

INDEX

1. OBJECT OF THE GAME	3
2. THE PLAYERS.....	4
2.1 General.....	4
2.2 How do I know which player is a defender, a midfielder, a striker or a goalkeeper?.....	6
3. THE CLASSIFICATION	7
4. THE MATCHES.....	9
4.1 General.....	9
4.2 How to Play a Match?	10
4.3 Team Values.....	10
4.4 The Tactics	45
4.5 The Attitude.....	46
4.6 The Replacements.....	47
4.7 The Game Modes Players.....	47
4.8. The shooters of Penalty and Foul.....	48
4.9. The Friendlies Matches	49
4.10. The Cup Matches	49
4.11. The Masters Cup.....	50
4.12. The Cards.....	50
5. THE SUPPORTERS.....	51
6. THE EMPLOYEES.....	53
7. THE STADIUM	55
8. THE FINANCES	57
9. THE TRAINING	59

9.1. The Coach	59
9.2. Coaching Skills.....	60
9.3. Hardness and Fitness	69
9.4. Reunite the Players	69
9.5. Tactics and Formation Level.....	69
10. THE TRANSFERS	70
11. THE CESSIONS	72
12. THE REFEREE	74
13. THE YOUTH TEAM.....	75
13.1 General.....	75
13.2 The Scouts.....	75

1. OBJECT OF THE GAME

- You are the president and coach your own football team, your goal is to win games division way up until you reach the first division of the competition in which you play. Receive if you win a cup at home and will play the major competition of teachers worldwide. The winner will be proclaimed as the best coach on the planet, and also become famous, you get a super cup as a trophy.
- There are many ways to success: train your own players and upload level, buy players from other teams, hires loan players, up to first team players in your youth team trained ... everything is valid Prove yourself!
- Mundial Soccer has arguably the best game simulation engine market, what does this mean? For means you have a fantastic credit to lead your team to the top, no matter your age or your profession, only your knowledge of football and know how to make the right decisions at the right time.
- What is our dream? Our dream is to make known to the world the people who really understand the sport, not just send the cup if you win your championship, but hand it in person and show that when the game's own page. Therefore we encourage you to become partner in the game, and you will help us to keep the game and realize our dream.
- Ah! And most importantly, **PLAY IS FREE !**

2. THE PLAYERS

2.1 General

Players have certain characteristics that we describe:

Position	Meaning
Goalkeeper	Ability to stop shooting.
Defense	Describes the ability to steal the ball to the opposing team (by stopping the attacks).
Attack	Describes the capacity to deal with opponents for conducting a successful attack.
Shot	Ability to perform a shot on goal to finish in goal.
Speed	Speed is essential in order to attack and defend well.
Game Vision	Describes the ability to maintain possession of the ball and create scoring chances.
Air Game	Describes the ability to play with your head, whether in a punt, a shot on goal, and so on.
Short Pass	Ability to provide accurate pass to a teammate who is within walking distance.
Long Pass	Ability to provide accurate pass to a teammate who is a long distance.
Aggressiveness	Force with which the player is used in various actions of the game. Influencing the cards that show you the player.
Experience	Knowledge that player wins by games played. Influencing the decisions you make, therefore in the defense, attack and possession of the equipment.
Leadership	Ability to maintain tactical organization of the team when the captain, especially in adverse situations during the game.

Mental State	What is the player concentrate on the game. A mental state under state that the player is distracted by external agents to the party (personal problems, private businesses, etc.)
Fitness	Player's physical condition.

- You can have up to 50 players in the first team and another 50 in the youth team. To calculate the total of players who have already have on your club + transfers and cessions that you are currently winning.
- You can buy, sell, loan or borrow of as many players as you want, provided you meet the first rule (and have money).
- If a player is loaned at your club you cannot loan to another (or even transfer it because the property is not yours).
- You can ascend to the first team a youth team player for one week only twice in a season. (The player continues to be affiliated to the youth team, but you can align it during the week with the first team).
- You can also ascend to the first team definitely a juvenile. This can not go back to the youth team anymore.
- You can dismiss a player whenever you want, but please note that you must pay the salary of the week.
- A player can be injured during a match or in training. A cross will appear next to its name with a number. This number indicates the approximate weeks for recovery.
- A player can finish a game with discomfort or have discomfort in the last phase of recovery from injury. Will get two bandaids in a cross beside the name of the player. One player plays with discomfort as a healthy player in a game, but will have higher risk of injury (since such discomfort can evolve into a more serious injury). In fact, an injury caused as a result of a discomfort is usually more serious than an injury caused by chance.

- When you see players from other teams will show approximate values of conditions and abilities. Conditions with possible values between 0 and 10 are shown with a value of 2 (if they really have a value between 0 and 5) or 8 (if they really have a value between 6 and 10). For skills, with possible real values between 0 and 99, will show the approximate values as follows:

Real Value Between	It Shows
0-9	5
10-19	15
20-29	25
30-39	35
40-49	45
50-59	55
60-69	65
70-79	75
80-89	85
90-99	95

2.2 How do I know which player is a defender, a midfielder, a striker or a goalkeeper?

- Note that a player can play multiple positions and do well, but we will give you some advice in choosing the position that you are putting in a player:

Position	Elementary skills that should be <u>highlight</u>
Goalkeeper	Goalkeeper
Right/Left Back	Defense, Speed
Centre Back	Defense, Game Vision
Centre Midfielder	Game Vision, Long Pass, Short Pass
Winger	Attack, Speed
Fordward	Shot, Aerial Game, Attack

3. THE CLASSIFICATION

- All leagues consist of 8 teams.
- In each competition there are at least 6 divisions, each has a different number of leagues.

DIVISION	NUMBER OF LEAGUES
1	1
2	2
3	4
4	8
5	16
6	32
X	$2^{\text{division}-1}$

- 1 Division ascend the 2 top teams from each league.
- Play by promoting the best third(of your league and the next). For example, to ascend the league's No. 1 Division 2, will promote the best third of (the league's No. 1 division 3 and the league's No. 2 division 3).
- Play down the promotion for the fourth-placed.
- Fall the last four classified.
- At the end of each season, will receive extra money the teams that win the trophy for the top scorer (player who has scored most goals in league matches this season), the top assistant (player who has more assists in matches league this season, are completed or not in goal), and the best player (player with most points for good play has won all league games played this season).
- The top 3 teams ranked at the end of the season will receive a cash bonus, the amount depends on the division and the final position as indicated by the table:

DIVISION	Position	Money
1	1	1.000.000
1	2	950.000
1	3	925.000
2	1	900.000
2	2	850.000
2	3	825.000
x	1	$(100000 * (10 - \text{division})) + 100.000$
x	2	$(100000 * (10 - \text{division})) + 50.000$
x	3	$(100000 * (10 - \text{division})) + 25.000$
More than 10	1	100.000
More than 10	2	50.000
More than 10	3	25.000

- The money received by the end of season position is not applicable to youth leagues.
- The club owns the player who wins the trophy to the league's top scorer will receive 100,000 (50,000 for the youth league). The same applies to the trophy for best player and gives more assists per game.
- Clicking on the name of a classification team, you'll go to the page of the club. You are only displayed public information and links of the club.
- If two teams have the same number of points are sorted in the following order of priority: particular goal-average, goal difference, scored more goals, drawing.

4. THE MATCHES

4.1 General

- Below is the schedule of matches within a week of Mundial Soccer:

Day	Matches
Monday	MASTER CUP
Tuesday	Youth League. Youth Promotion
Wednesday	Friendly Match (First Team and Youth Team) Cup Match (First Team and Youth Team)
Saturday	First Team League. First Team Match Promotion
Sunday	It applies the result of training

- The leagues have a total of 8 teams and will play a double round, so a season consists of 14 league games.
- Alignment must be done at least 30 minutes prior to match.
- League matches are played first team on Saturday, and the youth team will play on Tuesdays.
- Selected players for the match should be determined at least one hour before the start of each game.
- Teams from the lower divisions play The King's Cup. Both the first team and youth team play The King's Cup on Wednesday.
- If you do not play the King's Cup you can play friendly games. This will be useful for the training of your players.
- Each match is assigned a referee, which influences the development of the game so you should think well the players play the game.
- Watch the weather the party will help you decide which players line up for the match. For example, a player very fast and very technical can not take full advantage of their skills with a muddy field by the rain.

- Choose a formation to get the most out of your players, or to counter the opposing team.
- The tactics and team attitude influence the behavior of players and therefore the values of the team.
- Program replacements, changes the gameplay of players, and shooters of penalty or failure before starting every game.

4.2 How to Play a Match?

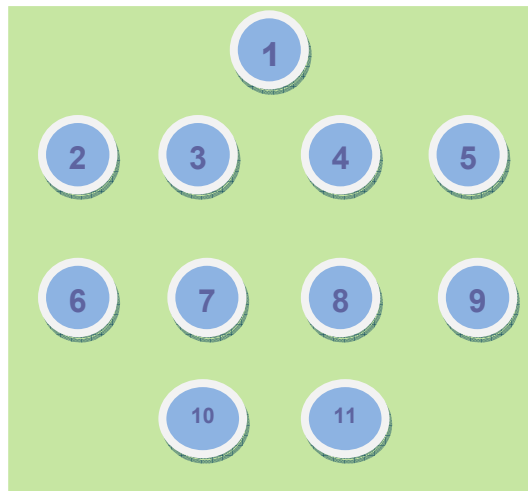
- The game is divided into a series of attacks that are shared between the two teams. The allocation is done based on possession of each team in each of the game. The calculation of the value of possession described in Section 4.3.
- Once assigned to a team attack, the simulator chooses where the attack occurs (attack from the right, through the center from the left, corner).
- The attack ended in a goal or not depending, among other factors, the values of attack and defense of each team from the place where the attack occurred (left, right, center or set pieces).
- In the game there are faults that cause attacks the left, right or center, as well as faults with direct shot on goal or penalty (if the failure occurs within the area).

4.3 Team Values

- For each team and each time the match is calculated attack and defense values for the left, right, center and set pieced. Besides these values are calculated values of possession for each team. All these values are recalculated by the simulation engine of the game each time there are certain actions (a player is expelled, a player changes their game mode, etc). The summary of the game shows the average values for each team during the game.
- These values are calculated based on the skills of the players, their position in the field, and formation chosen.

- The following sections describe how they influence the characteristics of each player and the formation chosen for calculating the values of possession, left defense, right defense, center defense, left attack, right attack and center attack:

442



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	7, 8, 6, 9, 2, 3, 4, 5, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 9, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 6 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 7 , 8
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	9 , 5 , 8 , 11
Habilidad	Attack, Speed, Air Game, Shoot

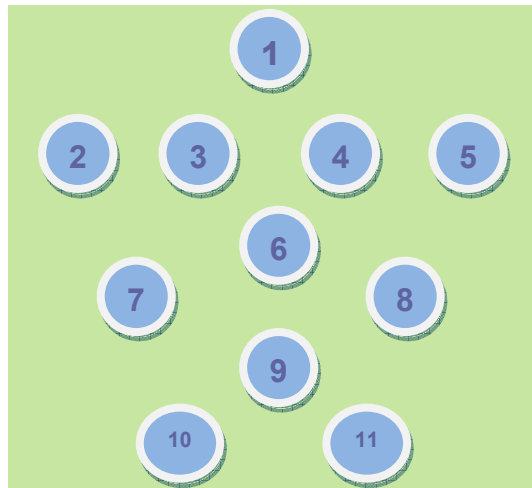
Right Attack:

Jugadores Intervienen	6 , 2 , 7 , 10
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	10 , 11 , 7 , 8
Habilidad	Attack, Air Game, Shoot, Speed

442 (rombo)



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	6, 9, 7, 8, 2, 3, 4, 5, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 8, 1, 4, 6
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 7 , 1 , 3 , 6
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 6
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	8 , 5 , 11 , 9
Habilidad	Attack, Speed, Air Game, Shoot

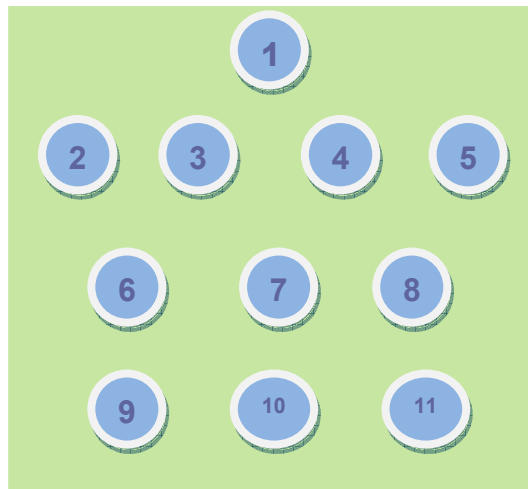
Right Attack:

Jugadores Intervienen	7 , 2 , 10 , 9
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	10 , 11 , 9
Habilidad	Attack, Air Game, Shoot, Speed

433



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	7, 6, 8, 2, 3, 4, 5, 9, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 8, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 6 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 7
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	8 , 5 , 11 , 7
Habilidad	Attack, Speed, Air Game, Shoot

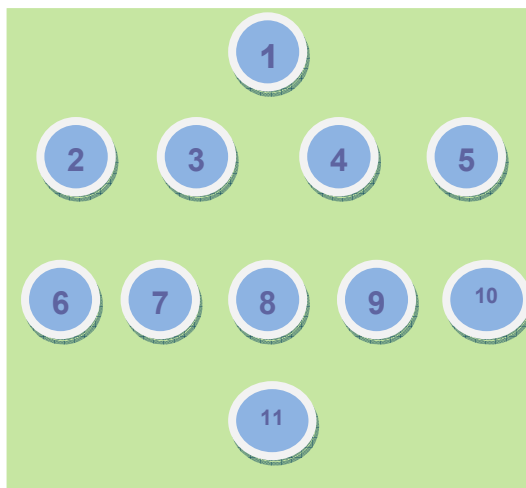
Right Attack:

Jugadores Intervienen	6 , 2 , 9 , 7
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	9 , 10 , 11 , 7
Habilidad	Attack, Air Game, Shoot, Speed

451



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	7, 8, 9, 6, 10, 2, 3, 4, 5, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 10, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 6 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 7 , 8 , 9
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	10 , 5 , 9 , 8
Habilidad	Attack, Speed, Air Game, Shoot

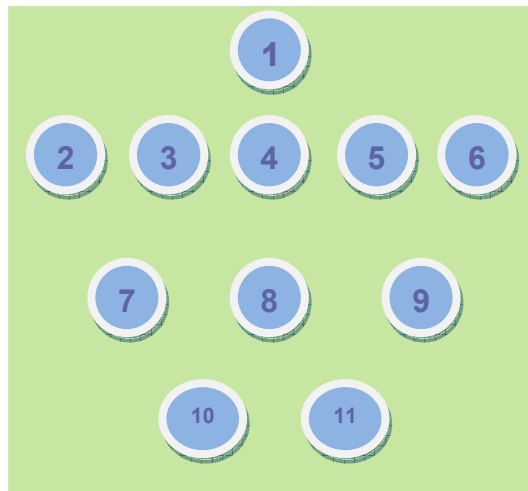
Right Attack:

Jugadores Intervienen	6 , 2 , 7 , 8
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	11 , 7 , 8 , 9
Habilidad	Attack, Air Game, Shoot, Speed

532



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	8, 7, 9, 2, 3, 4, 5, 6, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	6, 9, 1, 5
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 7 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 5 , 1 , 8
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	9 , 6 , 11 , 8
Habilidad	Attack, Speed, Air Game, Shoot

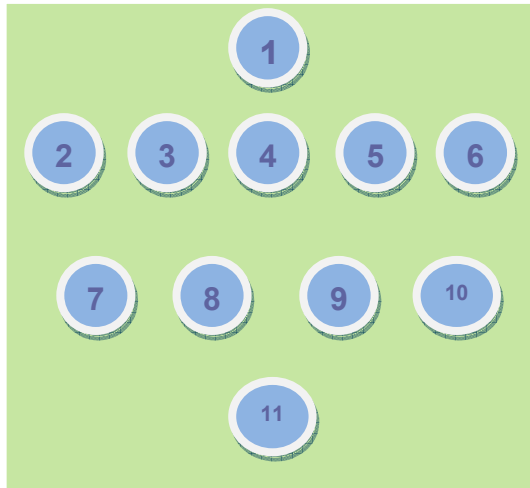
Right Attack:

Jugadores Intervienen	7 , 2 , 10 , 8
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	10 , 11 , 8
Habilidad	Attack, Air Game, Shoot, Speed

541



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	8, 9, 7, 10, 2, 3, 4, 5, 6, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	6, 10, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 7 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 5 , 1 , 8 , 9
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	10 , 6 , 9
Habilidad	Attack, Speed, Air Game, Shoot

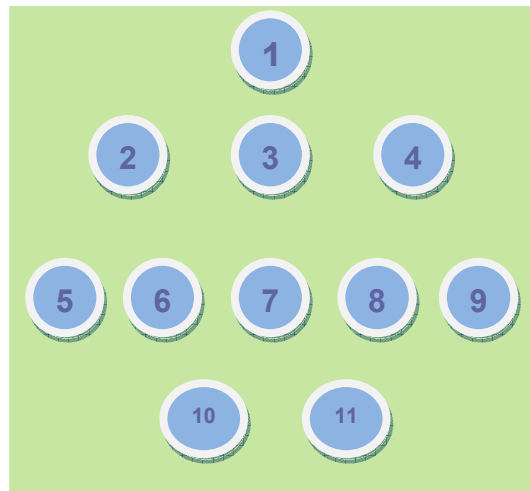
Right Attack:

Jugadores Intervienen	7 , 2 , 8
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	11 , 8 , 9
Habilidad	Attack, Air Game, Shoot, Speed

352



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	6, 7, 8, 5, 9, 2, 3, 4, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	4, 9, 1, 3
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 5 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 1 , 6 , 7 , 8
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	9 , 4 , 8 , 11
Habilidad	Attack, Speed, Air Game, Shoot

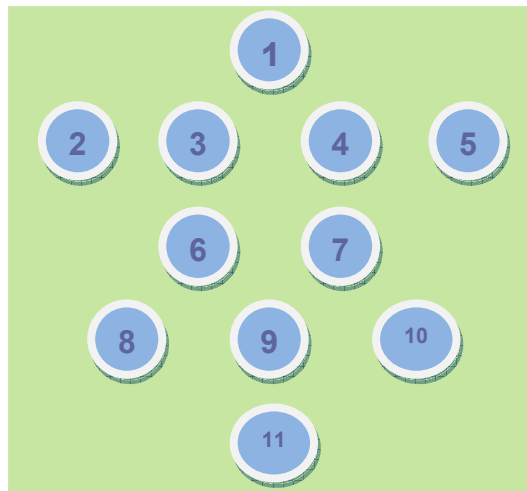
Right Attack:

Jugadores Intervienen	5 , 2 , 6 , 10
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	10 , 11 , 6 , 7 , 8
Habilidad	Attack, Air Game, Shoot, Speed

4231



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	6, 7, 9, 8, 10, 2, 3, 4, 5, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 10, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 8 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 6 , 7
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	10 , 5 , 7 , 9
Habilidad	Attack, Speed, Air Game, Shoot

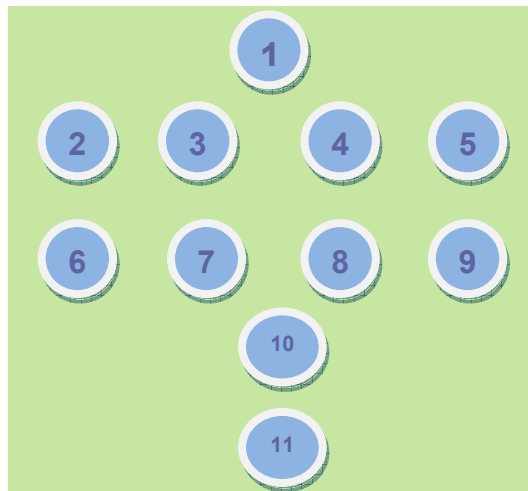
Right Attack:

Jugadores Intervienen	8 , 2 , 6 , 9
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	11 , 10↑
Habilidad	Attack, Air Game, Shoot, Speed

4411



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	7, 8, 6, 9, 10, 2, 3, 4, 5, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 9, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 6, 1, 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4, 1 , 7 , 8
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	9 , 5 , 8↓ , 10↓
Habilidad	Attack, Speed, Air Game, Shoot

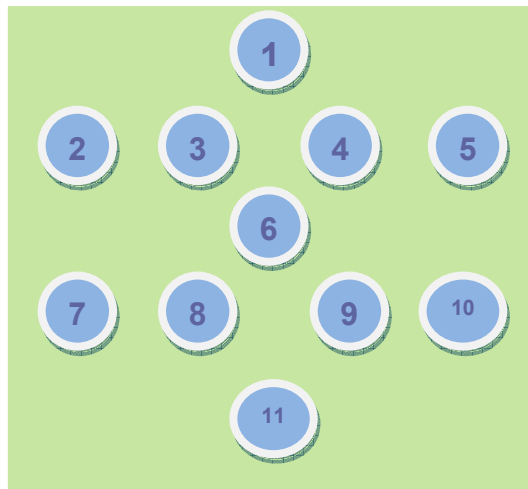
Right Attack:

Jugadores Intervienen	6 , 2 , 7↓, 10↓
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	11 , 10↑
Habilidad	Attack, Air Game, Shoot, Speed

4141



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	8, 9, 6, 7, 10, 2, 3, 4, 5, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	5, 10, 1, 4
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 7 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 4 , 1 , 6
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	10 , 5 , 9 , 6
Habilidad	Attack, Speed, Air Game, Shoot

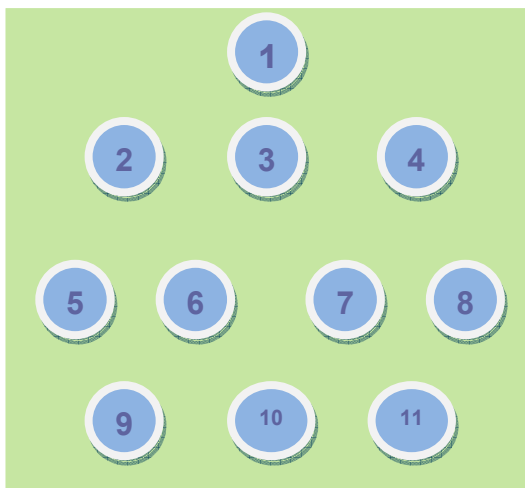
Right Attack:

Jugadores Intervienen	7 , 2 , 8 , 6
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	10 , 8 , 9
Habilidad	Attack, Air Game, Shoot, Speed

343



Calculation Possession:

Many:		Little:	
Normal:		Very Little:	

Jugadores Intervienen	6, 7, 5, 8, 2, 3, 4, 9, 10, 11
Habilidad	Game Vision, Short Pass, Long Pass

Left Defense:

Jugadores Intervienen	4, 8, 1, 3
Habilidad	Defense, Speed

Right Defense:

Jugadores Intervienen	2 , 5 , 1 , 3
Habilidad	Defense, Speed

Center Defense:

Jugadores Intervienen	3 , 1 , 6 , 7
Habilidad	Defense, Speed

Left Attack:

Jugadores Intervienen	8 , 4 , 11 , 7
Habilidad	Attack, Speed, Air Game, Shoot

Right Attack:

Jugadores Intervienen	5 , 2 , 9 , 6
Habilidad	Attack, Speed, Air Game, Shoot

Center Attack:

Jugadores Intervienen	9 , 10 , 11 , 6 , 7
Habilidad	Attack, Air Game, Shoot, Speed

4.4 The Tactics

- With the tactics are going to change the behavior of your players on the field. We will describe the tactics available Mundial Soccer:

Tactic	Effect
Normal	Players haven't special behavior.
Defensive	The players are more focused on defense, so your level will rise a little defense and your attack level will drop a bit.
Offensive	The players are more focused on offense, so your attack level will rise a bit and your level of defense will decrease a bit.
Goal to 0	Like defensive but still more increasing the level of defense and still more reducing the level of attack.
Counter Attack	Your team leaves the control of the ball to the opposing team, and when you steal the ball out to surprise with a counter move. Your possession of the ball down, but generate extra attacks. The number of attacks generated is a function of defensive skills, short pass and long pass from players who play in defensive positions.
Playing for the Bands	Your team tries to attack more down the bands. Lose possession by forcing some plays down the bands.
Playing for the Center	Your team tries to attack more by center than for the bands. Your possession of the ball down why you are forcing centre attacks.

Play Elaborately	Your team tries to maintain possession of the ball and make plays with great bunt. Increase your possession of the ball and decreases slightly the values of attack and defense.
Pass in Long	Trying to surprise with passes in long from the defense. Your possession of the ball decreases, but you generate extra attacks based on the skills of defense and long pass of players who play in defensive positions.

4.5 The Attitude

- The attitude shows players the forcefulness with which they have to play the game. Let's see what advantages and disadvantages of different orders have the attitude:

Attitude	Effect
Normal	Players haven't special behavior.
Relaxed	Players play to 70% -80% of its potential. Therefore will lower the values of attack, defense and possession of the team, but also lower the probability that a player on your team gets hurt. Is more likely to turn up the S. Mental and S. Physical of the players who played with normal attitude.
No Injury	Same as above but with the players playing to 50%. The likelihood of injury is even smaller. Is more likely to turn up the S. Mental and S. Physical player.

Stressed	The players will be used almost to its limit. Therefore the values go up attack, defense and possession if it's played in comparison with normal attitude. The possibility that a player gets hurt will be greater, and the probability that the player down in S. Mental (stress) and S. Physical (fatigue) is also greater.
Season Match	The players play to the limit of its possibilities. Rise the values of attack, defense and possession of the team. The possibility of injury increases, and the likelihood that lower your S. Mental and S. Physical too.

Note: The cards are valid only in league matches. Similarly, the S. Mental and S. Physical of the players would only be affected by the tactics that you employed in the league match of the week.

4.6 The Replacements

- You can make 3 changes during the match.
- You choose when you make the change by choosing the minute replacement, choosing the event to occur, or a combination of both (there is a certain specific event in a minute).
- You must also choose the style which the player is going to play the game.

4.7 The Game Modes Players

- You can program up to 10 changes of gameplay for each match participants.
- You choose which player will change your game mode, in which minute should change, what event must occur to produce the change, or a combination thereof (an event occurring in a particular minute).

- You must also specify the new game mode of the player.
- We turn to describe what means each game mode:

Game Mode	Effect
Normal	The player will not have a special behavior.
Defensive	The player will play something more on defense and somewhat less in attack. So the team's defense values will increase a little, and attack values will decline slightly.
Offensive	The player will play more on defense and somewhat less in attack. So the team's attack values will increase somewhat, and defense values will decline slightly.
Toward the Band	The player will try to focus more on the game by the band. The attack and the defense values of the band which the player played are increased slightly, and decrease the values of central defense and central attack.
Toward the Center	The player will try to focus more on the game through the center. Therefore values of center attack and center defense will increase a bit in value, and the values of attack and defense of the band which the player played decline somewhat in value.

4.8. The shooters of Penalty and Foul.

- Choose penalty and fouls shooters in order of priority in which you want to be shooters.
- The first player chosen will be responsible for shoot all penalty / Foul . If the first player chosen was expelled or changed, will shoot the second, and so on.
- It will be particularly useful to choose all penalty shooters in the King's Cup and promotional matches, in case there is a draw and the winner is decided by penalty round).

- If you have not chosen launchers penalty or foul, the player in charge of launch will be one at random.

4.9. The Friendlies Matches

- The cards shown in friendly matches will not be valid for league matches. If you lose or win a friendly match will not affect the mood of the fans. In the friendly matches the Players can be injured as a league match.
- You can arrange friendly matches on Wednesday that you don't play another type of match (King's cup or Master Cup).
- You should play friendly matches to train most of your players.
- Look for teams that are available to play a friendly match on a date determined by the team name, the user name, or by parameters such as the division in which he plays, championship, etc.
- If the opposing team supports automatically arrange friendlies and your team meet the desired profile, you can definitely arrange the match. Otherwise you will challenge the opposing team, and he may accept or reject the challenge.
- In the page of friendly arranging you can configure if your computer supports automatically arrange friendlies, and under what conditions.
- In the page of pending Challenges you can accept or reject pending challenges you have other teams and remove your own challenges to other teams (eg if I do not answer you in a long time).

4.10. The Cup Matches

- The cards shown in cup matches will not be valid for league matches. If you lose or win a cup match will not affect the mood of the fans. In the cup matches the Players can be injured as a league match.
- The cup matches are played in a single match, always in the house of the lower division club. If the division of the two teams is the same, then the field will be drawn. The away goals are worth double.

- The number of teams participating in the cup depends on the number of divisions of the championship. The following table shows the number of teams participating in the cup, and the number of rounds to play, depending on the number of divisions of a particular championship.

DIVISIONS	Total Clubs	Rounds
6	256	8
7	512	9
8	1024	10
9	2048	11
10	4096	12
11	8192	13
12 or more	16384	14

- Teams will be selected beginning with the division 1, after the Division 2 and so on until exhausting the available places.
- The champion of the cup receives 1.000.000.

4.11. The Masters Cup

- Masters Cup is played by the 16 winners of 16 first division's championships of Mundial Soccer.
- The champion of the Masters Cup will get at home a cup that credited you as the best football coach in the world.

4.12. The Cards

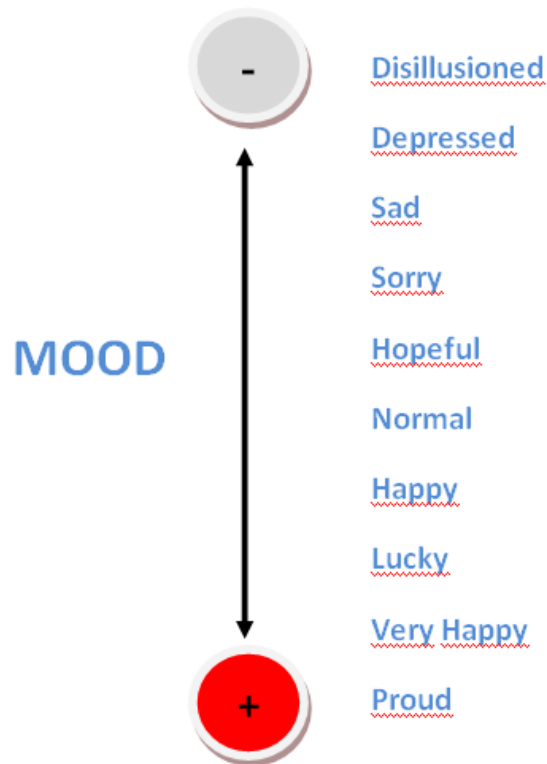
- A player is punished with one match when he receives a total of 3 yellow cards or a straight red card.
- This player does not appear on the players available when making a lineup of a match.
- A player who has been suspended the previous week, free cards appear next week.
- When a new season starts the players will no cards accumulated because of the league before.

5. THE SUPPORTERS

- Your club has a group of supporters. If you are a collaborator you can change the image, slogan and the name of the club member's group.
- Se comienza con 1000 miembros, y este número aumentará o disminuirá dependiendo de los resultados de su equipo.
- The number of supporters who attend the stadium to see your club is proportional to the number of supporters of your club. This number also depends on how attractive is the game for the supporters (depending on your position in the classification and the position of the rival).
- For the next league game your supporters expect to produce a particular result for the match (depending on the potential of your team, the the potential of the rival team, your position and opponent's position in the league, etc...). if it produces the desired result, or better, the mood of your supporters will improve and more partners will come to your group of supporters, otherwise the supporters will be discouraged and some supporters will leave the group. These are the results expected by the supporters sorted by worst to best:



- When you finish a season, if they have met the expectations, your group of supporters will increase by 10%, otherwise your group of supporters will decrease by 5%. The expectations of the season will also be updated at the end of the season depending if you has ascended , if you has played the promotion , or you has descended.
- These are the moods that may have fans of your club:



6. THE EMPLOYEES

- You can hire employees from different areas to help you improve the performance of the club, and earn money.
- There are specific employees for the first team and youth team, and others that are shared between both sets.
- Employees have a weekly cost.
- You can hire a maximum of 9 employees in each category.
- The following table shows the utility that has a specific type of employee and their weekly salary:

Employee	Salary	Utility
Doctor	3000	Allow players to recover from his injury on schedule.
Nutritionist	2000	Improving the physical condition of players.
Coach GK	2500	Allows further enhance the training of the goal keeper (If you train goalkeeper).
Psychologist	2000	Helps improve the mental state of players.
Technical Ass.	2000	Increase training effectiveness so the players will increase a level more quick.
Physical Trainer	2000	Improving the physical condition of players.
Economist	4000	It makes you earn higher interest with your money, and if you're in the red numbers makes it decrease the interest you must pay.
Scout	2500	The scout offer you weekly young talent, that you decide if you want to recruit for the youth team or not.

Marketing C.	2000	Help raise the money you make with the shops of the stadium.
Store Clerk	1500	They are workers in shops, essential if you want to earn money. Hire a number proportionate to the stores you have.
Kitman	1500	They are responsible among other things to maintain a good grass.

7. THE STADIUM

- You have a stadium with a capacity which would be increased to take account of public assistance.
- Collaborators may change the name and picture of the stadium.
- The stadium attendance will leave significant benefits.
- There are businesses that can open in your stadium. Hire shop employees and generates extra profits.
- It is important that controls the state of the grass in your stadium, especially if you have technical players (with a high attack skill).
- The stadium seats are divided into 4: goal, background, preferences and VIP box. Each has a weekly maintenance costs and generate profits when busy. The following table shows for each type of place the cost of construction (if you decide to expand the stadium), weekly maintenance costs, and profit when filling:

Seat	Cons. Cost	Maint. Cost.	Profit
GOAL	30	0.5	5
BACKGROUND	50	1	8
PREFERENCE	80	1.5	11
VIP	500	3	20

- The stadium's business are of two types, shops and bars. Each has a cost of opening, and other maintenance (weekly). In the table below show these costs:

Business	Cons. Cost	Maint. Cost.
Shop	30000	1500
Bar	20000	1000

- You can have up to 20 businesses of every type.
- For your businesses generate profits, you must hire a proportionate number of store clerks. On the home page of the stadium is a table summarizing revenues and expenses incurred by business and employees.
- Also available on the main stadium of a table summarizing the benefits of attending the stadium.

8. THE FINANCES

- You start with 300,000 units of currency, and you have to a minimum of - 1,000,000. But beware, if you spend more than 5 weeks with less than - 1,000,000 money you can lose your team.
- You have to be careful because you have negative money you pay interest to the bank.
- The season consists of 16 weeks (14 of them for league games, and the remaining two play-offs for promotion). For all these weeks you have a history with the finances of your team.
- Beginning Monday the first week of each season will be offered 3 new image contracts, you must choose one before Friday, but will choose one at random. The contract has an amount receivable by season, which will gain apportioned for weeks.
- Below is a table listing the kinds of income which divides a week, along with their meanings:

Income	Meaning
Stadium attendance	Income generated by the public attending the stadium.
Stadium Business	Income generated by the business performance of your stadium.
Image Contract	It is the amount per week that you receive of the total of the image contract that you signed at the beginning of the season.
Sale of players	Gross proceeds from the sale of players (without taking the commission's representative)
Matches players on loan	Revenue from players you belong but you have loaned in other clubs, and play a match.
Positive Interest	Interest the bank pays you for having the money in it.

Others	Income for trophies (maximum scorer, best player, maximum assistance), and also to finish in the top three at the end of the league.
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- Below is a table listing the kinds of expenses which divides a week, along with their meanings:

Expense	Meaning
Stadium	Expenses for the stadium expansion and the weekly maintenance of it.
Business	Expenses for construction and demolition business in your stadium, and also weekly maintenance of them.
Employees	Payment of wages to employees and severance pay.
Salary	Weekly salary of the players and coach your team.
Youth Team	Weekly cost of your youth team.
Negative interest	If you're in the red the bank will charge interest.
Purchase Players	Expenses for buying players.
Travels	Travel expenses when your team plays an away game.
Players on loan	Expense of players who are loaned into your team and have played the match.
Others	Commissions for sale of players (representatives).

9. THE TRAINING

- The week's training applies on Sunday.

9.1. The Coach

- You have a coach with a skill set that will influence your players improve with training, and also in the evolution of the matches. The following table shows the characteristics of the coach and their meanings:

Characteristic	Meaning
Skill	The good or bad it is a coach. It is essential to train the players, if the skill is greater the training received by the player also will be higher.
Motivation	Indicates the coach's own motivation in their work, and how to transfer this motivation to players when coaching. This feature is important for the player to take well to training, and thus for their evolution.
Style	Zero indicates that the coach has a very defensive style of play, and 9 very offensive. A very offensive coach will make their attacks more effective, but will make the opponent are also good because it leaves more unprotected the defense, making it more likely that the match ends with a high number of goals than if the coach was defensive. You must also take into account the playing style of the rival coach.
Leadership	Ability to convey instructions to the players. This will influence the values of attack and defense of your players in the game.
Mental State	It indicates How much focused is on their work. Influences the performance of the coach in all its features.

- The motivation of the coach will diminish with the passage of the seasons. When a coach has motivation = 0 , he will lose coaching skill along the weeks.

9.2. Coaching Skills

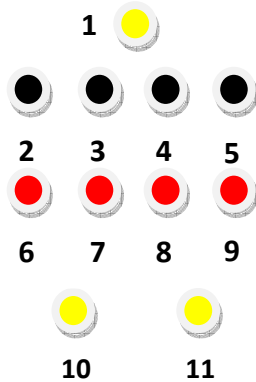
- You can train two skills (by focusing more on the first of them) that enable the evolution of your players. If you choose a secondary training as the primary, the secondary will have no effect.
- You can also train 3 players individually in other different skills.
- A player receives training by playing at least one match in the week (league / promotion and / or friendly / cup). Is a function of the minutes played, that maximum will be 90. That is, a player who plays 90 minutes in Saturday's league match, and another 90 in the friendly match on Wednesday, will receive exactly the same training as if he played one of the two matches. According to this idea is beneficial that you line up different players in both matches you play in the week.
- The player's abilities are going to evolve faster if he is younger.
- Players from 32 years, may lose skills. Over 32 years these losses will be larger.
- Players who have loaned to other teams receive training as any other player on that team.
- The evolution of the player trained in an ability also depends on the position which the player plays the match. That is, if you are training 'Defense', players who play in defensive positions that will evolve more than the players who play in another positions. For example, if you train 'Goalkeeper' is the goalkeeper who receive more training. If the player plays the same week in two different positions, receive training regarding these positions. Below are tables showing the amount of training received depending on the position in which the player plays, and the type of training:

DEFENSE

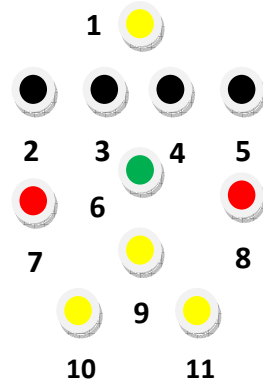
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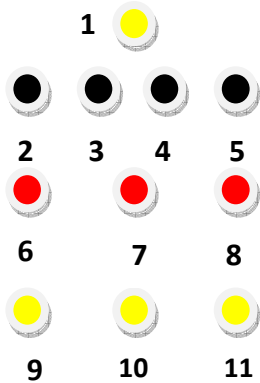
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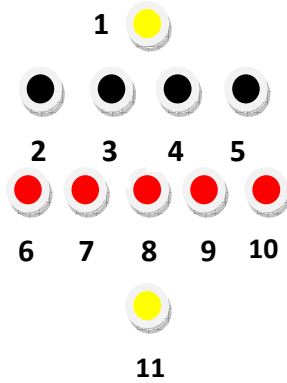
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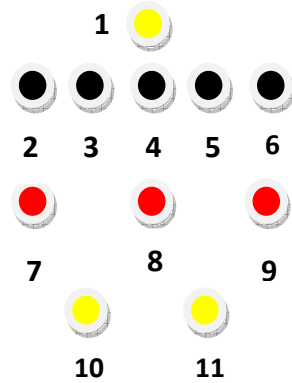
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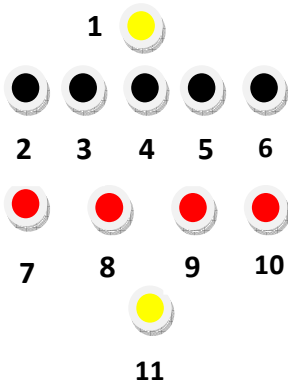
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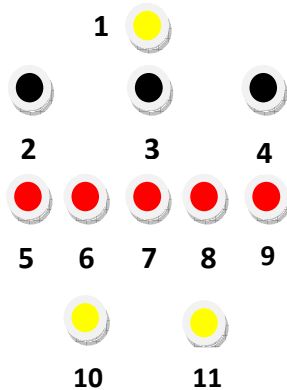
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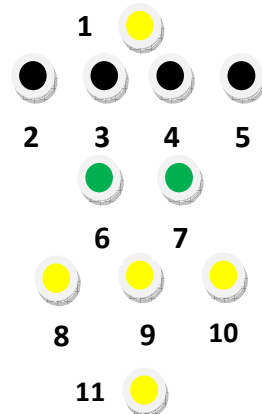
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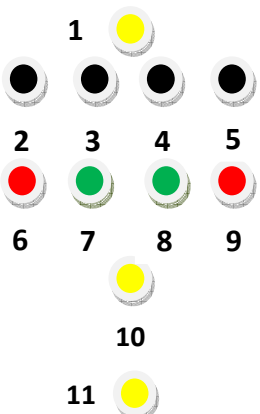
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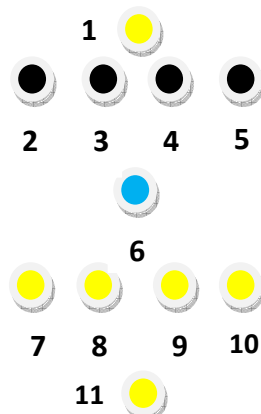
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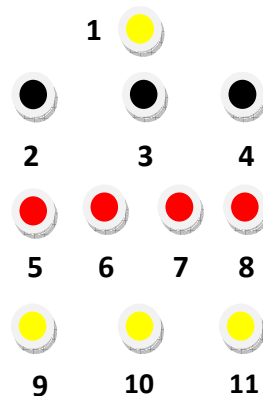
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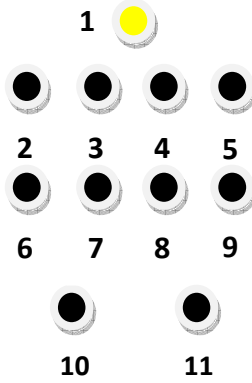


SHORT PASS

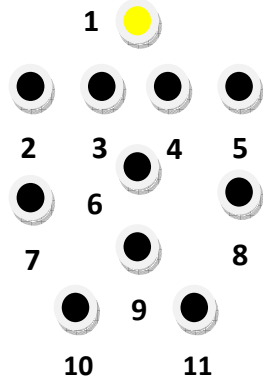
Quantity Training



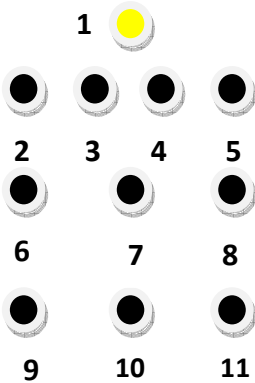
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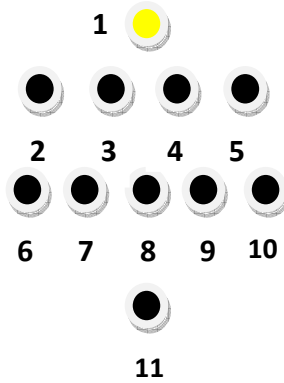
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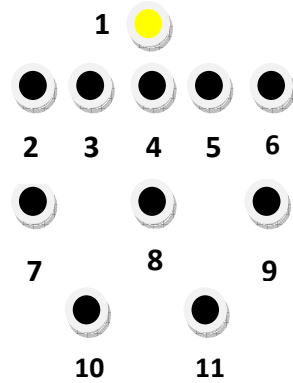
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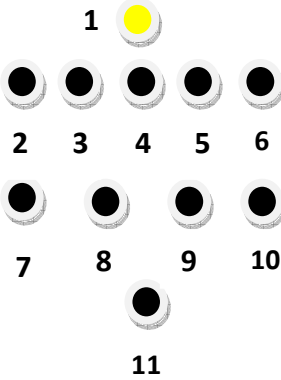
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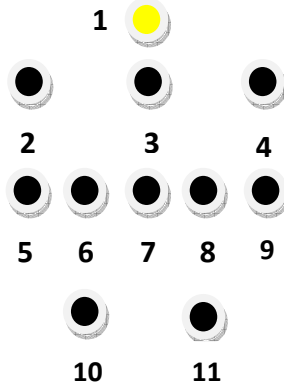
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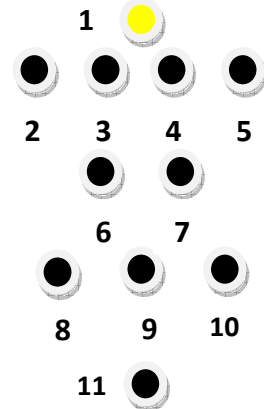
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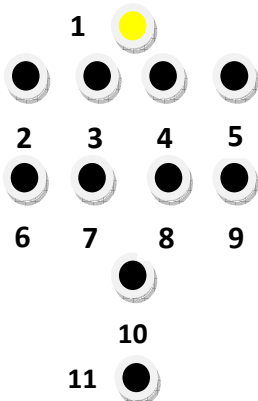
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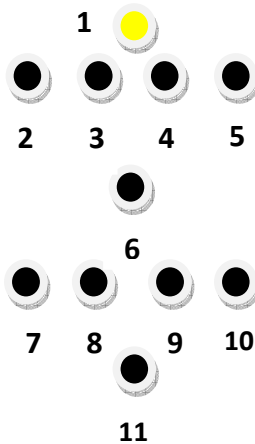
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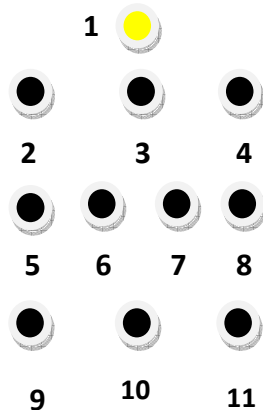
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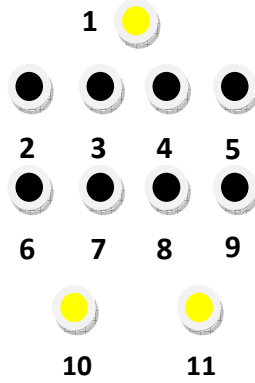


LONG PASS

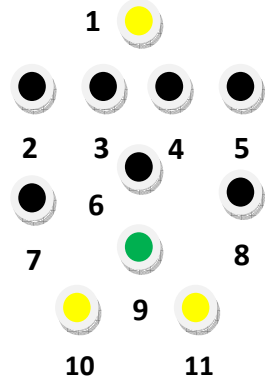
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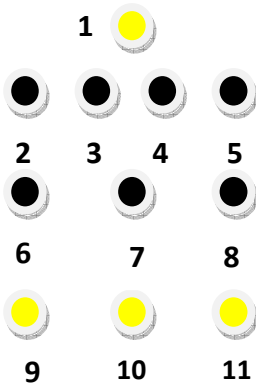
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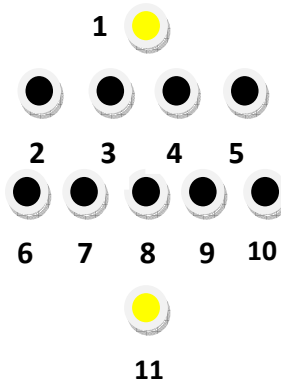
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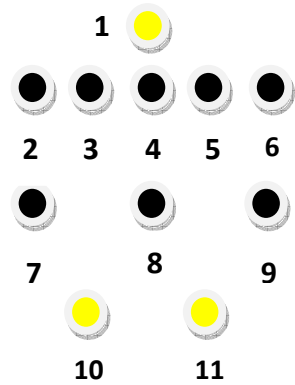
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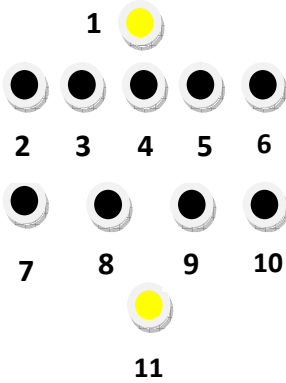
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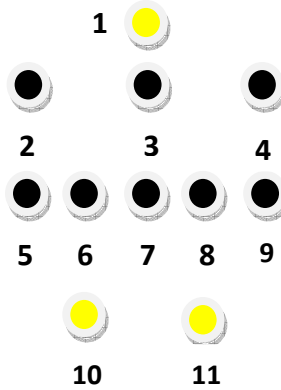
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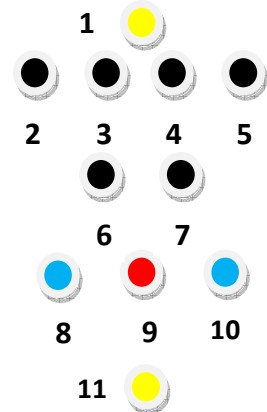
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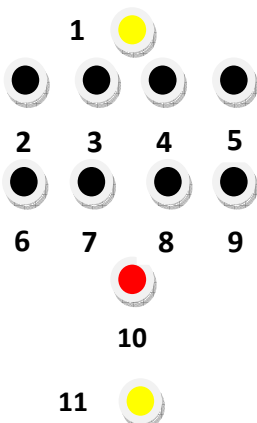
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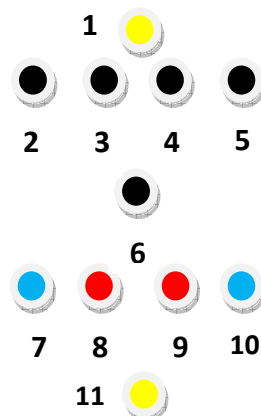
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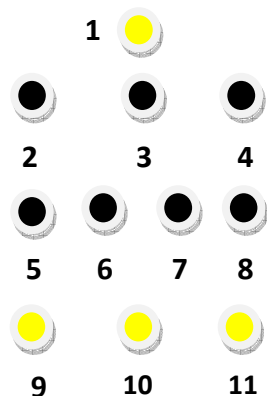
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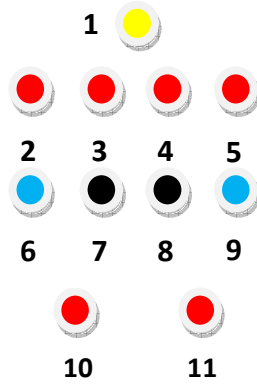


GAME VISION

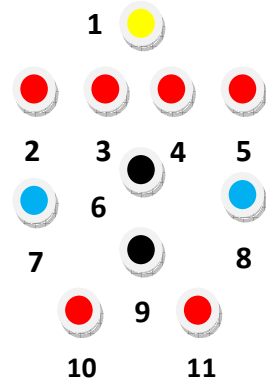
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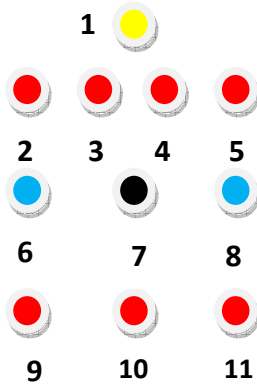
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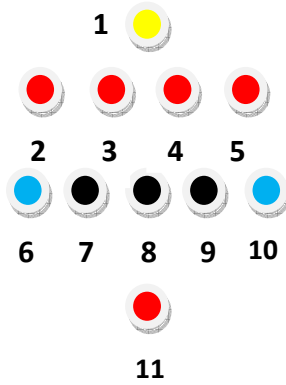
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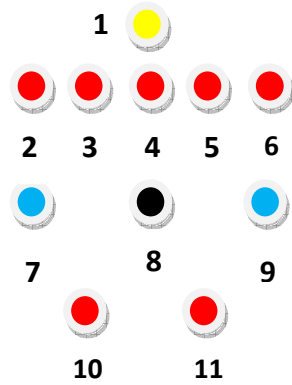
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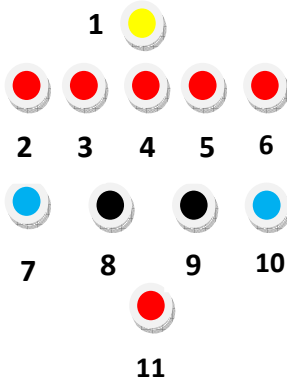
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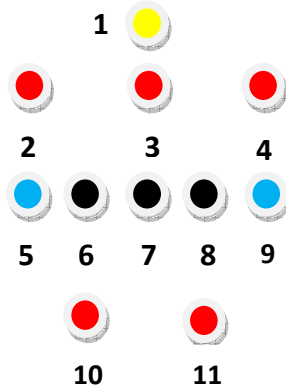
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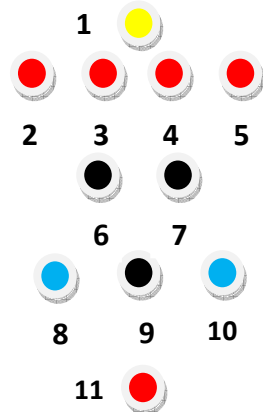
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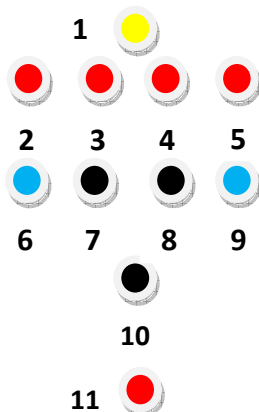
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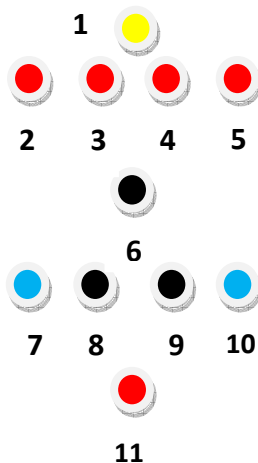
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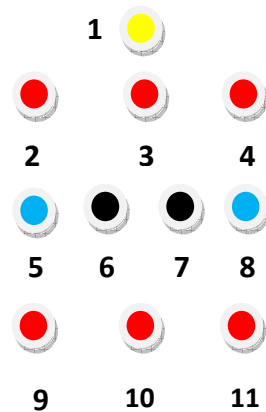
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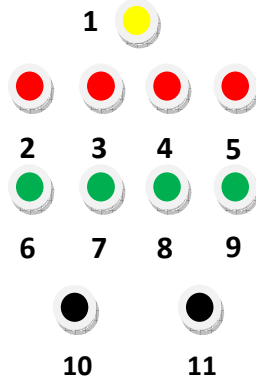


SHOOT

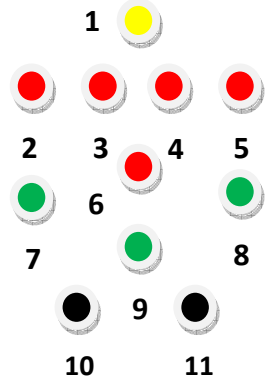
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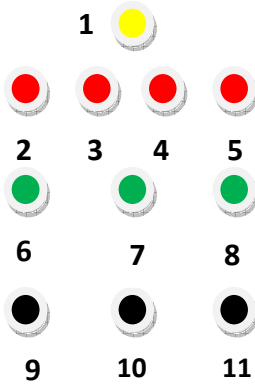
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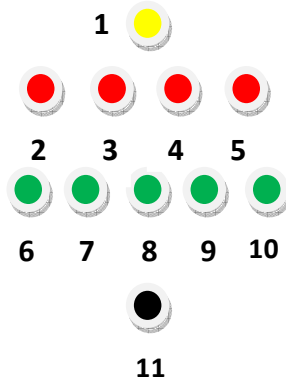
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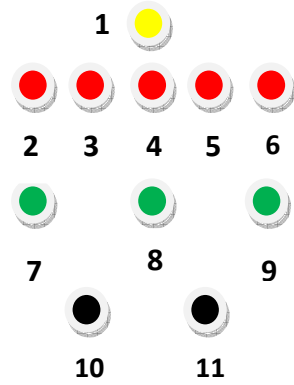
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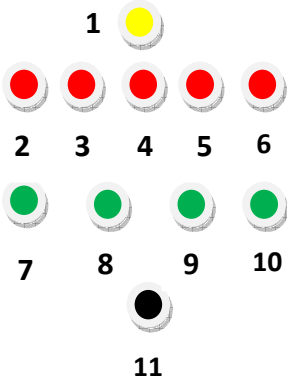
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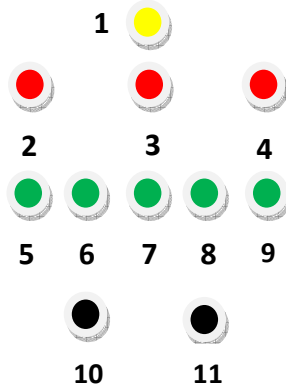
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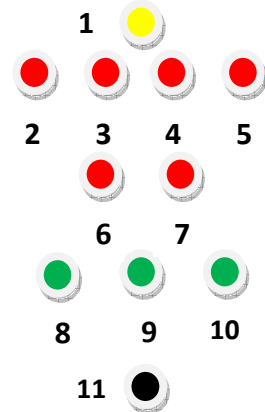
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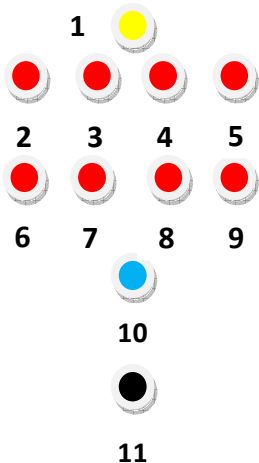
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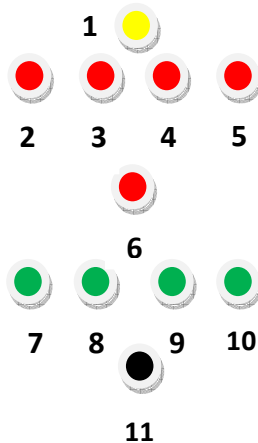
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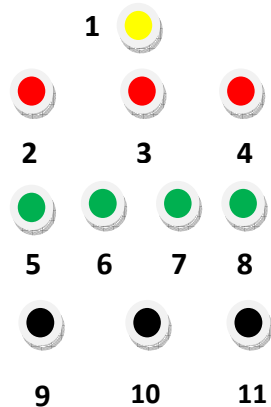
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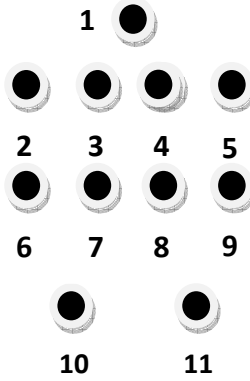


AIR PLAY

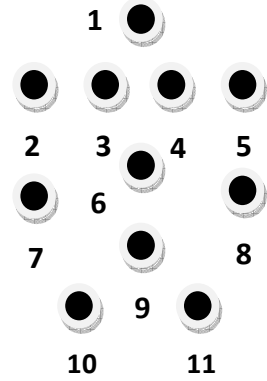
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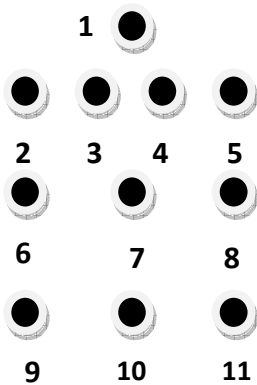
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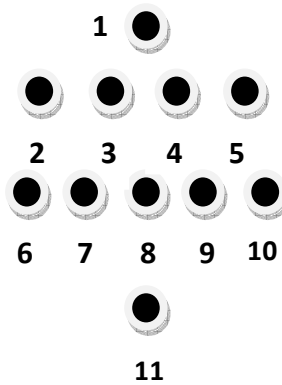
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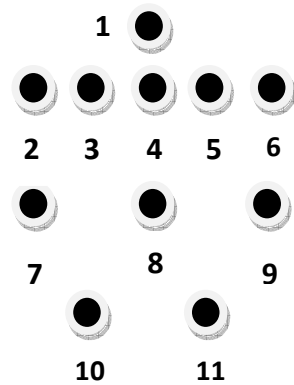
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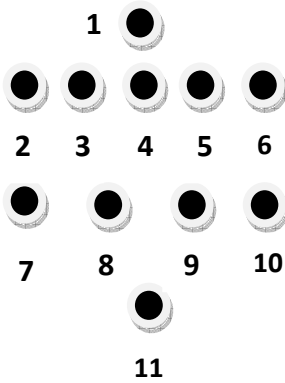
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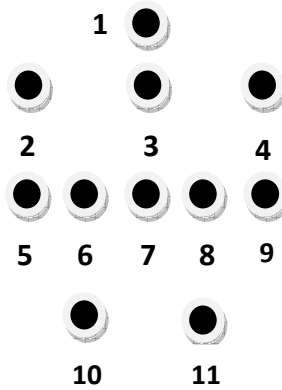
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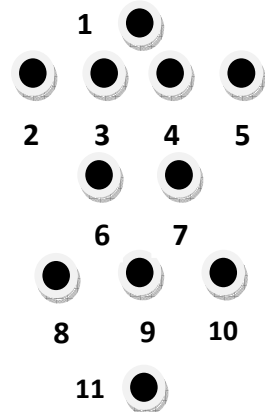
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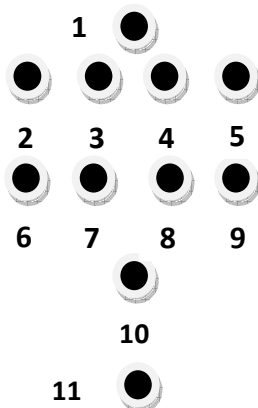
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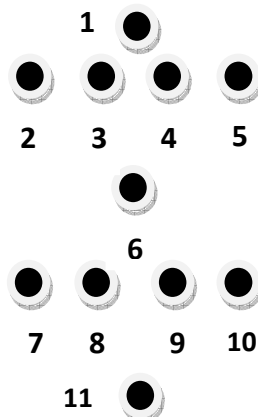
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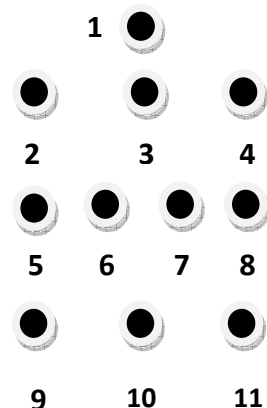
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343

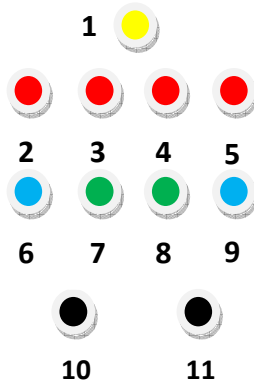


ATTACK

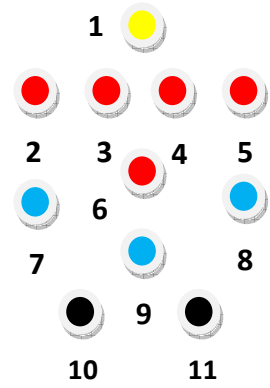
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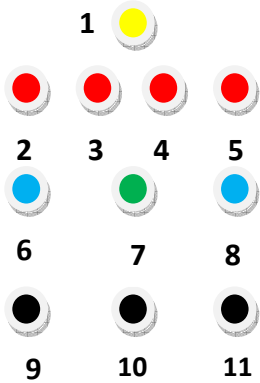
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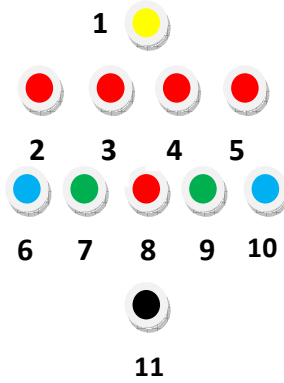
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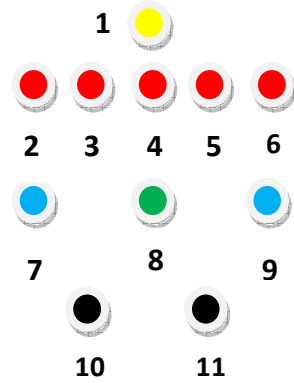
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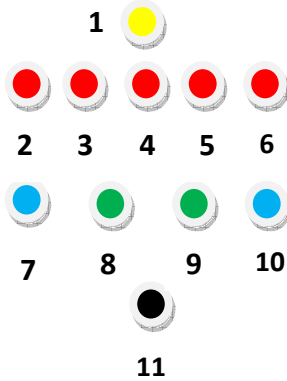
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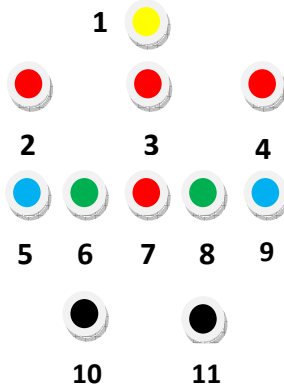
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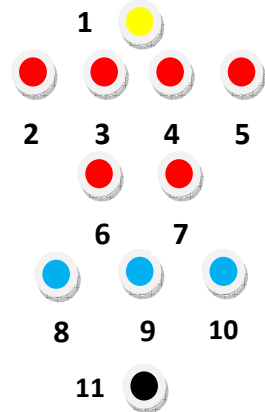
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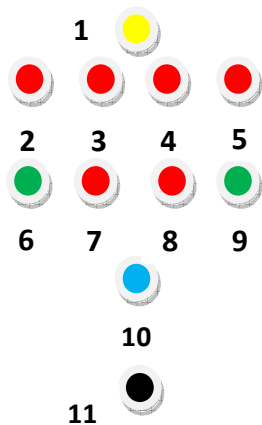
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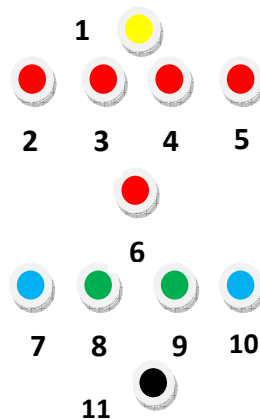
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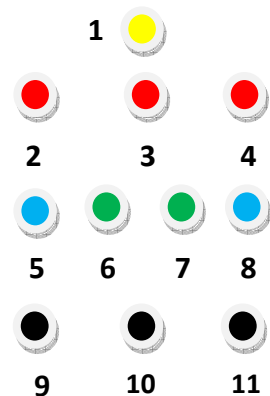
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9.3. Hardness and Fitness

- You choose the harshness of training. If you choose high values of hardness your players train more, but also are more likely to be injured during training.
- The share devoted to fitness in the training helps to improve the fitness of the players, to the detriment of the amount of training applied to improve the skills of your players.

9.4. Reunite the Players

- You can reunite the players before a big match for a specified number of days.
- Reunite the players will make the workout of the week more effective, and that the mental state of players easier to improve. Reunite players are also disadvantages, namely that the mental state of players in the week following the reunite may go down due to stress. This disadvantage is further accentuated if the players reunite during consecutive weeks.

9.5. Tactics and Formation Level

- Every time your team play with a determined formation and tactic, increase the level of knowledge of it by the players, and it will be noticed in matches.
- Conversely, when not using a tactic or a formation, their level of knowledge by the team down.
- The tactic 'normal' and the formation '442' will always have a level of 9.

10. THE TRANSFERS

- You can buy and sell as many players as you like, but please note that the maximum number of players in your first team is 50. The same applies to the players in your youth team. Therefore you cannot bid on a player if the sum of the players on your team and you can be earning in other bids totaling more than 50.
- You can put a player as transferable from the player's detail page. Choose also the time that the player will be on the transfer list and the minimum price asked for it.
- You can have negative money up to -1.000.000. If you have less of this money will not be able to bid on players.
- You can bid for any player before the end date of bids. If bids for a player whose completion date for bids is less than two minutes, two minutes are added to such termination date (for example, if the date is today at 10:05 and you bidding on it at 10 : 04, the new end date Bidding will be today at 10:06).
- Through the 'Transfer' button (located above left), players can search for sale by discriminating ability, age, price, if you want to the first team or youth team, and so on.
- Through the button 'My Transfers' (to the left in the picture 'First Team' or 'Youth'), you will have access to information about the players you're buying and you're currently selling.
- On the purchase page of player you can click the link 'Price Comparison' that will show the prices at which similar players have been sold recently. On this page you can change the values to compare players to refine your search.
- Also on this page you can consult the history of that player transfers. This will inform you of the price paid by the player in past transfers.
- When you want to make a higher bid for a player, you must increase above a minimum amount. The minimum amount you will be shown in the text box where you make your bid. This minimum amount will be increased according to the total priced bidden for the player.

- When making your bid on a player you can put a comment that will be seen by other players. Not bad sounding words are allowed in these comments, and please be respectful.
- Clicking on the name of the player's team owner, or the name of the teams that are doing the bids, you will be redirected to the page of the team where you can know more about him. The same applies if you click on the name of the player being sold.

11. THE CESSIONS

- You can request a cession or loan as many players as you like, but please note that the maximum number of players in your first team is 50. The same applies to the players in your youth team. Therefore you can not bid on a player if the sum of the players on your team and you can be earning in other bids totaling more than 50.
- Players who have loaned to other teams receive training as any other player on that team.
- You can put a player as loanable from the player's detail page. Choose also the time that the player will be on the cession list, the minimum price asked for it, and finally the price that you receive each week that the player plays on the team on which you have loaned.
- You can have negative money up to -1,000,000. If you have less of this money will not be able to bid on players.
- You can bid for any player before the end date of bids. If bids for a player whose completion date for bids is less than two minutes, two minutes are added to such termination date (for example, if the date is today at 10:05 and you bidding on it at 10 : 04, the new end date Bidding will be today at 10:06).
- Through the 'Cession' button (located above), players can search loanable by discriminating ability, age, price, if you want to the first team or youth team, and so on.
- Through the button 'My Cession' (to the left in the picture 'First Team' or 'Youth'), you will have access to information on the players for what you're borrow or you are loaning.
- On the purchase page of player you can click the link 'Price Comparison' that will show the prices at which similar players have been loaned recently. On this page you can change the values to compare players to refine your search.
- Also on this page you can consult the history of that player cessions. This will inform you of the price paid by the player in past cessions.
- When you want to make a higher bid for a player, you must increase above a minimum amount. The minimum amount you will be shown in

the text box where you make your bid. This minimum amount will be increased according to the total priced bidden for the player.

- When making your bid on a player you can put a comment that will be seen by other players. Not bad sounding words are allowed in these comments, and please be respectful.
- Clicking on the name of the player's team owner, or the name of the teams that are doing the bids, you will be redirected to the page of the team where you can know more about him. The same applies if you click on the name of the player being loaned.

12. THE REFEREE

- All matches that disputes will be conducted by a referee.
- The characteristics of the referee can see it in game detail page.
- You know the characteristics of the referee choose players who play the game, for example, very aggressive player is easier than being ejected with referees that show many cards:

Feature	Meaning
Aptitude	It represents good or bad is the referee. Therefore influence the times that he is mistaken in making a decision. Zero represents a very bad referee, and 9 to an excellent referee.
Homely	What benefits the home team in making decisions. Zero indicates that very little homely and 9 it is very homely.
Cardly	Ease with which the referee shows a yellow or red card.

13. THE YOUTH TEAM

13.1 General

- You have a young team whose mission is to supply first-team players.
- You can promote a youth team player to first team only 2 times in one season, or promote him permanently.
- The youth team is a good opportunity to find and train young talents, because the young players learn quickly.
- The champions of the youth championships NOT get a cup after the season. However, when the number of collaborators was large enough, we will deliver them.

13.2 The Scouts

- The scouts will look for you every week a young talent. You choose if you want to hire him for the youth team or not.
- You can have up to 9 scouts. Each will offer a different player. Note that you can only hire one week.
- The scout will look for a type of player depending on the commands you give it. (Note that a scout to find players to start the week after hiring him).
- The scout does not always find the player you asked. We always show an approximate value of the two skills of the player who thinks they are where it highlights.