

Ultimate Europe

is proudly produced by

William Elliott Sports Ltd
PO Box 2724
Radstock
BA3 2YU

Tel/Fax 01761 415 251

www.ultimate-europe.net

Contents

1	An introduction to playing the game.
2/3	The Managers Decision Sheet, Returning your MDS.
4	The Game Structure - Leagues and Cups.
5	Player profiles - skills, and other attributes.
6	Special Abilities, Player Confidence, .
7	Picking your Team and Tactics. Goal keeping position.
8	Defensive Positions.
9	Defensive Tactics.
10	Midfield Positions.
11	Midfield Tactics.
12	Attacking Positions.
13	Attacking Tactics.
14	Injuries, Suspensions and Player Performance.
15	Substitutions and Backroom Staff.
16	Squad Training.
17	Player and Manager Interaction.
18	Reserve and Youth Squads.
19	Transfers, Signing Players including Trialists.
20	Transfers, Selling Players including Free Transfers. Player Evaluation.
21	Directors Confidence, Player Loaning.
22	Financial Details.
23	Scouting National Squads.
24	Scouting other Teams, Player Scouting, National Team Management.
25	Friendly Matches, Sending Messages, Pools, Your Home Ground.
26	End of Season, Extra Prints.
27	Games Charges, Season Tickets.
28	Methods of Payment, General Gameplay Conduct.

ULTIMATE EUROPE

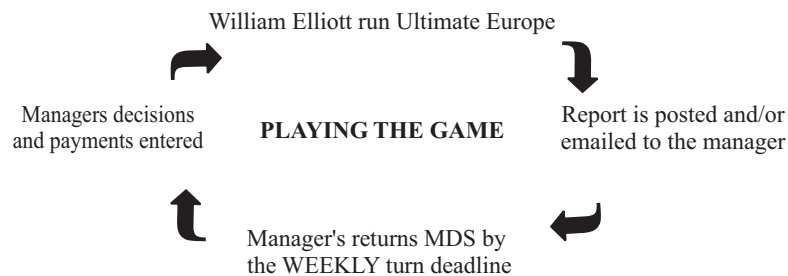
A Great man once said “Some people think Football is a matter of life and death, but it’s not, it’s far more important”. This sums up why the greatest ever sport “Football” is so popular and compelling. Welcome to ULTIMATE EUROPE, a genuine game with as much realism as possible and then a little bit more!

What is Ultimate Europe?

Ultimate Europe is a multi player football manager game that is played through the post or by email. You don’t however have to have a computer to play but just an address and a love for Football. You will be playing against the computer and other managers like you so the competition will be high. You will have complete control of everything from picking the team, choosing tactics and training, buying and selling players and organising finance it will be up to you to find a winning formula for your club.

How do you Play?

The game is run over a seven day period with us sending you your team info (Manager's Report) and then you email or post your decisions to us in the form of a Managerial Decision Sheet (MDS). We then input your team selections into our computer which then runs the games.



Why ours?

Ultimate Europe has more weekly info for you as a manager to digest, more facts and figures without being overly complicated. You will find the game to be highly playable and rewarding as you discover the ways in which your decisions can shape your players and team performances. You can play for as long as you like but the more involvement you put into the game the richer will be your reward, any team under management can be built to compete with the best around!

Tips and Hints

** Pay close attention to the Tips and Hints throughout this rulebook as they can give you valuable advice about playing the game*

** It may seem complicated but Ultimate Europe is very easy to play. Your report will tell you most things you need to know and you can refer to this guide to learn more about the game.*

Turn Deadline 07/07/2009
 TeamID BARC
 Team Barcelona
 Manager Adam Croston

Manager Decision Sheet

For Game 101 - Season 1 Turn 6

Ultimate Europe
 PO Box 2724
 Radstock
 BA3 2YU

Actions			Extra Prints
Player ID	Name	Action	
<u>HERX</u>	<u>XAVI</u>	<u>STAMINA TRAINING</u>	<u>DIV ITALIAN 2</u>
<u>JCOL</u>	<u>COLE</u>	<u>CANCEL BID FOR PLAYER</u>	<u>DIV GERMAN 1</u>
<u>ESPV</u>	<u>ESPASANDIN</u>	<u>RESERVES</u>	<u>NAT ROMANIA</u>
		<u>SPS K BENZEMA</u>	<u>FRE</u>
		<u>POOLS 34</u>	<u>YOUTH</u>
<u>MESL</u>	<u>MESSI</u>	<u>PPLP</u>	<u>RESERVES</u>
<u>PUYC</u>	<u>PUYOL</u>	<u>FINE 1 WEEKS WAGES</u>	<u>MANAGE RESERVE TEAM</u>
<u>JDFL</u>	<u>JORQUERA</u>	<u>LOAN 4 MAN UTD</u>	<u>MAT REAL BETIS LEA</u>
		<u>PS TM</u>	<u>FRE LIVERPOOL AWAY</u>
		<u>PTCPP</u>	<u>REST OF THE WORLD</u>

Message	To _____
Text	<i>Any1 have any good young defenders for sale? Please contact me!</i>

Returning your MDS

It is important that your MDS reaches us on or before the deadline day of the game. If it does not arrive in time then we cannot enter your decisions and if you have no credit you will be deleted from the game! If for any reason you are unable to return your MDS to us by the deadline please contact us as we can save your team for you. You can return your MDS to us by:

- Email** Visit www.ultimate-europe.net to find all the instructions to email your MDS.
- Post** Send it a minimum of 3 days before (2nd class) or 2 days before (1st class).
- Fax** Fax it to us on 01761 415 251 by 8am on the deadline day.

Returning your report

Your report will be posted back to you on the deadline day, if it hasn't arrived after 3 working days contact us as there may be a problem. If we have your email address then you will also receive an emailed copy of your report on the deadline day. Reports are emailed out at any time up until 5pm.

Tips and Hints

- * Just enter any changes that you have to your MDS as this will allow us to enter your decisions more efficiently and with less chance of error.
- * When sending a payment make sure you write the amount and type on your MDS.
- * Please make sure that you read the Payments section at the back of this rulebook carefully before you return your first MDS.

The Game Structure

There are 8 European Leagues in which you can take up management. Each league has 28 of the top sides from that country making up two highly competitive divisions of 14 teams. A season consists of 26 league games with three teams promoted and three relegated at the end.

Country	Div 1	Div 2
England	The Premiership	The 1st Division
Italy	Serie A	Serie B
Holland	PTT Telekompetitie	De Toto Divisie
France	Le Championnat	Le Championnat II
Scotland	Premier Division	The 1st Division
Portugal	Primera	Segunda
Spain	Primera	Segunda
Germany	Bundesliga	Bundesliga II

There are 4 main cup competitions running throughout the season.

The European Cup

The most prestigious of all the cups. The route to the final starts with the highly competitive Champions' League. Firstly nine groups of four teams will play each other home and away with the top two teams in each group plus the two highest third placed teams qualifying for the second group stage. Then five groups of four teams must play each other home and away with the five group winners and three highest runners up progressing into the knockout stages. Teams that qualify for this competition will be the top three league clubs and the FA cup winners along with the winners and finalists from last season's European and UEFA cup finals.

The UEFA Cup

Second in status only to the European cup, this is a knockout cup that runs on a two legs basis with each team playing home and away en route to the final. The 4th, 5th and 6th placed teams from each league qualify along with the league cup winners. If a team qualifies twice or if any of the teams that would qualify for the UEFA also qualify for the European Cup then teams lower down the league table may be eligible.

The FA Cup

Each League will have its own FA cup, it will be run as a knock out tournament and the eventual winners will qualify for a place in the European cup. All teams in each division are entered with four having byes into the first round.

The League Cup

The other domestic based competition that is run on a knock-out basis with each team playing two legs, home and away until the final. The winners will qualify for the UEFA cup and all teams that have not qualified for a European competition are entered.

Tips and Hints

** Cup success can bring huge financial rewards with Merchandising and TV revenue.*

The Players

Every player in Ultimate Europe has a profile made up of the following:

Shooting (Sho)	The accuracy and power of his shot.
Movement (Mov)	A player's ability to lose his marker and create space for others.
Passing (Pas)	The range and accuracy of his passing and crossing.
Control (Con)	The quality of his first touch and his ability to dribble past opponents.
Speed (Spe)	How fast he can run.
Stamina (Sta)	The player's level of fitness.
Heading (Hea)	The player's ability to win and direct headers.
Strength (Str)	How able a player is to hold off opponents
Aggression (Agg)	A player's "enthusiasm" when challenging for the ball.
Tackling (Tac)	How good a player is at making and timing tackles.
Judgement (Jud)	A player's ability to read the pace and nature of the game.
Vision (Vis)	How aware he is of the position and movement of other players.

Goalkeepers have 4 skills in their profiles that related purely to goalkeeping:

Distribution (Dis)	A goalkeeper's ability to launch attacks from the back.
Handling (Han)	How sure handed a goalkeeper is.
Reflexes (Ref)	How sharp a keeper's reactions are.
Crosses (Cro)	A keeper's ability to deal with crosses.

Other attributes:

Overall Ability (OA)	The total of the 12 skills (the higher the better the player)
Age	How old the player is.
Nationality	The country the player is eligible to play for.
Foot (R, L or B)	The player's preferred footing, right, left or both footed.
Morale	A player's state of mind.
Fitness	The current level of his fitness.
Confidence	See next page.

Tips and Hints

** Every player in the game is unique and will also have many hidden attributes.*

** A + or - sign will indicate if a skill has gone up or down that week.*

** A * symbol means the player has exceptional ability in that skill.*

Special Abilities

Some players also have a Special ability:

Free Kick (Fks)	Free kick specialists will have an increased chance of scoring from set pieces.
Height (Hei)	Very tall players that can be the cause of lots of problems in the opposing penalty area as well as being useful in defence.
Leadership (Lea)	True leaders who can inspire and galvanise their team mates are rare.
Goalscoring Instinct (Gsi)	The ability to be in the right place at the right time in and around the penalty area.
Composure (Com)	Players that seem to have more time on the ball and can use this to influence the pattern of play.
Long Throws (Lts)	Very few have the ability to make a throw in as useful as a corner!
Determination (Det)	The type of player that will never give up for their team.
Flair (Fla)	Crowd pleasers who like to try tricks and do the unexpected.
Gamesmanship (Gam)	Players who do whatever they can to gain an advantage, whether its pulling an opponents shirt or simulating a dive! They can give their team an edge, if they don't get caught!
Versatility (Def, Mid, Att)	Some players are equally at home in two positions, so a player with this ability will be able to perform in those areas with no penalties.

Player Confidence

This can vary throughout the season and can have a profound effect on a players ability and performance. A rise in confidence may result in a player's skills going up but a fall could coincide with a loss of skills. You can interact with a player (see page 17) to help improve a players confidence but there is no easy fix.

Tips and Hints

** Poor performances or being dropped are the most likely causes of a loss of confidence.*

** Aggression could drop due to a lack of motivation.*

Picking your Team and Tactics

It is your job as manager to pick the formation, tactics and players you feel will be successful for your club. Every player should be given a position in your team's formation and this will be his role for the match. It is very important that you play your players in suitable positions and you can use the positional boxes on the next few pages to help you pick your team. You will also need to pick a Captain and penalty and free kicks taker.

Tips and Hints

- * Pick a sensible formation, you will need to find a good balance or your team could be beaten by the lowest of opposition.*
- * It is important to select a suitable Captain. Age, experience and Average rating should all help you to make the right decision. The Special ability Leadership is ideal.*
- * Both footed players can play on either side of the pitch but right or left footers will usually perform better if they are played on the relevant side or in the middle.*

Just picking the best players is only part of finding a winning formula as you also need to choose a combination of tactics that your team will follow during each match. You will be able to choose two tactics for defence, two for midfield and a final two for your attack.

Tips and Hints

- * Choosing the right Tactics can make a huge difference to the outcome of a match. Play a game that both suits your players and offers problems for your opposition.*
- * Some tactics clash with each other and do not produce very good results. An example of this would be to play Keep Possession with Attack on the Break!*

The Goal Keeping Position

Goalkeeper (GK)

Plays in goal.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	DIS	HAN	REF	CRS
								✓	✓	✓	✓

Defensive Positions

Right back (RB)

Plays on the right side of the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
				✓	✓			✓	✓		

Left back (LB)

Plays on the left side of the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
				✓	✓			✓	✓		

Centre back (CB)

Plays in the centre of the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
						✓	✓		✓	✓	

Sweeper (SW)

Plays as the spare man, organising and covering for the other defenders.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓	✓						✓	✓	

Right wingback (RWB)

Plays on the right side of defence but will venture forward at every opportunity.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
	✓	✓		✓	✓						

Left wingback (LWB)

Plays on the left side of defence but will venture forward at every opportunity.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
	✓	✓		✓	✓						

Defensive Tactics

Man Marking (MM)

Your defence will assign a man to shadow each of the opposition's attackers. If played with quick and strong defenders the opposing attackers will find it very hard to get into the game. However the defenders can be dragged out of position, leaving holes that an attacking midfield opposition may be able to exploit.

Zonal Marking (ZM)

Each defender will hold their position and not stray from their area of the pitch as they will be responsible for marking any player entering that zone. This tactic gives excellent cover against most attacks. However unless your defenders are able to read the game and work together, attackers may be able to find space in dangerous positions.

Defend Deep (DD)

Your defence will remain in defensive positions when your team is attacking and will fall back to around the 18 yard line when defending. This is a very defensive option and can be very hard to break down as the opposition is denied space, but this can limit your attacking options and give your opponents lots of possession. The tactic to pick if you're looking for a low scoreline.

Offside Trap (OST)

The defence will try to catch forwards in an offside position by stepping up in unison just before a pass is played. If worked properly the 'offside trap' will make it difficult for opponents to get attacks going. It is important that your defenders are on the same wavelength because a lapse of concentration or poor judgment could gift your opponents a goalscoring opportunity.

Go In Hard (GIH)

Your defenders will go in hard on the opposing attackers - pulling their shirts, holding them back and even kicking them whenever they think they can get away with it. This can prove to be very effective against attackers who haven't got the physical presence or spirit to deal with it, but can result in the giving away of more freekicks or even penalties.

Play out of Defence (POD)

This will instruct your defenders to play a more attacking role, bringing the ball out of defence and stepping into midfield. This can give your side an attacking edge as your defenders are unlikely to be marked when they move forward to attack, however your defenders must be good on the ball because if they make a mistake the opposing attack could profit from it.

Midfield Positions

Anchor Man (AM)

Remains just behind the midfield, protecting the defence.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
							✓	✓	✓	✓	

Central Midfield (CM)

Plays in the centre of midfield.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓			✓	✓			✓		

Right Midfield (RM)

Plays on the right side of the midfield.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓	✓	✓	✓						

Left Midfield (LM)

Plays on the left side of the midfield.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓	✓	✓	✓						

Playmaker (PL)

Plays in the centre of the midfield, focusing on dictating the game and creating chances.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓	✓							✓	✓

Free Role (FR)

Is given the freedom to roam behind the forwards, concentrating on attack.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
✓	✓	✓	✓								

Midfield Tactics

Keep Possession (KP)

Your midfield will pass the ball around patiently and wait for the chance to create a goalscoring opportunity. If you have good passing players you can dictate the game, frustrating and disheartening your opponents. However unless your midfield has the vision to break down stubborn defences the possession may come to nothing.

Attack on the Break (AOB)

As soon as an opposition attack breaks down, your midfield will launch a counter attack, moving the ball to the strikers and quickly advancing upfield to support them. This will work well if your midfielders have the movement to join the attack quickly. It may prove ineffective if the opposing midfield have the awareness and mobility to track back.

Support Defence (SD)

Your midfield will concentrate on the defensive side of the game, tracking any opposing midfield runners and creating a barrier of players in front of the defence whenever the other team are attacking. This tactic is very effective at containing the opposition's attacks, but not so good from an attacking point as the midfielders won't be able to commit themselves further.

Fluid Midfield (FM)

This gives your midfielders freedom to drift from their positions in search of space from which to damage the opposition. This is an offensive tactic and can be devastating if your midfield has the imagination and mobility to take advantage of the space they find. However by playing this you could leave gaps in the midfield at times that the opposition may be able to exploit.

Pressure Play (PP)

The midfielders will try to close down and tackle the opposition quickly, not giving them the time or space to pass the ball around. This is a high tempo tactic that flare players from the other team will find it very hard to play against, but it requires a lot of aggression and energy for your players to maintain for 90 minutes.

Play to Wings (PTW)

Your midfield will use the full width of the pitch to stretch the opposition and will attempt to play the ball into wide areas and get crosses into the box. A good tactic if you have the wide players who can deliver quality crosses and the type of forwards who can thrive on such service.

Attacking Positions

Inside Forward (IF)

Plays 'in the hole' just behind the other attackers.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
		✓	✓							✓	✓

Centre Forward (CF)

Plays in the centre of attack.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
✓	✓						✓	✓			

Target Man (TM)

Looks to receive passes or crosses and holds the ball when supporting his teammates.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
			✓			✓	✓	✓			

Right Forward (RF)

Plays in the centre of the attack but will drift out to the right wing position.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
✓	✓		✓	✓							

Left Forward (LF)

Plays in the centre of the attack but will drift out to the left wing position.

SHO	MOV	PAS	CON	SPE	STA	HEA	STR	AGR	TAC	JUD	VIS
✓	✓		✓	✓							

Attacking Tactics

Create Space (CS)

Your attackers will try to create space for themselves and others both in open play or from set pieces. This tactic can give the opposing defenders a very hard time, but depends upon a lot of hard work and good off the ball movement from your forwards as they try to drag the opposition out of formation.

Run at Defence (RAD)

The attackers will be told to run at the defenders in the hope of cutting straight through their defence. This can be effective if your forward players have the pace and skill to pull it off and most flair players would relish the chance to play in such a style, but playing this way can lead to a loss of possession or a waste of a good opportunity due to an individual player's greed!

Link Play (LP)

Your forwards will try and bring other players into the game by dropping back to link up with the midfield. If your strikers have the vision and the skill plus good support from your midfield this tactic may prove very fruitful. However some players could over-elaborate while playing this tactic, playing one pass too many when a shot on goal would be the better option.

Shoot on Sight (SOS)

Your forwards will be told to shoot on goal at every opportunity, from all distances and angles. If you don't shoot you don't score and you could get a goal out of nothing from a mistake or a deflection. If your forwards have great shooting ability this can be a great tactic to play, but they could also give possession to the other team without them having to fight for it.

Aerial Bombardment (AB)

Your team will bombard the penalty box with high passes and crosses in an attempt to give your attackers opportunities to head at goal. Having attackers with good aerial ability is vital to this type of play, as is a good supplier of crosses. However this approach can become predictable and therefore easy to defend against.

Defend from the Front (DFF)

This will tell your attackers to put energy into hassling the opposing defenders and chasing any loose passes, forcing the opposition into making mistakes and conceding possession. If your strikers don't mind working hard and are half decent at tackling they will provide a good first line of defence against any superior team.

Injuries

A player's fitness should always be around 100% unless he gets injured or is tired from playing too many games. Any player in the game can pick up an injury at any time, some may be serious others minor knocks, the type of injury and the recovery time will be displayed on your team statistics page. If a player is injured he may not be selected until he has recovered, at this point his fitness will probably be lower and so he may need more time before he is fit enough to play again.

Tips and Hints

** Injuries are largely random and you could be lucky enough to have very few over a season, equally you may also have times where your squad is tested to its limit.*

** Injured players may drop in skill but could recover as fitness improves.*

Suspensions

Bookings will be picked up by all players at some time or other and suspensions will be dished out in accordance:

6 Yellow Cards A one turn suspension (including any cup games that turn)

A Red Card As above a one turn ban that will also include any cup games that turn.

Player Performance

Whenever a player plays a game he will score a match rating. This is in the form of a percentage and shows how well he has player performed in that match. All players have good and bad days and as they play more games they will build up an Average Rating (AR). This is very important and indicates how consistently a player has been playing.

Below 50% Your player has put in a terrible performance!

51% - 60% Poor.

61% - 70% Average.

71% - 84% Good club form.

85% - 95% International Standard.

95%+ World class, very hard to maintain!

Substitutions

After selecting your starting line up you should also select 5 Substitutes. You can then use the Substitute Instructions area on your MDS to allow you to make up to 3 substitutions each league, cup or friendly game. You can also change a players position during a match - this does not count as a substitution.

Minute	Enter the time in the game where you may want to make a change.
Circumstance	This is where you enter your specified instructions:
Winning (W)	If you are winning the game.
Drawing (D)	If you are drawing.
Losing (L)	If you are losing.
Not Winning (NW)	If you are losing or drawing.
Not Losing (NL)	If you are winning or drawing.
Any (A)	No specified circumstances.
Player On	Sub on / position change.
Player Off	Sub off / position change.
Position	The new position (if required).

Substitute Instructions

Minute	Circumstance	Player On (ID)	Player Off (ID)	Position
45	NW	BENY	BABR	RM
45	NW	KKNF	KKNF	CF

In the above example Liverpool have specified that if they are not winning after 45minutes Benyoun will come on as a RM for Babel and Kuyt will move from RM to a CF.

Tips and Hints

** Injured players will be replaced by the computer using the most suitable player from the bench.*

Backroom Staff

Behind the scenes at your club your coaching staff will always be hard at work, they will be ensuring that your training schedule goes to plan, working with injured squad members or monitoring the progress of the club's youth squad. They will keep you informed of any major developments by leaving messages in your Manager's Report. You will also be notified of other things such as the latest transfer news or if another club is scouting your team etc.

Tips and Hints

** Pay close attention to what your coaching staff have to say - there may be a very exciting youth prospect right under your nose!*

Training

Every week you can spend up to 25 hours on training your squad, this can have several long and short term benefits. Skills can be improved to help balance your team's structure, weak areas can be developed and some players may dramatically improve! You can train:

- Passing** The squad will practice long, middle and short range passing, including corners, one touch passing and crossing the ball.
- Heading** All aspects of heading will be practiced for both the attacking and defending
- 5-a-sides** The squad will split into groups of 5 and play short games against each other.
- Defensive Work** The coach will work on the defensive side of the game, concentrating on marking, blocking and tackling.
- Attacking Work** The coach will work on the attacking side of the game, concentrating on shooting and freekick practice.
- Strength** The team will undergo various strength building exercises; both upper and lower body will benefit.
- Fitness** The team will undergo intensive stamina building exercises, including circuit training and long distance running.
- Ball Skills** The team will practice their first touch, dribbling and ball juggling.
- Study Opp Lge** The team will spend time preparing for upcoming league matches. This can consist of studying videos of the opposition, highlighting their strengths and weaknesses and learning how to deal with them on the training pitch.
- Study Opp Cup** The same as above but the time will be spent preparing for any upcoming cup matches.

Each week you can also request for one of your players to undertake intensive training on one skill (you can train up to three players if you are managing your reserve and youth teams). You will then receive a report on his progress. This is entered in the Actions section as follows:

Actions		
Player ID	Name	Action
<u>CARJ</u>	<u>CARRAGHER</u>	<u>TRAIN STAMINA</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

Tips and Hints

- * Some players respond better to training than others, keep a close eye on how your players improve - some may have huge potential!*
- * Goalkeepers will have their own training schedule but they will generally improve with age and experience.*
- * Speed, Aggression and Vision cannot be trained, Judgement will improve with age.*

Player and Manager Interaction

Each player has his own unique personality and so player and manager interaction is a big part of the game. Morale can indicate a player's state of mind and should be monitored as good team spirit is important to the success of your team. We have listed the options available for you as a manager to interact with your players. Each should be entered in the Actions section as per the example below.

Talk to player (Talk to)

Find out if the player has any problems (you may wish to use this if Morale is low)

Reassure player (Reassure)

Reassure a player if he has expressed a concern or complaint.

Fine a player (Fine 1/ Fine 2)

If you feel a player has stepped out of line or are unhappy with his disciplinary record for example you can fine him one or two weeks wages.

Praise or criticise a player's attitude (PPA/CPA)

You may want to praise or criticise any of your players. You will do this face to face but you can go public if you want.

Praise or criticise a player's league performance (PPLP/CPLP)

You may want to praise or criticise a player's last league performance. Again as above you can make this statement in private or in public.

Praise or criticise a player's cup performance (PPCP/CPCP)

As above but for a cup game performance.

Praise or criticise your team's League performance (PTLP/CTLP)

Again to but make a statement about your whole teams in private or public.

Praise or criticise your team's cup performance (PTCP/CTCP)

As above for any cup game.

Actions

Player ID	Name	Action
CARJ	CARRAGHER	TALK TO PLAYER
MAST	MASCHERANO	FINE 2 WEEKS
GERR	GERRARD	PPLP
-	-	PTCPP

Tips and Hints

** Remember although some players may respond well to the "verbal hairdryer" others may react better to an "arm around the shoulder!"*

** To make any of the above statements public just add a "P" after your command.*

Reserve and Youth Squads

These are available as extra prints (page 26), although the reserve squad will feature within your report every week at no extra charge. Each week when your team plays in the league, your reserve and youth teams will also play against your league opponents reserve and youth teams. All the players involved will score separate Average Ratings so you will be able to see how they have performed outside the 1st team. If you choose to scout either of them then you will get the full squad details and evaluations plus a match report and league tables.

Both reserve and youth teams will take part in the squads training and will play the same tactics and formation as the 1st team but the players will be selected by your coaching staff, unless you choose to manage them yourself. Youth and reserve players can be transferred in the normal way.

To scout your youth or reserve team simply enter your request in the extra prints section.

Extra Prints

RESERVE SQUAD
YOUTH SQUAD

You can promote or relegate players between your squads, although players must be under 21 to play in the youth team. All you have to do is to enter the player's name, code and squad he is to join in the Actions section on your MDS. You can also automatically promote a player to your 1st team by picking him in any first team selection including as a substitute.

Actions

Player ID	Name	Action
<u>HUGH</u>	<u>HUGHES</u>	<u>RESERVES</u>
<u>YOUL</u>	<u>YOUNG</u>	<u>YOUTH</u>
<u>JONE</u>	<u>JONES</u>	<u>FIRST TEAM</u>

Managing your Reserve or Youth Squad

You can manage your reserve or youth team for an extra 50p per turn if you wish to (managing both will cost £1 per turn) Please note that once you have made your request you will be in charge of the team until you resign.

Besides from the obvious advantage of being able to choose your players positions you will also be given your next weeks reserve and/or youth team opponents, receive a larger number of trialists and be able to give individual training to a member from each squad you manage.

To apply to manage your reserve or youth team simply enter manage reserve team or manage youth team in the extra prints section. To resign from your reserve or youth team simply enter resign reserve team or resign youth team in the extra prints section.

Extra Prints

MANAGE RESERVE SQUAD
RESIGN YOUTH SQUAD

Transfers - Signing Players

1 Bidding for players on the Transfer list

The transfer list operates like an auction where the highest bid gets the player. To attempt to sign a player just make a bid in the bids section on your MDS, enter his code, name and the amount you want to bid. Some players will be classed as 'Unattached' in this case they will join the highest bidding team and the bid will act as a signing on fee. Remember many other managers may be bidding for the same player!

Player Bids

Player ID	Name	Amount
<u>RONC</u>	<u>RONALDO</u>	<u>£75,000,000</u>

2 Bidding for Non Transfer Listed players

Other managed teams may have players that you would want to sign but have not made them available by placing them on the transfer list. In this case you can use your Player bids section to make an offer for them. The other team will receive a message informing them of your offer and if they accept the deal it could go through the following week. If you change your mind you can cancel a bid by entering the player's ID, name and 'cancel bid for player' in the Actions section.

Actions

Player ID	Name	Action
<u>MIKJ</u>	<u>MIKEL</u>	<u>CANCEL BID FOR PLAYER</u>

3 Bidding for players from around the world

If you find players that are playing for a team outside of the main eight European leagues that you wish to sign, again you can make an offer through the bids section. These clubs will have a price displayed by their players on their squad sheet and you must beat or at least equal this amount in order to sign them. It works exactly the same as the Transfer list and it is possible that other managers will be competing for the signings.

4 Agreed Transfers (including exchange deals)

You can also agree deals with your fellow managers that can involve swapping or part exchanging players, this needs to be done through the Agreed Player Transfers section on your MDS. If you agree on a deal then both managers should write the players code, name, the team the player is going to and the amount he is going for on both of their MDS's. These deals can often be quite complex, the deals below shows R Ferdinand going to Liverpool in exchange for two players + £2,000,000.

Agreed Player Transfers

Player ID	Name	Buying Team	Amount
<u>RFRD</u>	<u>FERDINAND</u>	<u>LIVERPOOL</u>	<u>£2,000,000</u>
<u>CARJ</u>	<u>CARRAGHER</u>	<u>MAN UTD</u>	<u>0</u>
<u>KKTR</u>	<u>KUYT</u>	<u>MAN UTD</u>	<u>0</u>

5 Trialists

Every week you will receive a list of "Trialist" players at the end of the transfer list. These players will be available to your team only for just the week they appear. You can sign them if you wish to do so by making a bid of £0 for them. As mentioned earlier you will receive more trialists if you manage your reserve or youth teams.

Transfers - Selling Players

1 Transfer Listing Players

To transfer list a player enter his code, name and the minimum amount you are willing to sell him for, any bids below this amount will be ignored. You can put up to 5 players on the transfer list each week and if a player isn't sold he will automatically disappear from the list the following week.

Transfer List Player

Player ID	Name	Amount
<u>GERR</u>	<u>GERRARD</u>	<u>£26,150,000</u>

If you change your mind about selling a player you can remove him from the transfer list by entering his ID, name and 'remove from the list' in the Actions section.

Actions

Player ID	Name	Action
<u>TTRR</u>	<u>TERRY</u>	<u>REMOVE FROM THE LIST</u>

2 Accepting bids

If another team has made an offer for one of your non transfer listed players you can automatically accept the bid by entering the details through your Agreed Player Transfer section.

Agreed Player Transfers

Player ID	Name	Buying Team	Amount
<u>PRBS</u>	<u>ROBINSON</u>	<u>ASTON VILLA</u>	<u>£5,500,000</u>

3 Agreed deals including Swaps deals As explained on page 21.

4 Free Transfers

If you have a player that you cannot sell you can release him on a free transfer. To do this just fill in the player's code and name in the Actions section and enter "Free transfer".

Actions

Player ID	Name	Action
<u>BOGW</u>	<u>BOGARDE</u>	<u>FREE TRANSFER</u>

Tips and Hints

- * You can put players on the transfer list for less than their minimum value, however they might get sold for much less than they are worth!*
- * Players need to pass a medical before they can join a club, please take this into account when arranging deals as injured players cannot be transferred.*

Player Evaluation

Every player has a minimum and maximum value and these are displayed on your Player Statistics sheet. These values can change as a player changes and are based on three things.

- 1 Age** Older players will lose value as they are nearing the end of their careers.
- 2 OA** The higher the Overall Ability of a player the more he will be worth.
- 3 PV** Positional value is also essential when evaluating a player. To establish the best positions use the ticked boxes on pages 7, 8, 10 & 12.

Director's Confidence

Your club's directors will monitor all of your activity as manager and will have the final say over any deals that you may propose. They may block any transfers that they deem foolish but they can also be a source of extra revenue and could increase your transfer funds if they are able. The better job you do the more they will trust your ability, this is known as Directors Confidence. This will start at 50% and will rise or fall depending on how long you are at the club and how successful you are as a manager.

Tips and Hints

- * Your directors will not like to see the clubs best players being sold. For top players to be transferred players of a similar quality may need to be exchanged.*
- * If you have high directors confidence you may be able to pay slightly more than the maximum value of a player.*
- * Attempting to sell players to one club for their minimum and buy players back for their maximum is classed as 'asset stripping' and will not be allowed.*

Player Loaning

It is possible to loan out or take other players on loan. You can do this from 1 to 26 weeks and have the option to recall or return the player at any time. If you take a player on loan you are responsible for his wages until he returns to his club. Please note, although you can loan out as many players as you like, you can only have a maximum of three players loaned to your club at any one time. If you want to agree a loan deal with another manager then you both have to write the deal in the Actions section on your MDS.

Actions

Player ID	Name	Action
<u>BARW</u>	<u>BARTON</u>	<u>LOAN 6 SPURS</u>

You can also put players on the transfer list for loan, enter their details in the transfer list section as usual but in the amount column write "loan" and the number of weeks he is available for.

Transfer List Player

Player ID	Name	Amount
<u>CARJ</u>	<u>CARRAGHER</u>	<u>LOAN 16</u>

Other teams can then bid to take the player on loan by entering the details in the Actions section as above, the player will then decide which club to join.

Actions

Player ID	Name	Action
<u>HUTH</u>	<u>HUTH</u>	<u>LOAN 10</u>

Any player can be recalled or returned by either manager at any stage by entering Recall or Return in the Actions section (Recall to get your player back, Return to give back the loaned player).

Actions

Player ID	Name	Action
<u>BRBN</u>	<u>BENT</u>	<u>RECALL</u>

Financial Details

Football is big business and huge costs will affect every team no matter how big or small. Every week you will receive a financial report for your club. It will list all of the income and expenditure activity that has occurred during the previous week including player transfers and ground expenses etc. The final figure on the page will be your current balance. This will obviously represent your spending power for the club, however it will be difficult for any team big or small to generate profit unless they are winning things! The ultimate key to riches lies in European Competition and mainly the highly lucrative Champions league. Here are the prizes available:

The European Cup	The biggest of the money spinners, the revenue starts rolling in at the league games stage with £500,000 for every draw and £1,000,000 for every win. Qualification to the quarter final nets you £2,000,000, another £2,000,000 for reaching the semis and a further £2,000,000 if you get to the final. On top of that the winner can expect to pick up a final bonus of £10,000,000.
The UEFA Cup	A bonus of £750,000 will be paid for every round your team qualifies through, adding up to a possible £3,750,000. Upon reaching the final, the cup winner will also receive £7,500,000 and both finalists a place in the following season's European cup!
The FA Cup	£7,500,000 for the team that wins the FA cup.
The League Cup	The winners will receive £5,000,000.
The League Title	The winners will receive £7,500,000.
The 2nd Division	The winners will receive £5,000,000.
Youth/Reserve League	The winners will receive £4,000,000.
Youth/ Reserve 2nd Div	The winners will receive £2,000,000.

Cup runs don't just generate the bonuses above. Teams will also get to keep home gate receipts and split any cup final gates. Merchandising and Sponsorship will rise considerably with any cup run. Take this into account and both league and FA cup winners could raise between £6m -£11m while the UEFA cup could be worth a staggering £11m - £16m !

Tips and Hints

- * You will earn interest on any positive bank balance but you will also pay an overdraft rate if you go into debt.*
- * Success in your own league will draw higher attendances and will increase your share of TV money that is distributed at the end of every season.*
- * Each team can go up to £25,000,000 into debt, any deals that push your team beyond this will be blocked by the board.*

Scouting Other Teams

You can also scout other teams from all around the world, from Panathnikos of Greece to River Plate of Argentina. This is done through the Extra Prints (See page 25) section on your MDS, just enter TEA then the name of the team you wish to scout and which country they are from!

Extra Prints

TEA SANTOS BRAZIL

Player Scouting

You can request your scouts to look for a player for you either by position or by name. The instruction should be entered in the Actions section as follows - Player Search (PS) and the position to look for or Specific Player Search (SPS) and the players initial followed by his surname. If your scouts are looking for a position please note that the results are not guaranteed and you may only have one search going on at any one time.

Actions

Player ID	Name	Action
_____	_____	PS TM
_____	_____	SPS L MESSI

National Team Management

Running throughout each season will be an International Competition. Season 1 starts with the European Championship, season 2 sees the introduction of the World Cup. Each competition will feature 8 groups of 4 teams playing each other home and away. The top two of each group will then proceed to the knockout stages. Below are the guidelines for International Management:

- * Any manager can only manage one National team at any one time.
- * You have to apply for a job, vacant posts are advertised each week in your report.
- * The computer will decide who will manage which team.
- * Any manager who does not achieve the National teams expectations can be sacked.
- * A separate Report and MDS will be printed for International managers.
- * Bookings will not lead to domestic suspensions, but will add to an International tally.
- * To apply for any job write your request in the Actions section as below.
- * There is no extra charge for managing a National side with your league team.

Actions

Player ID	Name	Action
_____	_____	APPLY FRANCE

Managing a National side will give you the chance to pick and choose the best players for their country. You will be provided with extra stat sheets detailing the top OA's and highest AR's and will be able to promote and relegate players from the squad. As there are only 32 squads in each of the tournaments not every manager will be given a job so it is important that you are successful with your domestic side if you have ambitions to manage Brazil!

Friendly matches

You can arrange to stage friendly matches throughout the season, this gives managers a chance to challenge other managed teams from any of the 8 leagues. You can request either a specific friendly game which you will need to arrange with the other manager or you can request a random game that will be arranged automatically for you. Friendly matches are classed as extra prints (page25) To arrange one with another team both managers need to enter FRE followed by the opposing team followed by the venue (Home or Away) in the extra prints section on your MDS. For a random friendly with another managed team just enter FRE.

Extra Prints

FRE MAN UTD - HOME
FRE

- * Arranged games will only take place if both managers agree on the venue.
- * The games will only go ahead if neither team has a cup game that turn.
- * The home team will receive gate receipts but don't expect these matches to be sell outs!
- * Injuries are less likely to happen as the games should be good natured.
- * Goals and performances DO NOT count towards your player tallies but bookings do.

Messages

At the bottom of your MDS is a space for a message that will be sent to other managers in the game. These messages can appear on the Notice board or you can send one to a particular club. If you want to send it to only one club then put the name of that club in the appropriate space, if not leave it blank. This space can also be used if you have any requests or questions for us.

Pools

You can place a bet on how many draws happen each week. Each bet will cost £100,000 with the winners splitting the prize fund. For example if 100 managers have a go and there is only one winner his/her team will collect £10,000,000. Two winners will collect £5,000,000 each etc. If no one wins then the money will role over to the following week and so on until there is a winner. You can enter up to six bets each week in your Actions section on your MDS.

Actions

Player ID	Name	Action
		POOLS 30

Your Home Ground

The name of your stadium will appear above your squad list along with its current capacity and condition. The capacity will indicate your maximum potential crowd whilst the condition will represent the state and level of your facilities. Both of these features can be improved at the end of each season, at some expense to your club.

Tips and Hints

- * *The higher a stadiums Condition the more money can be generated from ticket sales.*

End of the Season

The new season starts the turn after the current season ends but a lots of things happen at this time:

- * You will have the chance to improve your stadium and ground facilities.
- * Players may retire from your team, this can happen from 32 years onwards.
- * Certificates are awarded for all Divisional and Cup winning teams.
- * Injuries will have time to completely heal.
- * Youth players that have gained experience can develop into established players.
- * Some players that may not have been in your game could be added for you to find.
- * On turn 26 only unmanaged teams may sell players if you make a good enough bid!
- * Players values are recalculated at the start of each new season to prevent inflation.

Extra Prints

You can order extra information from the game from the Extra Prints box on your MDS. Although they cost extra we will give you a free 10p one of your choosing every turn.

Team (10p) Enter 'Tea' then the name of the team and the country they are from.

National Squad (10p) Enter 'Nat' and the name of the country.

U21 National Squad (10p) Enter 'U21' and the name of the country.

Reserve Squad (10p) Enter 'Reserves'.

Youth Squad (10p) Enter 'Youth'.

Friendly Match (10p per team) For an arranged friendly game just enter 'FRE' followed by the team name, and home or away. For a random friendly game enter 'FRE'.

Other Match Reports (10p) If you would like to view a match report from a game your team is not involved in just enter 'Mat' and the team name followed by 'League' or 'Cup'.

Other Team's Youth and Reserves (10p) To scout any other reserve or youth squad within the 8 leagues enter the team name followed by 'Reserves' or 'Youth'.

Division (75p) Get all 14 teams from a particular division from one of the 8 leagues. Just enter DIV followed by the country and the name of the division. (See page 4)

Rest of the World team list (50p) Enter 'Rest of the world team list' and you will get a list of the rest of the teams available to scout in your game.

Manage Reserve Squad (50p per turn) To take control of your reserve team enter 'Manage reserve team'. It will cost an extra 50p per turn until you resign as reserve team manager.

Manage Youth Squad (50p per turn) To take control of your youth team write 'Manage youth team'. It will cost an extra 50p per turn until you hand back control to your youth team manager.

Game Charges

1. By Email (Standard cost £2.25 per turn available Worldwide)

Your report will be emailed out to you on the deadline day in the form of a PDF file. You will need to ensure we have a correct email address for you - please provide two if possible. Also make sure that you have added mail from contact@ultimate-europe.net to your safe list and you have the latest copy of Adobe Reader (download free from www.adobe.com). For this option just enter 'Send by email' in the Actions section on your MDS.

1. By Post (Standard cost £3.00 per turn UK addresses only)

Your report will be sent back to you 1st class on the deadline day. We will also email you a copy at no extra charge if we have your email address.

You can if you wish, manage more than one team but if you requesting a 2nd or 3rd team please note that there will be a £1.00 charge if you do not manage that team for at least ONE turn. If you wish to change teams you must be in credit. Please also note that although you can manage as many teams as you want each team will cost £3.00 or £2.25 depending on how it is sent to you and we do not allow managers to apply for a second team in the same division. Teams that do not have a manager are controlled by the computer. These teams will not buy or sell players and you can request to manage them at any time.

Below we have listed our discount structure for larger payments:

Payment	Bonus Credit	Average Turn (Post)	Average Turn (Email)
£10.00	£1.00	£2.73	£2.05
£20.00	£3.00	£2.61	£1.96
£30.00	£6.00	£2.50	£1.88
£40.00	£10.00	£2.40	£1.80
£50.00	£15.00	£2.31	£1.73

Season Tickets £55.00 (Email only)

For managers that play by email only we also offer a Season Ticket. A Season Ticket runs for 26 turns from any point in the season and the price includes all Extra Prints and Reserve and Youth team management.

Please note that you cannot transfer a Season Ticket to any other team and that your MDS return will only be accepted when it is emailed through our website by 8am on the games deadline day. To apply for this option enter 'Order Season Ticket' in the Actions section when you make the appropriate payment.

Methods of Payment

Credit/Debit Card. You can make payments online from any country through our website - just go to the Payment page and follow the on screen instructions.

Postal Order. Postal Orders should be made payable to “William Elliott Sports Ltd”.

Cheque. Please try and make cheque payments above £10.00 as this will avoid you paying a 60p banking charge. Please ensure your cheque has been signed and dated and is made payable to “William Elliott Sports Ltd”. (Bounced cheques will incur a £4.00 banking charge that will be passed on to you).

Cash. We strongly recommend you do NOT send cash through the post but if you really need to we would advise you use a recorded delivery service. Coins are very often lost in the post or cause the envelope to be delayed due to the extra weight so if you do need to send them make sure there are as few as possible and that they are securely taped to your MDS. We are sorry to say that William Elliott Ltd can accept no responsibility for money lost in the post so please try and take as many precautions as possible with your payments.

General Gameplay Conduct

Please keep your team in credit at all times. Unless we have actually spoken to you we can only assume that any team in debt has been dropped. WE WILL NOT POST OR EMAIL OUT REPORTS IN DEBT.

If for any reason you are expecting your MDS to arrive to us late then please phone us and let us know! We can stop you from being deleted from the game!

If you are playing by post and you have not received your report after three working days of the deadline please contact us and we should be able to resend it for a charge of 50p.

If you are deleted from the game (if your MDS has arrived late and you have not contacted us) then your Director’s Confidence will be reset to 50% and you will lose any National team job.

If you wish to give your team up please let us know as soon as possible. We regret that we cannot give any refunds in such circumstances.

When using the phone to contact other managers please ensure that you have the full permission of the bill payer.

Please note that as a member of Ultimate Europe we expect you to treat fellow managers with respect - any form of abuse will result in immediate and permanent expulsion from the game.

You can if you wish to display your contact details in the game but we will otherwise treat them in strict confidence and will not make them available to any 3rd party etc.

Appendix

Here is a summary of the abbreviations you will find in the game and guide.

Skills

Sho Shooting	Spe Speed	Jud Judgement	Dis Distribution
Mov Movement	Sta Stamina	Agg Aggression	Han Handling
Pas Passing	Hea Heading	Tac Tackling	Ref Reflexes
Con Control	Str Strength	Vis Vision	Cro Crosses

Positions

Defenders

GK Goalkeeper
RB Right Back
LB Left Back
CB Centre Back
SW Sweeper
RWB Right Wingback
LWB Left Wingback

Midfielders

AM Anchor Man
CM Central Midfield
RM Right Midfield
LM Left Midfield
PL Playmaker

Attackers

IF Inside Forward
CF Centre Forward
TM Target Man
RF Right Forward
LF Left Forward

Tactics

Defensive

MM Man Marking
ZM Zonal Marking
DD Defend Deep
OST Offside Trap
GIH Go in Hard
POD Play out of Defence

Midfield

KP Keep Possession
AOB Attack on the Break
SD Support Defence
FM Fluid Midfield
PP Pressure Play
PTW Play to Wings

Attacking

CS Create Space
RAD Run at Defence
LP Link Play
SOS Shoot on Sight
AB Aerial Bombardment
DFD Defend from Front

Special Abilities

Fks Freekick
Hei Height
Lea Leadership
GSI Goalscoring Instinct
Com Composure

Lts Long Throws
Det Determination
Fla Flair
Gam Gamesmanship
Def, Mid, Att Versatility

Misc

MDS Managers Decision Sheet
OA Overall Ability
AR Average Rating
MM Man of the Match
GP Games Played
GS Goals Scored
Conf Confidence

Sus Suspended
Inj Injured
C Captain
Bkd Booked
SO Sent Off
SA Special Ability
Disc Disciplinary