

FOOTBALL DIRECTOR 2019



QUICK START GUIDE



FOOTBALL DIRECTOR 2019

Welcome to the Football Director 2019 Quick Start Guide. This guide is tailor-made to get you up and running with the game as quickly as possible, so you can begin your long and victorious career. Choose from over 200 teams from 20 Leagues across Europe. Compete in your domestic league all the way through to the European main stage. Customise your team's training schedules, tactics and formation to become the best in the League.

Create Your Manager

When you first load the game you'll be greeted with the home menu. To begin your journey, select **New Game**. From here you progress to create your manager. In the top left you type in your name, and underneath is a list of nationalities from which you choose one. On the right you will find all the teams in the game. There are over 200 available, so choose wisely. To change the selected League, click the arrow buttons next the League name at the top of the screen. Once you're happy with your selections, click the continue button at the bottom.

SELECT CLUB TO MANAGE < England Premier Division >

Enter Manager Name	Player One	Select Your Nationality	
		Croatian	Cuban
		Cypriot	Czech
		Danish	Djiboutian
		Dominican	Dominica Republican
		Ecuadorian	Egyptian
		El Salvadorian	English
		Equatorial Guinian	Estonian
		Ethiopian	Faroese
		Fijian	Finnish
		French	Macedonian
		Gabonese	Gambian

Bournemouth Squad Value - £85,970,000	N London Squad Value - £214,265,000
Brighton Squad Value - £98,890,000	Burnley Squad Value - £114,065,000
Cardiff Squad Value - £61,525,000	Chelsea Squad Value - £275,092,500
Selhurst Squad Value - £121,529,000	Everton Squad Value - £185,120,000
Fulham Squad Value - £109,595,000	Huddersfield Squad Value - £70,037,500
Leicester Squad Value - £143,720,000	Liverpool Squad Value - £288,150,000
Man C Squad Value - £290,450,000	Man U Squad Value - £279,065,000

Back Continue i

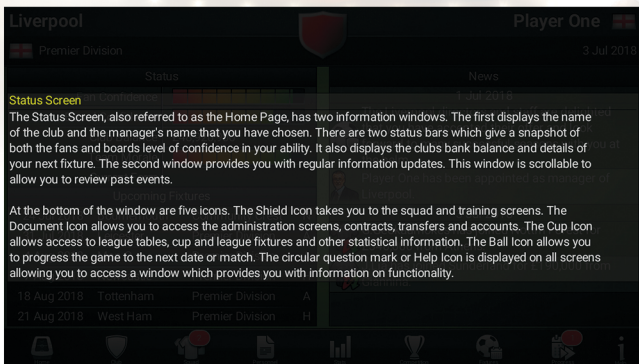
Navigating through the game

Once you have created your manager profile, you'll be presented with the main game interface. The grey horizontal bar along the bottom is available on all screens in the game. Here is where you navigate to all the main parts of the game. Another UI feature on all pages is the "Info" icon in the bottom right. Click on this for help and information about the current screen.



The home page is the first screen you'll see. This is the main hub of the game from which you can see important information.

The screen has 3 sections; **Status**, which shows you the board and club confidence, **Upcoming Fixtures** and **News**.



Following on from the on-screen instructions after you created your manager profile, clicking on the Shirt icon lets you edit your squads, training tactics and match day instructions. You can do this at any time before a match starts. Playing through matches will help you decide which tactics and formations work best for your squad.

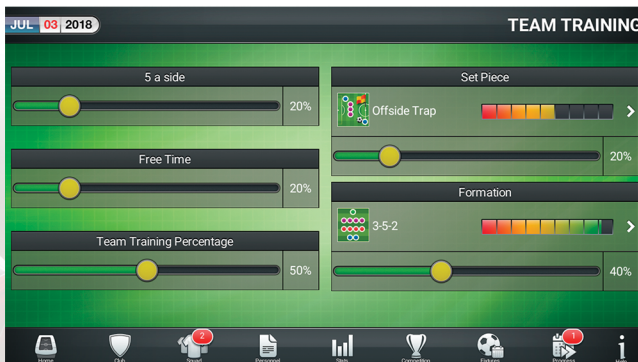


To move players around in your squad, first click on a player's shirt icon to highlight him. Next, simply click the player you wish to swap his position with. This will swap the two players' positions in the formation. You can also click on a player's name to bring up his info menu. From here you can navigate to view his stats, training routine and contract status.

Posn	Player	Foot	Age	Value	Skill	Hnd	Tkl	Pass	Sht	Pace	Trp	Fitness	Perf	Discipline
GK	Alessan Goalkeeper	Right	25	£14,500,000	87	90	48	47	35	57	30	0	0	
RD	V.von Dejn Defender	Right	26	£7,750,000	79	17	82	58	51	73	30	0	0	
CD	A.Rabirtsan Defender	Left	24	£2,100,000	70	10	72	51	48	69	30	0	0	
CD	J.Motem Defender	Right	26	£1,850,000	69	19	72	41	51	69	30	0	0	
LD	N.Cleen Defender	Right	27	£1,600,000	68	20	70	44	44	68	30	0	0	
RM	M.Solohn Midfielder	Left	26	£21,000,000	88	14	70	92	57	87	30	0	0	
CM	S.Moni Midfielder	Right	26	£9,500,000	81	10	67	84	63	92	30	0	0	
CM	N.Kieno Midfielder	Right	23	£8,750,000	70	10	67	84	63	92	30	0	0	

Team Training management is split into two sections.

Team Training involves moving sliders to adjust how you want the team to train. For **Set Piece** and **Formation** training, click the arrow for either of these sections to view a list of options to choose from. **Individual Training** lets you set different training routines for each player. Click the individual training button to bring up the list of players in your squad. Click a player's name, then move the sliders to change their training routine.



Click the Shield Icon to view all information related to your club. This includes Trophies, Records, Accounts, and general Club info. This tab is useful when buying players to help you decide how much to spend on the player and keep yourself out of debt.



The Personal tab displays all the information about you (the Manager), Club Contracts, Employees, and the Transfer Market. The Transfer Market is only open at certain periods throughout the season, so keep an eye on this to get the players you want before the window closes.

JUL 03 2018 **EMPLOYEES**


Employee	Age	Skill	Wage	Role	Emp	Max	Avail
 S. Morsholl Assist. Manager	48	57	£4,400	 Assist Managers	1	1	3
 M. Berry Coach	41	65	£5,300	 Coaches	1	2	2
 D. Sempson Physio	44	67	£5,200	 Physios	1	2	6
 L. Andriean Youth Coach	45	60	£4,800	 Youth Coaches	1	1	7


Bottom navigation bar: Home, Club, Squad, Personal, Stats, Contract, Finance, Progress, Help


Navigating through the Transfer Market couldn't be simpler. In the top right corner of the screen you have a green button consisting of 3 dots in a vertical line. Clicking on this brings up the filter menu. Here you can adjust the search filters to narrow down to the players you want without manually searching through a large list. Search filters include League, Value, Age, Skill, Position and Availability.

JUL 03 2018 **TRANSFER MARKET**

Club

 T. Hrofan
Goalkeeper

 W. Hinmissy
Goalkeeper

League:  Premier Division

Value: All

Age: > 30

Skill: High

Position: Attacker

Availability: Transfer Listed

✓

Club Balance: £19,486,070

Pos	Skt	Place	Trns
24	29	48	0
28	25	48	0

Bottom navigation bar: Home, Club, Squad, Personal, Stats, Contract, Finance, Progress, Help

The Stats tab displays your team's various statistics such as Attendances, Manager of the Month, and Player stats from across all the Leagues in the game. This screen will help you determine how other teams and players are performing, and who to buy if you're in need of a new player.

AUG 04 2018 **CLUB PERFORMANCE**

Statistic	Value	Rank	Statistic	Value	Rank
League Points/Max Points	3/3	2nd	Points Per Game	3	2nd
Goals Scored	4	2nd	Goals Per Game	4	2nd
Goals Conceded	0	2nd	Goals Conceded Per Game	0	2nd
Clean sheets	1	4th	Chances	9	2nd
Shots	8	1st	Conversion Rate	50%	10th
Shot Accuracy	88%	1st	Shots Conceded	5	3rd
Save Accuracy	62%	4th	Average Percentage of Play	53%	3rd
Fouls Committed	2	15th	Fouls Against	5	9th

Home Club Squad Personnel Stats Competition Fixtures Progress Help

The Competition tab details the matches played by each club. You can view Home and Away game stats, Current Form, League Tables, and Fair Play standings.

AUG 21 2018 Premier Division **LEAGUE TABLES**

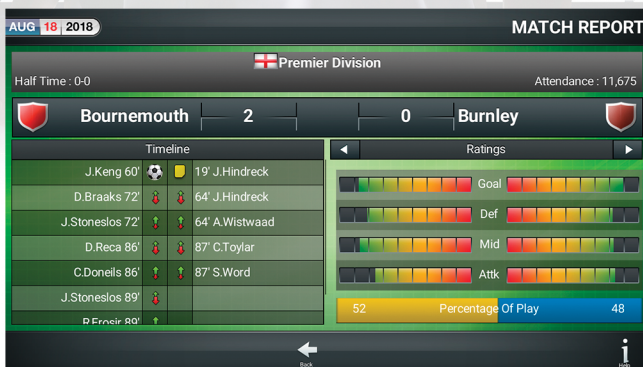
Posn	Club	Ply	Won	Drn	Lost	GD	For	Agn	AvF	AvA	Pts
1	Tottenham	4	3	1	0	6	9	3	2.25	0.75	10
2	Bournemouth	4	3	1	0	5	7	2	1.75	0.50	10
3	Selhurst	4	3	1	0	4	7	3	1.75	0.75	10
4	Man U	4	3	1	0	3	8	5	2.00	1.25	10
5	Everton	4	3	0	1	5	10	5	2.50	1.25	9
6	Liverpool	4	2	1	1	5	9	4	2.25	1.00	7
7	Watford	4	2	1	1	3	9	6	2.25	1.50	7

Home Club Squad Personnel Stats Competition Fixtures Progress Help

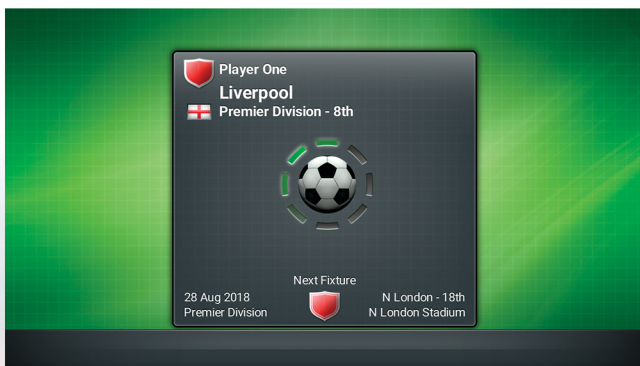
The Fixtures tab is split up into 3 sections. **Club Fixtures** displays your upcoming fixtures. **League Fixtures** shows the fixtures for all Leagues in the game. This is sorted into Match Days so you can easily navigate to the exact Match Day you want. The **Cup Fixtures** section displays all the Cup Tournament Fixtures throughout the game. If a draw hasn't been made for a round when you click to view it, a pop-up will appear detailing when the draw will take place for that round.



Click on a result under the fixtures menu to bring up the Match Report screen. This screen displays all the key details for that game, like goals and team stats. Note that if you click on a fixture that hasn't been played yet, this will bring up the opponent's team list. This will help you decide who to pick in your team for that match.



Click on the Progress tab to advance time through the season. The screen will process all the training and team data for the period you select; you can choose to progress to the Next Date or Next Match Date. Also in this tab is the Main Menu button which returns you to the Main Menu where you can choose to start a new game, use the in-game Editor, or quit to desktop.



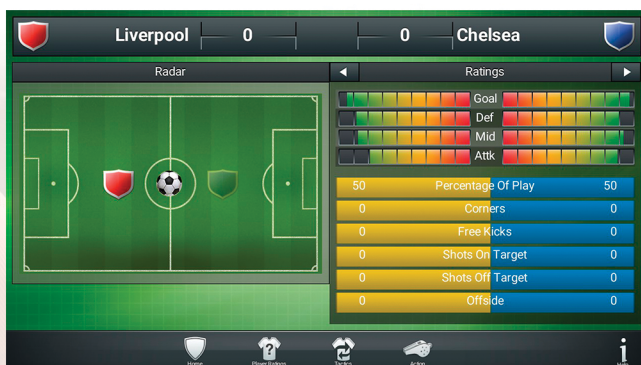
The Match Engine

Football Director features an in-depth match engine with everything a manager needs to figure out a winning plan.

On the left side of the screen is the field map which shows you where the ball is on the pitch at any one time during a match.

On the right you'll find key information for the match under the following categories: Commentary, Ratings, Events and Timeline.

Use the left and right arrow buttons to switch between sections.



Along the bottom of the screen are 4 buttons: Home, Player ratings, Tactics, and Action.

The **Player Ratings** button allows you to compare your squad to the opposition.

Tactics opens a new window with the following options to choose from: Substitutions, Formation, Roles, and Tactics.

These tabs are the main tools available hatch out your match winning plan. You can access these anytime throughout the match.

The **Action** button lets you determine the speed of the match or skip right to the end for a quick result.

Clicking **Home** returns you to the main match screen seen above.

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Monday - Friday except holidays.

Registering and Activating the physical version with Steam

To play the game, you will need a free Steam account.

Go to www.steampowered.com
Click the '**Install Steam**' button.
On the next page, click '**Install Steam Now**' to download the installer file.
Once downloaded, double-click the file to open it.
Follow the setup instructions that appear to install Steam and register your free Steam account.

Once you have opened Steam, ensure you are in your Games **LIBRARY** window by clicking the link at the top. Click **ADD A GAME** in the bottom left of the window, then click **Activate a Product on Steam**. Follow the instructions that appear, and type in your product code. You can find your product code on the back of the paper version of this Quick Start guide.



SYSTEM REQUIREMENTS

Windows 7/8/10
64-bit or 32-bit

PROCESSOR

Intel Pentium 4 3GHz+

GRAPHICS

DirectX*: 9.0c compliant

MEMORY

2GB RAM
100MB Disk Space