

PM2012

PREMIER MANAGER

It's more than football



URBANSKAN

FOCUS
MULTIMEDIA

CONTROLS

Left Mouse Button	Accept
Left Mouse Button Double Click	Access Country, Competition, Club, Staff, Match or Player Fact files
Right Mouse Button	Context menu / Back
Middle Mouse Button / Space bar	Access 'Hub Menu'
Mouse Wheel	Scroll up and down lists and spreadsheets
'F' Keyboard Button	Add/Remove Favourite
Page Up	Scroll up one page in a list or spreadsheet
Page Down	Scroll down one page in a list or spreadsheet
Home	Scroll to the top of a list or spreadsheet
End	Scroll to the bottom of a list or spreadsheet

INTRODUCTION

Premier Manager® 2012, the definitive pickup and play football management game is back for the PC and better than ever. Take control of your favourite team from a selection of top European leagues and overcome the managerial challenges that face you to achieve success and glory.

GENERAL INTERFACE CONTROLS

Access extended information on clubs, staff, players or matches, by double clicking on underlined text using the left mouse button. Click the right mouse button to access quick actions (Context Menu), clicking the right mouse button again will cancel.



You can bookmark up to 15 of your favourite screens for even quicker navigation. Press the 'F' key on a screen to make it a favourite and press it again to remove it from your favourites.

GETTING STARTED

Upon launching the game you will have four options:

START	Start a new management career from scratch at the club of your choice.
LOAD	Select this option to load a previously saved game.
OPTIONS	Set the audio levels and also set-up the options for the match engine.
CREDITS	Get details from the developers of the game.

NEW GAME

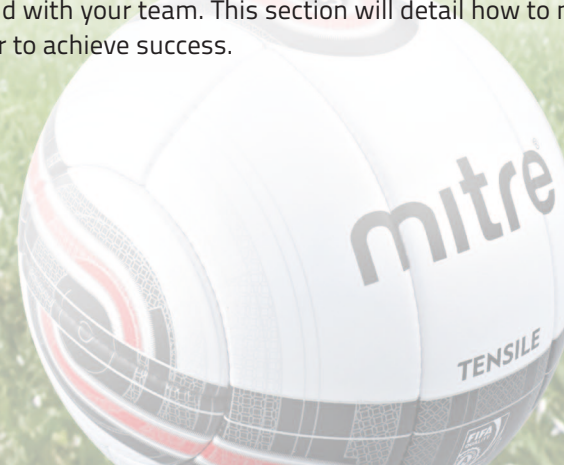
When starting a new game, you will first be prompted to enter a manager name using the on-screen keyboard. Once you have entered your name, click the continue button.

CLUB SELECTION

Click the left and right arrows to scroll between the available countries, leagues and teams. Once you are happy with your selection click 'Confirm' and then click 'CONTINUE' to begin your career.

PLAYING THE GAME

The aim of the game is to have as successful career as possible at your chosen club and reach level 50 as a manager. This can be achieved by winning trophies and awards, personally and with your team. This section will detail how to navigate around the game in order to achieve success.



HOME

The home screen is your base for progression in the game. It is also the place where you will receive all messages and news items. The top section details the current date, your bank balance and manager score and level which will increase as you succeed in your career.



The central area of the home screen has two tabs allowing you to switch views; Inbox and Stats. The Stats section gives an overview of your current game. The Inbox is your message centre where you will deal with all messages and conversations with players, staff and your chairman. News messages will also appear in this section. Use these to get vital information about unhappy players at other clubs, global transfers, competition information and awards. Simply select a news item on the left of the screen with your left mouse button and then follow the on-screen prompt on the right hand side of the full message to respond to the message.

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CONVERSATIONS

Some messages will require a conversation. Click 'Talk' and a dialogue will appear with responses for you to choose. Conversations with players and clubs about transfers and contracts will develop into a negotiation phase with values to change. Click on the arrows to increase or decrease the values within the negotiations and then select 'Offer' or 'Cancel' to exit negotiations. The coloured boxes within the negotiations and next to the tolerance bar reflect the opinion of the person or club you are dealing with, the more green the box the more acceptable, the more red it becomes the more chance it will be rejected. Negotiations will finish when an offer is rejected or accepted or when tolerance reaches zero. Once a negotiation is complete, you will be returned to the Inbox section of the home screen.

NOTE: You must clear all of the meeting requests and messages (not news items) before being able to progress in the game. When you have responded to all the compulsory items then the 'Next Day / Match Day' button will appear at the bottom right of the screen, click here to progress.



HUB

Progression through the game is always achieved via the Home screen. However, the 'Hub' is your way of navigating around the game. Pressing the middle mouse button in most parts of the game will toggle the Hub on and off. Move up and down to scroll between the categories on the left and left click an option on the right hand side of the screen to go to that area.



Here is a brief summary of the Hub categories:

MANAGER – MY FACTFILE

Your factfile details the progress you have made in the game, your chairman's current confidence level in your ability, as well as your manager score and contract details. From this screen you also have the option to request more money or more time at the club if you are under pressure.

MANAGER – MY CLUB

This section allows you to view and interact with everything related to the club you are managing.

Overview	A brief breakdown of personnel, stadium, squad and finance.
Squad List	Allows you to see more information about the players in your squad. Double click to view their factfile where you can view additional details and carry out actions.
Fixture Schedule	View the season's fixtures and access details of previously played matches.
Finances	Analyse all the financial information about your club.
Contracts	Gives an overview of all your player and staff contractual information including salary and expiry dates.

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MANAGER – TACTICS

As manager you have full control over the tactics you choose for your matches. All the options available to you are in this section and also available by default before each match.



Line-Up – On the left of this screen you are able to select your starting 11 and substitutes for your next match. To swap a player left click and hold to highlight the player, then drag him over the top of another player and let go of the mouse button. Next to each player is an ability bar which shows how close to their ability they will play in the position you have chosen for them.

Unity – The greater the unity, the better your team is likely to perform. The unity of the team is determined by how comfortable the players are with their current position, formation, style of play and the time they have been at the club. The longer a player has been at the club or played with the current tactics, the closer to their ability they

will play. Players can take time to settle into new clubs, positions and tactics, so give them time to adapt and they will start to perform better.

Tactics – Change the formation, playing style and marking style of the team.

Roles – Select your team captain and set piece takers for matches.

MANAGER – STADIUM

All the information you need about your current stadium can be found here, from the capacity and level to the condition and any repair requirements. If the stadium needs repairs then click the 'Repair' button and confirm you want to go ahead. Selecting the 'Build' tab will allow you to choose a new stadium to build, just double click the one you want to submit the plans to the chairman.

MANAGER – SHORTLISTED PLAYERS

This section displays a list of players that you have added to your shortlist or made transfer offers for. If a club makes an offer for any players on your shortlist you will be notified so you can make a counter-offer.

MANAGER – TRANSFERS

Details of all players that have been made available for transfer or loan can be found in the transfers section of the hub.

Market – This is a list of all the players who are transfer listed, loan listed or free. Click on 'Filter' to narrow down a search of these players. When you find a player you are interested in either bring up his factfile or right click on him to buy/loan or research him.

History – Details all the transfers that have taken place during the current season.

Team Spending – If you want to see a breakdown of the transfer activity and spending for each of the teams in the game then this is the place to go.

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COACH – FACTFILE

This shows general, contract, experience and skill information for your coach.



COACH – TRAINING

Here you can view, and manually assign training to goalkeepers, defenders, midfielders and attackers. The skill level of the coach determines how many slots are available to assign to each type of player. To edit a task highlight a slot and left click, the screen will now update to show you the options available. Click the left and right arrows to scroll through the categories such as goalkeeper, physical, outfield and tactical.

NOTE: If you want to manually change the training schedule then you will need to click and deactivate 'Auto Control' to stop the coach from automatically assigning tasks.

COACH – TRAINING CENTRE

All the information you need about your current training centre can be found here. The pie chart shows the various strengths and weaknesses of your centre. If the training centre needs repairs then click the 'Repair' button and confirm you want to go ahead. Selecting the 'Build' tab will allow you to choose a new training centre to build, just double click the one you want to submit the plans to the chairman.

NOTE: The chairman may reject your request to upgrade; reasons include insufficient funds and your coach's lack of experience.

SCOUT – FACTFILE

This shows general, contract, experience and skill information on your scout.

SCOUT – RESEARCH

This screen gives you the opportunity to assign scouting tasks to your scout. The level of your scout determines the number of tasks that you are able to assign him. To assign a task, click on an empty slot and select a task from the filter. Once a task is assigned, hover over it with the mouse to see how the scout is progressing. To delete a task simply click on it and select 'delete' from the pop up.

SCOUT – DATABASE

Here you will find a list of all the players researched by your scout. The research bar tells you how far through his research on the player the scout is. The suitability rating shows how compatible the scout thinks the player is with your club and the valuation is a much more accurate reflection on how much the player is worth in the transfer market. Once a player has been scouted, additional information is added in the 'Scout Opinion' section of his factfile.

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PHYSIO – FACTFILE

This shows general, contract, experience and skill information on your physio.

PHYSIO – PHYSIOTHERAPY

If you want to assign physiotherapy tasks then this is the place to do it. The ability level of your physio determines the number of tasks he can carry out at any time. To assign a task click on an empty slot and select a task from the filter. To delete or change an assigned task, select it and choose another option or click the delete button.

NOTE: If you want to manually change the physio's schedule then you will need to click and deactivate 'Auto Control' to prevent the physio from automatically assigning tasks.

PHYSIO – MEDICAL CENTRE

All the information you need about your current medical centre can be found here. The pie chart shows the various strengths and weaknesses of your centre. If the medical centre needs repairs then click the 'Repair' button and confirm you want to go ahead. Selecting the 'Build' tab will allow you to choose a new medical centre to build, just double click the one you want to submit the plans to the chairman.

NOTE: The chairman may reject your request to upgrade; reasons include insufficient funds and your physio's lack of experience.

PHYSIO – INJURY HISTORY

This screen details all the injuries that have occurred at your club whilst your physio has been in employment.

CLUB

This section of the hub allows you to view information on all the clubs in the game. Simply select the country of your choice and you'll see a list of the clubs. Selecting a club will allow you to view a host of information from their squad list and player factfiles through to fixture schedules and performance.



COMPETITION

All information on the current season's domestic and European form, fixtures, club and player information are shown here. On most tables if you double click you can view a factfile for that player or club. Click the left and right arrows on the fixtures table to change the week for the fixtures shown, or for the cup round shown if you are viewing a cup competition. If a game has been played, double click to view a match report.

FAVOURITES

You can bookmark up to 15 of your favourite screens for even quicker navigation. Press the 'F' key on the keyboard when on any screen to make it a favourite, press the 'F' key again to remove it from your favourites.

OPTIONS – WIDGET ASSIGNMENT

This section allows you to assign different widgets to be displayed on the right hand side of the screen throughout the game. Select one of the existing widgets and left click to change it.

OPTIONS – GAME SETTINGS

Here you can set the audio levels and also set-up the options for the match engine.

OPTIONS – SAVE GAME

Click this option to save the current state of your game and continue immediately or at a later date.

OPTIONS – CREDITS

Get details about the developers of the game.



MATCH DAY

On the day of a match you will be given the opportunity to make final adjustments to your line-up and tactics. If you have a player who is unavailable for selection due to injury or suspension, you cannot start a match. In this case the 'Match' option will not be present on screen until that player is replaced. Once you have a valid line-up, click the 'Match' button on the screen and you will be taken to the match options pop-up menu. Click 'Start Match' to begin the action once you have decided on the match speed and the number of match event alerts you'd like to receive.

At any time during the game you can click 'Options' to bring up the match options menu. This allows you to pause the match, change the game speed and adjust your tactics.

NOTE: The game will continue until the ball goes out of play before the Tactics menu loads.

The following views are available during the match:

Overview	This is the default view showing the match action, stats and a timeline of key events.
Home Stats	Here you will see a full performance breakdown of the home team players in the match.
Away Stats	An exact replica of home stats but this time for the away team players.
Scores	This view allows you to see scores from all other games in your division or the same cup competition as your team. Click on each fixture to see more detailed information.



USEFUL TIPS AND INFORMATION

This section details some useful hints and tips for achieving success in the game.

CHARACTERS SKILLS

Every character in the game (including players) has a persona, which is made up of 5 basic attributes: Perception, Willpower, Memory, Intelligence and Charisma. These are crucial factors that will control how well a character develops, as well as the speed with which tasks are performed.

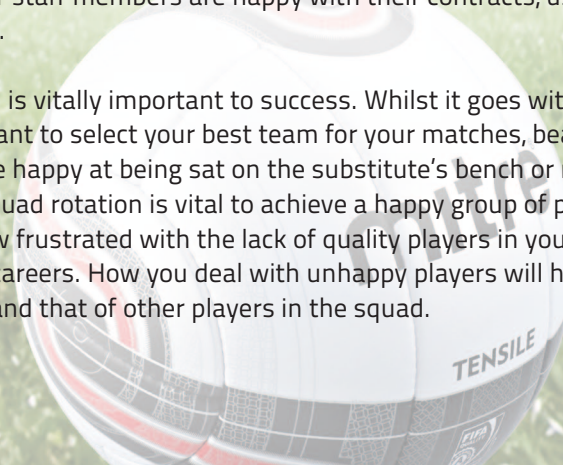
Every skill has a primary and secondary characteristic, which is directly linked to a character's persona. When a skill is being used it will change from inactive (red) to active (green). Experience points are obtained every time the skill is used. As the skill level increases it will eventually lead to a 'level up'. A character has 8 skill levels to achieve. Every time a staff member goes up a level it unlocks an extra task slot and facility set.

CHARACTER MORALE

A key factor in your success in the game will be your ability to keep everyone in your club happy. Each character (including players) has a morale level which is affected by your decisions and performance. The chairman is the most important person for you to keep happy as ultimately he decides whether you keep your job or not. The best way to keep the chairman happy is to manage your finances well, get good results on the pitch and continually improve the quality of your staff and facilities.

It is also important to keep your staff members happy as it has a huge affect on their performance when it comes to scouting, healing and training the players. Always make sure that your staff members are happy with their contracts, usage and the state of their facilities.

Player morale is vitally important to success. Whilst it goes without saying that you will always want to select your best team for your matches, bear in mind that not all players will be happy at being sat on the substitute's bench or not involved on match days at all. Squad rotation is vital to achieve a happy group of players. Some players may also grow frustrated with the lack of quality players in your squad and look to further their careers. How you deal with unhappy players will have a huge bearing on their morale and that of other players in the squad.



TRANSFERS

Use the transfer market to improve your squad. The best way to sell players is to place them on the transfer list to generate offers from other clubs. It is possible to release players from their contracts but your chairman may not be happy to approve this as it ultimately costs the club money. Buying players to improve the quality of your squad is not always easy. Use your scout to research players before you buy them to check their suitability and also to get more accurate details on their valuation. Players who are transfer listed by their club, on the free list or unhappy for selection reasons may be easier to persuade to move so use the filters in the player search wisely.

Pos.	Name	Age	Nat.	Club	Value
LW	M Morin	22	ENG	Bremen	£10.5M
AM	A Toarabt	22	ENG	QPR	£10.5M
RW	N Tomec	23	CRO	Partizan	£1.7M
GK	V Monnone	23	ITA	Arsenal	£1.2M
RM	A Shinny	22	SWE	Inverness	£1.2M
CM	M Tesijo	19	CRO	RNK Split	£950K
GK	L Bernordi	23	ITA	Ajaccio	£825K
GK	M Rosmussen	19	DEN	Aalesunds	£825K
LW	P Steponovskiy	23	RUS	Slo Bratislava	£800K
GK	S Dzhoznaev	24	RUS	S Moscow	£750K
CM	J Kolari	21	FIN	KuPS Kuopio	£650K
LB	S Ormand	31	FIN	Paris	£650K
GK	I Koradzhev	22	BUL	C Sofia	£625K
AT	M Schyd	28	CZE	Rostock	£575K
GK	D Lopor	26	CRO	St Gallen	£525K
GK	Z Tath	26	HUN	Kecskemeti TE	£525K
CB	M Sekimic	30	CRO	Strasbourg	£480K
CB	S Pile	30	CRO	Strasbourg	£440K
GK	Dauglas	28	BRA	Vitoria	£400K

Market | History | Team Spending | Filter

Hub Menu

Coach: Jon Hughes

Balance: £86,774,141

League Table:

Rank	Club	Points
1	Manchester C	7 - 18
2	Liverpool	7 - 18
3	Everton	7 - 16
4	Sunderland	7 - 15
5	Arsenal	7 - 15

Stadium: 5

Overview:

Category	Value
Income	£22,382,550
Expenditure	£4,249,911
Profit / Loss	£18,132,639

TACTICAL UNITY

Simply picking your best 11 players is not always the best way to win matches in Premier Manager. One of the most important factors is making sure the unity of your team is as close to 100% as possible. Players are at their most comfortable in their natural position, however they will adapt to new positions over time.



Players also take time to adjust to a new club so filling your team with new signings might not be the quick fix to problems that you were hoping for. There are a number of tactical formations and styles of play available to you in the game and it's important to experiment to find the best combination for your players. However, changing either your formation or style of play may disrupt unity whilst players re-adapt to an old formation or work out what's required from a new one.

Now it's up to you. Good luck!

NAME EDITOR

The Premier Manager Name Editor can be used to change the names of clubs, stadiums, players, managers and competitions in the game database. All changes to the database are saved in real-time, however new changes will only take effect when starting a new game. If you want to cancel all your changes then select; File>Revert Database and the original game data will be restored.

For more information, updates and chat why not join the Premier Manager community:

Visit the official website www.premiermanager.com

Join the Facebook group www.facebook.com/PremierManager

Follow Premier Manager on Twitter: www.twitter.com/PremierManager

For technical support: ww2.focusmm.co.uk

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