours and stadium details to the specifics of their playing squad. |

| ACTION | DESCRIPTION |
|--------------------------------|---|
| Preferences | Configure your game Preferences. Please refer to the following section for greater detail on each of the preference options. |
| Online Game Preferences | Configure your Online Game preferences. Please refer to the following section for greater detail on each of the preference options. |
| View Match | Load up a saved .pkm match file and re-watch some of your greatest moments! |
| Credits | The people responsible for making Football Manager™ 2017. |
| Manual | Clicking on the 'Manual' button will load the Football Manager™ manual. |
| Leaderboards | Check out the Football Manager™ 2017 Leaderboards and see how you fare against the best around the world. |
| Quit | Exit Football Manager™ 2017 and return to your desktop. |
| Downloads | Access the Steam Workshop to download and purchase additional content. |

Game Preferences

The following options are all found on the Preferences screens and allow you configure how Football Manager™ 2017 acts and behaves.

| 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 <Preference Type>' option within each sub-panel on the overview screen. |
|--|---|
| 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 FM17 in. The Football Manager skin is the default game skin but you can also download skins created by community members and others as well. |
| Window Mode and Resolution | This list presents every possible resolution and display your PC is able to run Football Manager™ at. |
| 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. |
| MATCH | |
| This PC's 3D Graphics Capability | This rates, out of a maximum of five stars, how good your current system is at running the 3D match display. |
| 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. |
| 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 0-10 (loudest). Use the 'Test' button to try out your settings. |
| Graphics Quality | Set the level of 3D graphical detail you see on matchdays. Choose from Very High down to Very Low detail. |
| Highlight Mode | Configure the saturation 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. |
| SAVING | |
| Enable Data Collection | 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. |
| Use Auto Saves | Configure whether you would like to enable automatic games saves or not. |
| Auto Save Interval (Every) | Select the regularity with which you wish the game to automatically save. |
| Auto Save Type | 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. |
| Use auto save type when saving manually | 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. |

| SOCIAL NETWORKS | |
|---|--|
| Login/Logout of Twitch/Twitter/Facebook/YouTube | Sign into or logout from your Twitch, Twitter, Facebook and Youtube accounts. |
| YOUTUBE UPLOADS (When signed into YouTube) | |
| Resolution to Upload Match videos in | 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. |
| Save a copy of uploaded videos in the location of your game files | If you wish to retain a local copy of all uploaded YouTube content, tick this box. |
| INTERFACE | |
| Window Mode & Resolution | This list presents every possible resolution and display your PC is able to run Football Manager™ at. |
| 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. |
| Use kinetic scrolling | Enable or disable kinetic scrolling. If enabled, you will then be able to configure the speed at which the scrolling occurs. |
| Confirmation Dialogs | If you wish to reset any dialog messages you have disabled during the course of playing the game, click this button. |
| Show In-Game Editor in the Menu Bar | If you have purchased the In-Game Editor, ticking this option will ensure it is displayed in the Menu Bar, whilst unticking it will remove it. |
| 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. |
| Sidebar icons only | If you want the Sidebar to only display graphical icons rather than textual descriptions, this option should be ticked. Please note that in reduced resolution modes, this will occur regardless of your selected preference. |
| PROCESSING | |
| Continue Game Timeout | Choose the period of time before the game will automatically continue during network and hot-seat play. |
| Have fewer stops in play by increasing the duration of each processing break | Tick this option if you would rather a quicker gameplay experience when multiple users are involved; it will result in longer processing spells whilst progressing through game time much more quickly. |
| APPEARANCE | |
| Skin | Select which skin you wish to play FM17 in. The FM2017 skin is the default game skin and you can also download skins created by community members. |
| Clear Cache | Click this button to clear Football Manager™ 2017's graphical cache and restore content to the default options. |

| Use caching to decrease page loading times | By default, the game 'caches' all 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 FM17, uncheck this box and reload the skin. |
|--|---|
| 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. |
| 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. |
| 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. |
| Show pictures of players (and staff) who have been generated by the game. | Configure whether you wish to see pictures for generated players and staff within the game. |
| 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. |
| 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. |
| Leave Player (or Staff) attributes popup 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 'i' icon to the left of their name. Choose between a hover and a click. |
| 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 | |
| Highlight hyperlinks in inbox messages | If checked, this will add a subtle underline highlight to all hyperlinks within news items for game objects such as players and teams. |

SCREEN FLOW

| | |
|--|---|
| 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

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.

Please note Screen Flow only appears when a saved game is loaded and the options are configurable on a per saved game basis.

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.

MATCH

3D

| | |
|---|---|
| This PC's 3D Graphics Capability | This rates, out of a maximum of five stars, how good your current system is at running the 3D match display. |
| 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 match days. The graphic details options range from Very High to Very Low. |
| Frame Rate | Configure the frame rate at which the 3D display runs. |
| Filter | Choose an overlay filter for your 3D match viewer experience. These options may prove particularly useful for those with visual impairments. |
| Render Quality | Choose how good the rendering level is; a higher setting results in significant visual improvements. |
| Mesh Details | Choose how detailed the 3D models are. |
| Shadow Quality | Choose the quality of shadows in the 3D match. |
| Texture Quality | Choose the quality of object textures in the 3D match. |
| Anti-Aliasing | Choose the anti-aliasing level to use in the 3D match; a higher setting results in smoother edges and greater clarity. |
| Crowd Quality | Choose the quality at which crowds are displayed in the 3D match. |
| Show... | |
| Sky | Will display the sky in the background of stadiums in the 3D match display. |
| Weather Effects | Will enable visual variations in weather in the 3D match display. |
| Scenery | Will display scenes outside of the stadium in the 3D match display. |
| Stadium | Will display stadiums in the 3D match display. |
| Crowd and seats | Will display crowds in the 3D match display. |
| Player(s) with/around ball | Will display the name of players in the 3D match display. |
| All player names | Will display all player names in the 3D display rather than just those in/near possession. |

IN-MATCH

| | |
|--|---|
| 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 0-10 (loudest). Use the 'Test' button to try out your settings. |
| Show information popup between match highlights | Tick to show the match's information popup when there is no highlight being played. |
| Auto-hide Action Bar | Choose the way you want the match action bar to be displayed when in maximised mode. |
| 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. |
| 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. |
| 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. |
| 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. |
| Show player condition during match | Tick this option to have a visual indication of a player's condition attached to them when watching the match in 3D. |
| Show pre-match introduction | Tick this option to show the players emerging onto the pitch before kick-off. |
| HIGHLIGHTS | |
| LIVE | |
| Default View | Choose the default screen to view during matches. |
| Highlight Mode | Configure the saturation 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. |
| Camera | Choose the camera in use by default during match action. |
| Style | When using Director mode, choose the primary camera to use. |
| Match Speed During Highlights | Toggle the speed at which the match action is displayed when highlights are playing. |
| Match Speed Between Highlights | Toggle the speed at which the match clock moves when there is no highlight to be shown. |
| REPLAYS | |
| Show replays for | Choose the saturation level of replays. They can be shown for Goals, Goal Action, all Highlights, or not at all (None). |
| Camera | Choose the camera to be used during replays. |
| Speed | Choose the speed at which replays are played. |
| PROCESSING | |
| Match scheduling options | This is another series of options which is mainly used for online play. If you want all participants to play their fixtures on the same scheduled day, for example, enable that option. This can also be used in offline mode. |

| | |
|--|--|
| Skip match preview in build-up to match | If you wish to approach a match using the stage-by-stage 'Match Day Experience', ensure this is un-ticked. If you wish to just be taken to the match upon pressing 'Go to Match', enable it. |
| Speed to Process Other Teams' Matches | Depending on the abilities of your processor you may wish to have FM17 process matches from elsewhere in your football world in different ways. A more capable PC 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 PC 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. |
| When viewing matches from the Start Screen... | If you use the 'View Match' option from the Start Screen, this option allows you to configure whether you begin by viewing the final score and match stats or simply start from kickoff. |
| Match Storage Space/ MB | Configure how much hard disk space you wish to commit to match storage. Allocating more storage will allow you to look back on details of full matches from further back in your saved game. |

FORMATS

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. |
| Temperature | Display match day temperature values in Celsius (°C), Fahrenheit (°F), or Kelvin (K). |
| Height | Display Height measurements in centimetres (cm), metres (m), or feet (ft) |
| Weight | Display Weight values in kilograms (kg), pounds (lbs), or stone (st). |
| Short/Long Distance | 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. |
| Match Odds | Display pre-match odds in either fractional (15/1) or decimal (16.00) form. |

DATE

| | |
|------------------|---|
| Format | 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. |
| Separator | Select the format of your date separator; choose from a dot, slash or dash. |

FINANCES

| | |
|-----------------|---|
| Positive | Choose how you wish your currency of choice to be displayed when values are positive. |
| Negative | Choose how you wish your currency of choice to be displayed when values are negative. |

DATE

| | |
|------------------|---|
| Format | 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. |
| Separator | Select the format of your date separator; choose from a dot, slash or dash. |

NUMERIC

| | |
|------------------------------|--|
| Decimal Symbol | Choose whether to use a dot or a comma as your decimal symbol. |
| Digit Grouping System | Choose whether to use a decimal, comma or a space as your digit grouping system. |

SHORTCUTS

Football Manager™ 2017 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.

| ONLINE PREFERENCES | |
|---|---|
| GENERAL | |
| Allow anyone to join your game | Tick this box to run your computer as a server and allow others to join your online game freely and without prior permission being required, unless you choose to use a password. |
| Server Name | Enter the name of your server to make it identifiable to anyone you wish to join your game. |
| Server Password | Set a password for your game if you wish it to be private. |
| Banned Users | Details of any banned users will be stored here. |
| GAMEPLAY | |
| Disable control of friendly matches | If ticked, all users will be prevented from controlling friendly matches and their assistant managers will be left in charge. |
| Disable following other humans | If ticked, users will not be able to follow fellow human teams for news and social content so as to prevent them from 'spying' on activity in order to potentially gain an advantage. |
| Disable importing of tactics and shortlists | If ticked, all users will be prevented from importing custom tactics and shortlists. |
| MATCHES | |
| Highlight Modes Allowed | Determine which highlight modes are permitted in your online game. |
| Replay Modes Allowed | Determine which replay modes are permitted in your online game. |
| Slowest Highlight Speed Allowed | Determine the slowest highlight speed permitted in your online game. |
| Slowest Replay Speed Allowed | Determine the slowest replay speed permitted in your online game. |
| PROCESSING | |
| Allow the game to continue automatically in the conditions specified | 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. |

Create Your Football Manager

The very first thing you'll do upon booting Football Manager™ 2017 is create your managerial profile.

The following options are available on the first screen concerning your biographical details. Click on the sub-option text below entering your name to open up the more advanced details pop-up menus (detailed in italics in this table).

| PERSONAL DETAILS | DESCRIPTION |
|-----------------------------------|---|
| Name | Enter your name in the fields provided, most typically First Name followed by Surname |
| <i>Address me as...</i> | Select the manner in which you wish to be addressed. Certain countries have particular naming conventions which can be chosen from this option. |
| <i>Password</i> | 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 Sports Interactive or SEGA. |
| Nationalities | Select your primary and (if applicable) second nationalities. |
| Place of Birth | Select the place in which you were born. |
| <i>Languages Spoken</i> | Select the languages you speak. |
| Favourite Team | Select your favourite team – this can influence some events in the game which interact with the chosen club and its players/staff. |
| <i>Other Favourite Teams</i> | Select up to three additional favourite teams. |
| Favourite Formation | Select your preferred tactical formation. |
| <i>Second Preferred Formation</i> | Select a preferred alternative formation to your favourite one. |
| Responsibilities | Tailor the club responsibilities you wish to be in control of and the level of delegation, if any, you wish to accommodate to your backroom staff. This can be changed at any time from the Staff Responsibilities section on the sidebar in-game. |
| Social Networks | Log into your Twitch, Twitter, YouTube and Facebook accounts to link them up with Football Manager™ and send your friends updates on your progress. |

The next stage is to tailor your physical appearance. Begin by setting your chosen gender, date of birth, height, weight and body type before moving on to configuring the finer details of your person.

The 'Face' section allows you to create a custom 3D face model based on an uploaded photograph. Click the button to begin this process; select a photo – the higher the quality the better the end result – and then adjust the dots on the PhotoFit to align with your own facial features before clicking on 'Generate 3D model' to watch it take effect on your managerial avatar.

Alternatively, you can opt for the Manual approach and use the in-game settings to build your own facial features. Having completed this stage, you can then move on to customising skin and eye colours, hair (and facial hair) colour and style and attire.

Once you're done, that managerial profile will be available to you every time you start a new game (if you create multiple profiles you will be given the option to select the one you wish to use).

It's time to start a new game!

Create a New Game

Having clicked the 'Career' option, the initial database will load. This should typically only take a few seconds on most computers.

Once it's loaded, you will initially be presented with a list of teams to manage from the top division in the default nation for your locale, although you can change each of these from the appropriate drop-down menus (or by using the 'Search team' function). The database can also be changed from the top-right area of the screen should you have more than one database downloaded or installed.

From here it's as easy as picking a team and clicking on 'Quick start game' to get the ball rolling but, should you want to customise things further, you can click on 'Advanced Setup'. This screen will allow you to Add and Remove leagues, set their detail levels, refine the number of players loaded into the saved game and choose your preferred Game Start Date.

This screen has a number of elements which should be given some consideration before beginning your saved game. This table describes some of them.

| Item | Description |
|-----------------------------------|---|
| Nations | Football Manager™ 2017 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 boxes. 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. |
| Active Nations and Leagues | 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. |
| Detail Level | Some Football Manager™ 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 there 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. |
| Reason for Recommendation | The game will automatically recommend certain combinations of leagues and divisions for inclusion in your game based on your initial choices. This is where you'll find that reasoning. |
| 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. |

Approximate Player Count/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 less capable ones may want to consider using a smaller option.

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.

You also have the option to set up a custom 'Advanced' 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.

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.

| Advanced Options | Description |
|--|---|
| 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. |
| Do not use Real Fixtures | Tick this box to prevent the use of real life fixtures for nations and leagues which have them set. A fictional schedule will instead be created. |
| Do not Add Key Staff | Leave this option un-ticked if you want the game to add key backroom staff (such as Assistant Managers) to teams which do not have them. |
| Add Players to Playable Teams | If certain playable teams are unable to fulfil particular squad requirements at the start of a new saved game, ticking this box will ensure that their playing squad will be filled out with sufficient personnel. |
| Disable First Window Transfer Budgets | Football Manager™ 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 disallowing 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. |
| Disable Player Attribute Masking | Attribute masking is a concept where certain attributes (or in some cases all) are not visible to the human manager because Football Manager™ 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. |
| 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. |
| 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. |

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.

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.

A small number of managerial 'templates' are also available for you to guide you in the general direction of the type of manager you'd like to be, with the option of further refinement through the adjusting of points still available to you thereafter.

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! Make sure to check out the full version of this manual online at <http://www.footballmanager.com/manual>!

CREDITS

Sports Interactive

Martin Allen
Jesper Andersson
Grant Appleyard
Aaron Armstrong
Nicolas Audren
Alex Bell
Davide Bertolotti
David Bonney
Stephanie Bow
Ciaran Brennan
Kevin Brennan
Neil Brock
Robson Brown
Archie Buck
Michael Burling
James Capstick
Adam Cherry
Max Clayton-Robb
Stu Coleman
Oliver Collyer
Paul Collyer
Rob Cooper
David Crammond
Joshua Crompton
Marlon Davidson
Stephen Davidson
Tom Davidson
Jack Deal
Neil Dejoythin
Pete Dewhurst
Nicolas D'Offay
Miguel del Pozo
Navdeep Dhanjal
Alex Dixon
Marc Duffy
Ross Ewing
Antony Farley
David Mariscal Fernández
Keith Flannery
Phillip Foose
Vasil Georgiev
Bardi Golriz
Alan Granger
Duncan Greenwood
Dean Gripton
Nick Habershon
Lee Harris
Paul Hecker
Tom Hume
Craig Hunter
Miles Jacobson
Chris Jones
Richard Jones
Graeme Kelly
Ollie Kenney
Ben Kenney
Jamie King
Svein E Kvernøey
Ed Lambert
Tom Markham
Riccardo Marson
Adam Mingay
Max Morris
Jon Murphy
Alex Nasser
Alari Naylor
Michael O'Connor
Eoin O'Reilly

Ronnie Ochero
Okwaeze Otusi
Dave Owens
Sergey Pereslavyev
Luigi Pomili
Mark Prince
David Ramsden
Niall Redmond
Risto Remes
Chris Rice
Philip Rolfe
John Schofield
Richard Sherriff
David Siddall
Mark Smith
Martin Smith
David Soley
Pete Sottrel
Andrew Suthanah
Matthew Taylor
Alberto Tenconi
James Thomas
Simon Tipple
Kevin Turner
Marc Vaughan
Stijn Vervaeet
Glenn Wakeford
Stuart Warren
Lucas Weatherby
Daniel Wells
Andrew Willmott
Mark Woodger
Fei Yang
Nico Zink

Additional Contributions

Henry Charnock
Paul Dejoythin
Sean Neill
Mark Nutt
Eneko Osia
Tom Proctor
Alex Sloane
Jean Sunwoo

Sports Interactive Quality Assurance

Ben Allingham
Angelos Antoniadis
Adam Bell
James Buchanan
Julius Flusfeder
Michael Frayne
Alistair Gempf
Alex Hall
Ed Hewison
George Hughes
Marc Jobling
Jack Joyce
Billy Kingsmill
Jake Laskowski
Jack Livingstone
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Nicholas Madden
Daniel Marshall
Thomas Miles
Benjamin Miquet
Thomas O'Connell
Daniel Ormsby

Brendan Pitcher
Alex Pitt
CJ Ramson
Luke Rumble
Freddie Sands
José Santos
Calum Steel
Jack Thorpe
Thomas Tranum
David Uttridge
Luke Warrington
Sebastian Wassell
Cyrus Yeganeh

Sports Interactive Research & Translation Head Researchers

| | |
|------------------|-------------------------|
| Africa | Louis Platt |
| Argentina | Facundo Delgado |
| Asia | HKFM Research Team |
| Australia | Brendan Woods |
| Austria | Wolfgang Gasparik |
| Belarus | Roman Oleshko |
| Belgium | ET Productions |
| Brazil | Paulo Freitas |
| Bulgaria | Hristo Panev |
| Chile | Pablo Tapia |
| China | HKFM Research Team |
| Colombia | Daniel Dionisi |
| Croatia | Anthony Gulin |
| Czech Republic | Tony Grasser |
| Denmark | Søren Kamp Nørnbæk |
| England | Jake Laskowski |
| Non-League | Patrick Southam |
| | Simon Tipple |
| | Brian Wright |
| | Pete Sottrel |
| | Dean Gripton |
| Finland | Vesa Rautio |
| France | Gwenaél Germain |
| | Stéphane Cuilla |
| | Daniel Bochmann |
| | Periklis Triantafyllis |
| | Jeroen Thyssen |
| | HKFM Research Team |
| Hungary | Attila Holló |
| Iceland | Andri Thorvaldsson |
| India | Abhishek Gujral |
| Indonesia | Gatot Eriono |
| Ireland | Mark Hill |
| Israel | Amir Naveh |
| Italy | Alberto Scotta |
| Japan | HKFM Research Team |
| Malaysia | HKFM Research Team |
| Mexico | Luis Herrera |
| Northern Ireland | Mark Hill |
| Norway | Kristian Råsberg |
| | Lars Christian Bjørknes |
| | Giancarlo Salazar |
| Peru | Mateusz Gietz |
| Poland | Krzysztof Sroka |
| | Bruno Luis |
| | Carlos Bessa |
| | Ovidiu Gavrilă |
| Romania | Sergey Ilinskiy |
| Russia | Stuart Milne |
| Scotland | Dušan Stamenkovic |
| Serbia | Dušan Stamenkovic |
| Singapore | HKFM Research Team |

Slovakia
Slovenia
South Africa
South Korea
Spain

Sweden
Switzerland
Turkey

Ukraine
United States

Uruguay
Wales

Peter Kucharik
Dušan Stamenkovic
Rob Delpoit
Philip Sung
Honorio Zamora
Cabrerizo
David Franco
Per Antonsson
Gino Campolo
Mustafa Budak
Mehmet Burak Kural
Mehmet O. Pamukçu
Andrey Kravtchenko
Al Clark
Tristan Oberle
Kaniko Ramone
Adam Squire

Swedish

Jan Juhlin
Philip Juhlin
Henrik Sanderholm
Eric Peterson
Bill Stoddart
Christopher Lang
Aydin Akgün
Sevgin Akgün
Mustafa Furkan Alpay
Eren Aydemir
Ilhan Aydogan
Mustafa Budak
Burak Duran
Volkan Gürcan
Mehmet Korkmaz
Onur Mentes
Onur Öztürk
Mertcan Pamuk

SEGA Development Services

Jim Woods
Mark Le Breton
Dave Piiter
Ben Howell
Ghulam Khan
Adrian Daly
Ben Jackson
Julie Metior
Marta Lois González
Gabriel Casas
Giuseppe Rosa
Anaïs Maniaval
Sebastián Pérez Salguero
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Giulia Checchi
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Osonobruwetega Enajekpo
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Vojtech Camfrla
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Afroditi Madika
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Ireneusz Goikowski
Can Catan
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Jasper Engels
Jérémie Maréchal
Korina Tachynakou
Antonio Matrone
Modou Bah
Filipe Malaguais
José M. S. Torres
Lars Magnusson
Michael Zietek
Tolga Han Sak
VMC
Roboto
Chris Bien
Chris Geilles
Tony Langan
Mindaugas Batutis
Gordon McKendrick

Translation

| | |
|------------------------|--|
| Czech | Comgrad – Computer Games Distribution |
| Danish | Peter Olesen Thomas Tinglew Mads Bertelsen Patrick Gørtje Mathijs Bouman B.S.A. Tiquet Peter van de Welde Thomas Piel-Desruisseaux Stéphane Euphrasie Jean-Louis Abrassart Alexandro Vasilias Periklis Triantafyllis Giorgios Tziotziou Nikandros Pagomenos Lazaros Amanatidis, Achilleas Vanger Constantinos Balabanos Paolo Battista Francesco Cecchi Elena Rossi, Marcello Saia Vincenzo Inzerillo Daniele Ratti Matteo Torin Musai Co., Ltd |
| Dutch | |
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| Korean | |
| Norwegian | Lizz Schikora Morten Nærbøe Thomas Hansen Rune Heggemli Marcin Krygier Malgorzata Derof Pedro Sousa Carlos Amaral Rosa Nunes José Chieria Paulo André Felipe de Melo Barbosa Bruno Benedini Galli Ciccioni Rafael Augusto Domingues Jessica Miranda de Freitas Alexey Dubrovinn Evgeny Belov Viktor Sitkovskiy Iván Abella Villar Fernando Antonio Sopena |
| Polish | |
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SEGA Europe Limited

Alison Gould
Anh Luong
Anna Downing
Arnoud Tempelaere
Ben Howell
Ben Walker
Bobby Wertheim
Charlotte Cook
Chris Bailey
Daniel Finegold
Elliot Kidner
Jacob Nixon
James Gourlay
James Kent
James Schall
Jarvis Crofts
Jeff Webber
Jim Dyer
John Clark
John Ward
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Jurgen Post
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Natalie Cooke
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Pete Oliver
Ranj Vekaria
Samra Halli
Sarah Head
Simon Inch
Tim Breach
Una Marzorati
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Lola Okuboyejo
Scott Bone
Sean Gallagher
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Clinton Allman
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
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