# **MMA TEAM MANAGER - SCREEN GUIDES**

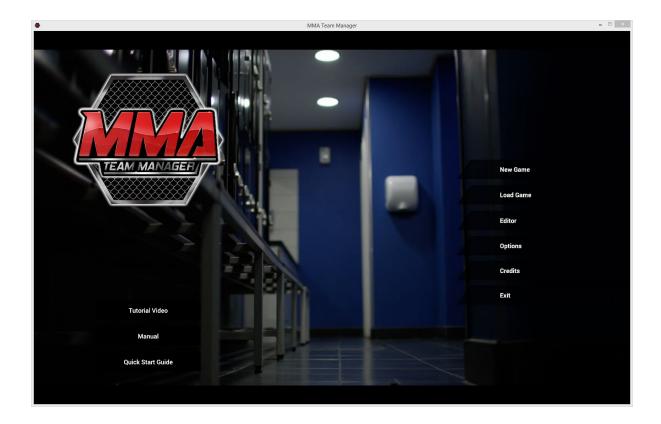
This Screen Guide document contains brief overviews of the various screens and menus in the game. Press the Control+F keys (Command+F on Mac) on your keyboard to search for the name of the screen you wish to look up, or use the Table of Contents below.

#### Contents

Main Menu	3
Main Menu -> Editor -> Select Editor Database	4
Main Menu -> Editor -> Academy	5
Main Menu -> New Game -> Select Database	6
Main Menu -> New Game -> Select Club	7
Options	8
Select Sponsorship Deal	9
Select Pre-Season Friendlies	10
Advance	11
Home -> Home	12
Home -> Messages	13
Home -> Job Offers	14
Home -> Transfers	15
Home -> Notes	16
Styles -> Moves	17
Styles -> Details	18
Fighter -> Select Fighter	19
Fighter -> Profile	20
Fighter -> Delegation	21
Fighter -> Tactics	22
Fighter -> Training -> Training Sessions	23
Fighter -> Training -> Overview	24
Fighter -> Contract	25
Fighter -> Development	26
Fighter -> Results	27
Fighter -> Achievements	28
Fight Report	29

Club -> Director	30
Club -> Instructors -> Instructors	31
Club -> Instructors -> Delegation	32
Club -> Academy -> All Weights	33
Club -> Academy -> Marquee Fighter	34
Club -> Juniors -> Recruitment Drive	35
Club -> Training -> Training Sessions	36
Club -> Training -> Overview	37
Club -> Training -> Session Appointments	38
Club -> Contracts	39
Club -> Fixtures & Results	40
Club -> Finances -> Overview	41
Club -> Finances -> Ticket Sales	42
Club -> Injuries & Physios	43
Club -> Facilities	44
Organisation -> Select Organisation	45
Organisation -> Fixtures & Results	46
Organisation -> Salary Cap	47
Organisation -> Standings	48
Organisation -> Fighter Contenders	49
Organisation -> Judges	50
Recruitment -> Search Instructors	51
Recruitment -> Search Fighters	52
Recruitment -> Shortlist	53
Recruitment -> Negotiation	54

## Main Menu



The main menu provides a selection of options, including external links to the tutorial videos, manual and quick start guide.

#### Main Menu -> Editor -> Select Editor Database



Having selected Editor from the main menu, this screen allows you to select which database to edit, whether it's the default MMA Team Manager database or a previously edited and saved database.

## Main Menu -> Editor -> Academy



In the Editor you can change all fighter, staff, and club data, then save your changes in an Editor Slot for loading into the main game.

## Main Menu -> New Game -> Select Database



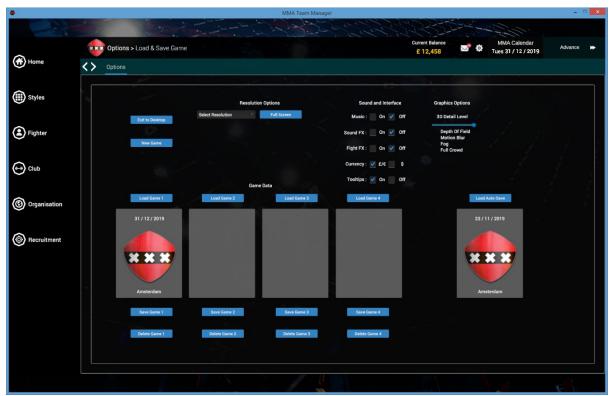
Having selected New Game from the main menu, you can now load any Editor databases you've created. The new game will then use your edited data.

## Main Menu -> New Game -> Select Club



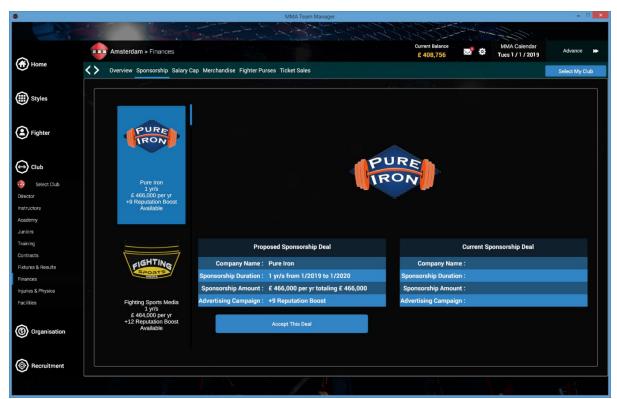
On the Select Club screen the top left drop-down box lets you select from each of the 7 leagues, while clubs in the currently selected league are listed underneath. Club and fighter data is displayed on the right.

# **Options**



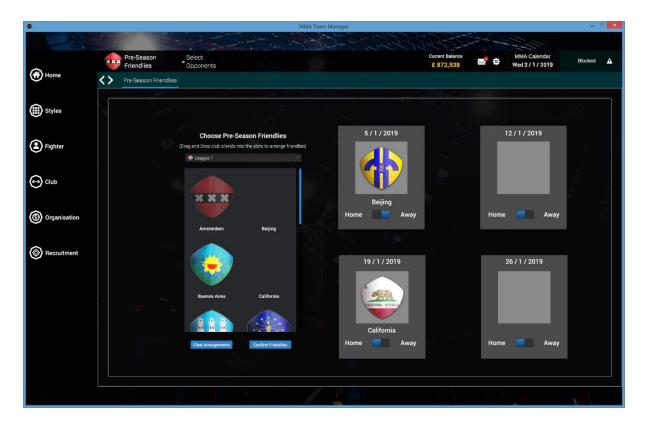
The Options screen can be accessed by clicking the cog icon near the top right of the screen. From here, you can save and load games, change the screen resolution and various game settings, start a new game, or exit to desktop.

## **Select Sponsorship Deal**



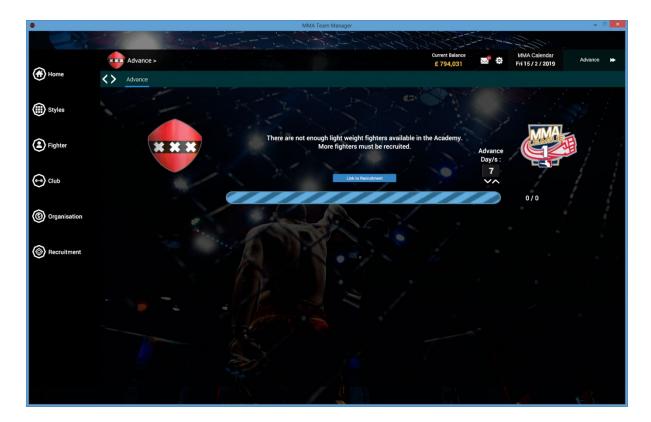
Early in the game you'll need to choose a sponsorship deal. The deals which are available depend on which league your selected club is in, with bigger deals available for the top leagues. All sponsors can carry out an advertising campaign once per deal. An advertising campaign boosts the club's reputation by the amount displayed on-screen, in this case +9 Reputation Boost.

#### **Select Pre-Season Friendlies**



Early in the game you can select your (optional) pre-season friendly fixtures. To choose an opponent, select their league from the drop-down box, then from the list of shields blow, drag and drop the club into one of the 4 slots on the right. Finally, select whether you want to fight home or away. You can arrange up to 4 pre-season friendly fixtures. The date of each of the fixtures is displayed above each slot. Keep in mind pre-season friendlies are optional; you can leave some or all of the slots blank and click 'Confirm Friendlies' to continue.

#### **Advance**



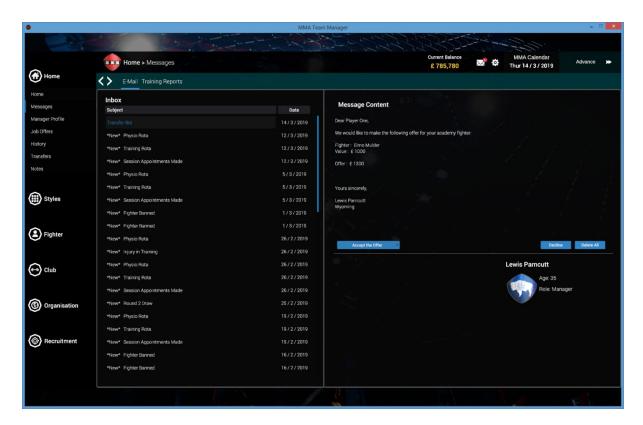
Click the Advance button at the top right of the screen to navigate to the Advance screen. Once here, click the Advance button again to advance time in the game world. Sometimes you'll need to complete a pending task before you can advance time. If this happens, you'll be presented with the task, along with a short-cut link to address it. Note that you can choose the number of days you wish to advance (with each click of the Advance button) by using up and down arrows on the right, or typing the number in the box, up to a maximum of 7.

#### Home -> Home



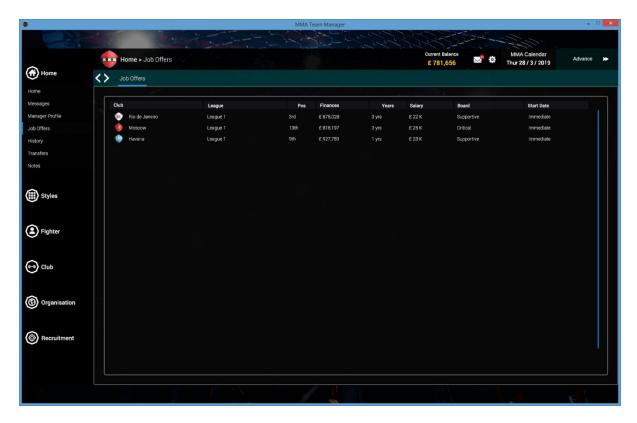
The Home screen displays lots of information, all of which is labelled and self explanatory. Fighter of the Year Standings will be empty at the start of the game until some fixtures have been fought. Club reputation is displayed at the bottom right. If the club's reputation falls to 0% you, the manager, will be sacked. Finances are displayed at the bottom left of the screen. If the club's bank balance falls below £0 you will be sacked.

#### Home -> Messages



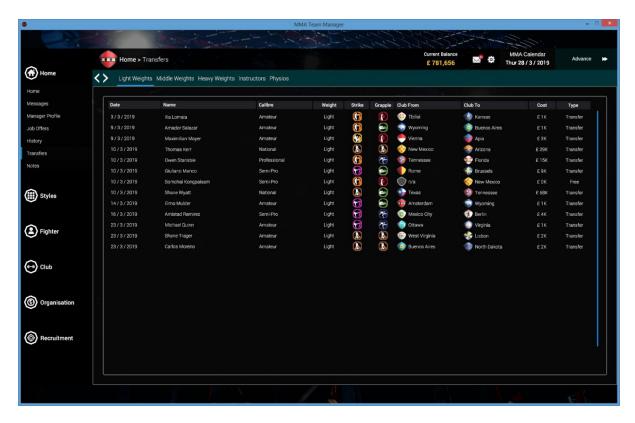
The messages screen lists all the email messages you've received, along with training reports for all fighters for both daily training attribute changes and weekly training attribute changes. You can open emails or training reports by clicking on them in the list on the left. Transfer Bid emails (where a club wishes to purchase one of your fighters) require a response, and the game cannot advance until you've Accepted or Declined the offer.

## Home -> Job Offers



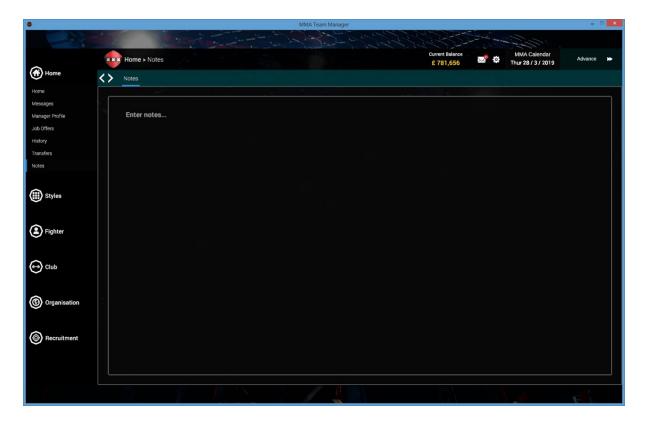
You will receive job offers throughout the season, allowing you to join a new club at any time. If you are sacked you must accept a new job from these offers, or start over with a new game.

## Home -> Transfers



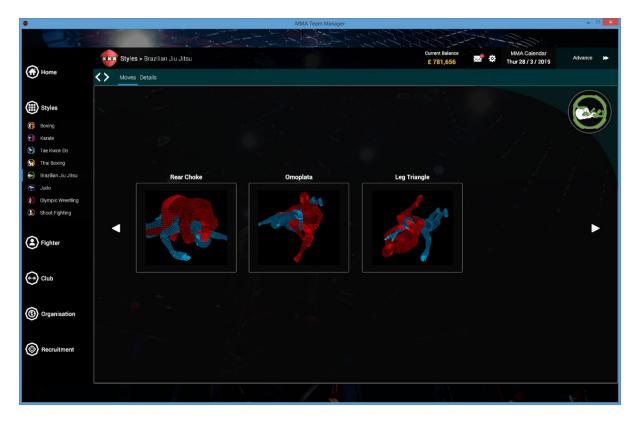
The Transfers screen lists all the fighter and staff transfers made this season.

## Home -> Notes



The Notes screen can be used to make notes about the current game.

## Styles -> Moves



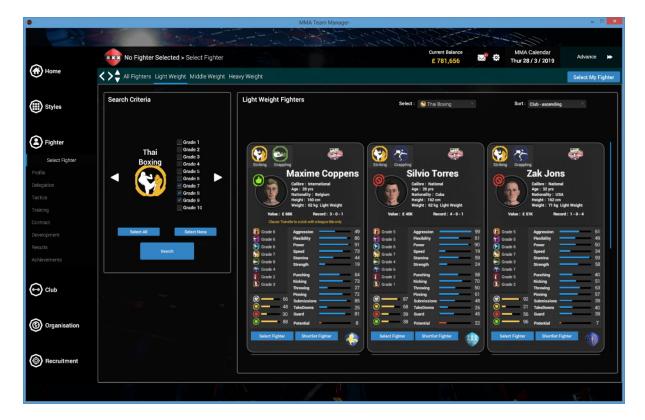
The Styles screen displays some of the moves for the selected style.

## Styles -> Details



The Styles->Details screen lists the best performing fighters for any given style.

## **Fighter -> Select Fighter**



The sub-menus under the Fighter menu on the left will be greyed out until you select a Fighter. The Select Fighter screen allows you to search through all the fighters in the game for a given weight. Use the Left/Right arrows to select the styles you wish to search for, tick which grades you wish to include in search results, then use the drop-down menus near the top-right to filter the results by style and more.

#### Fighter -> Profile



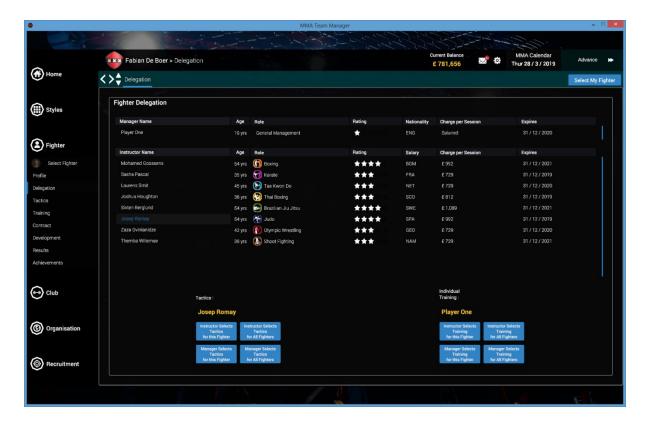
The Fighter->Profile screen displays all the attributes of the selected fighter. The attributes for each move shown are on the right-hand column. Use the **Technique Display** switch in the middle of the screen to change the display mode of these attributes; choose to display the **Chance of a Successful Technique** or the **Potency of the Technique** by toggling the switch.

The Chance of a Successful Technique is directly related to the grade of the chosen style.

The Potency of the Technique is directly related to the attribute values of Power, Speed, Flexibility and Strength. Striking type moves are directly related to Power and Speed, while grappling type moves are directly related to Flexibility and Strength.

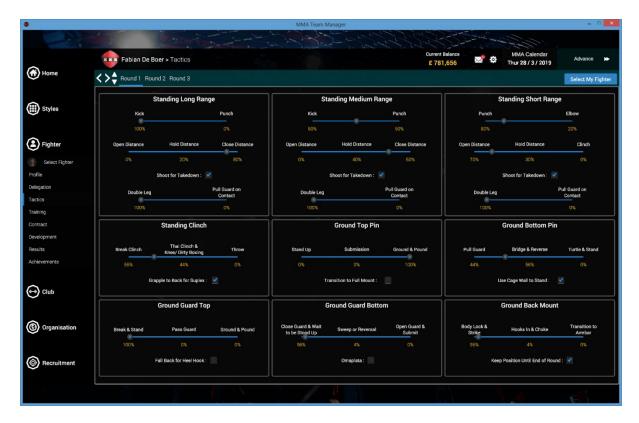
The Calibre of the fighter is a quick way to see the overall quality of the fighter and ranges from Elite, World Class, International, National, Professional, Semi-Pro, Amateur, and Local.

## Fighter -> Delegation



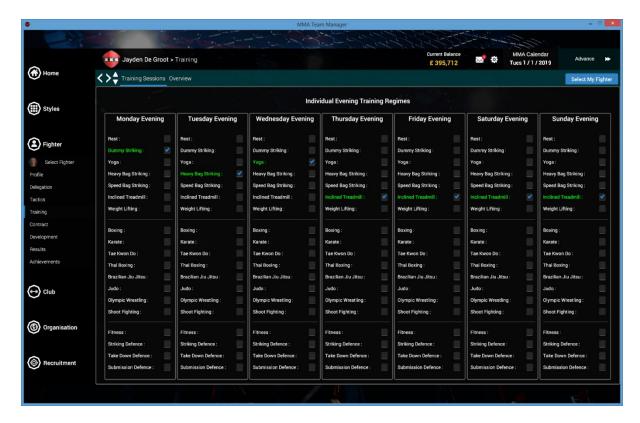
On the Fighter->Delegation screen the tasks of selecting fighter individual training and selecting tactics can be delegated to an Instructor. This screen can also be used to delegate these tasks for all the fighters in your club for the given instructor.

## Fighter -> Tactics



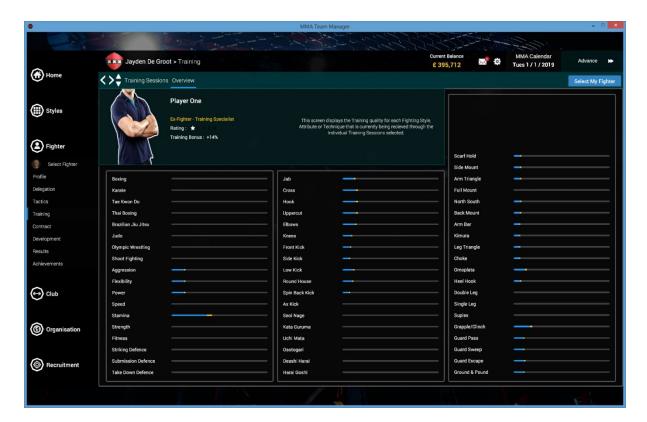
The Fighter->Tactics screen allows you to set the in-fight tactics for each fighter, for each round of the fight.

Fighter -> Training -> Training Sessions



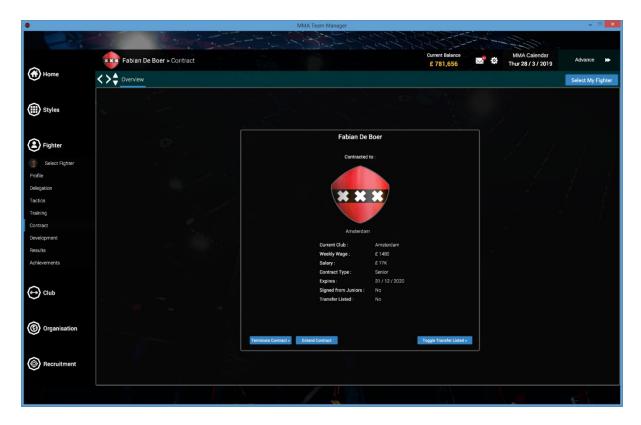
The Fighter->Training screen is used to select individual training regimes for fighters. Individual regimes are carried out in addition to the team training rota.

Fighter -> Training -> Overview



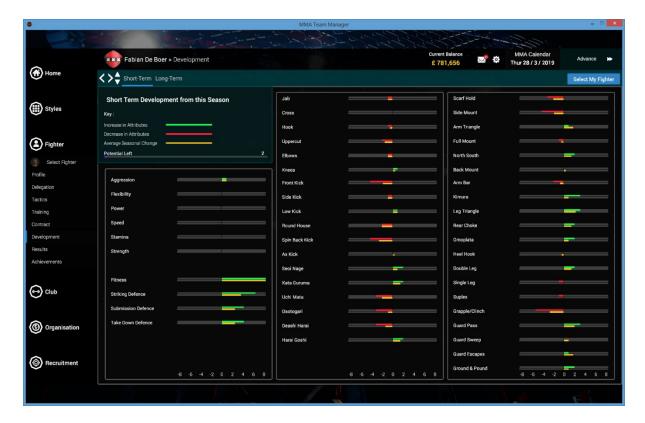
This Fighter->Training->Overview screen shows how each attribute will be affected for the given individual training regime selections. The bars show the quality of training each attribute will receive. The yellow part of the bars is the bonus for the manager being of the Ex-Fighter, Training Specialist type. You will not receive this bonus here if you are of the Collar & Tie manager type.

## Fighter -> Contract



The Fighter->Contract screen shows the details of the selected fighter's current contract.

Fighter -> Development

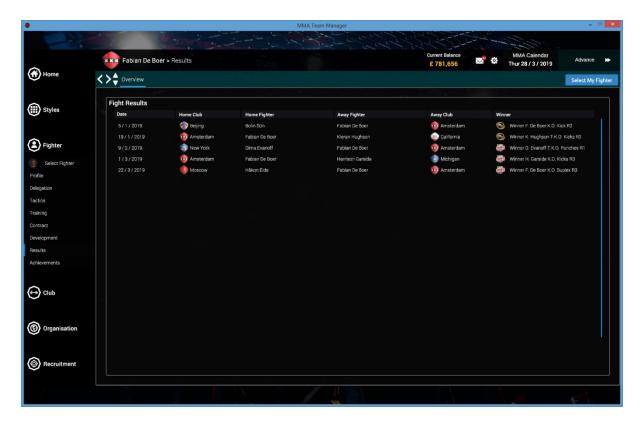


The Fighter->Development screen has 2 tabs, **Short Term** and **Long Term**.

The short-term tab displays the amount each attribute has changed this season for the selected fighter. The green or red bar shows the current change while the yellow bar shows the average change for the season.

At the end of each season, the average change for each attribute is multiplied by the fighter's potential, and this then becomes a permanent change and is logged in the long-term tab screen.

## Fighter -> Results



The Fighter->Results screens shows the results for all the selected fighter's fights this season. Click on any fight listed here, then click the 'Fight Report' button that appears to view a detailed breakdown of the results.

## Fighter -> Achievements



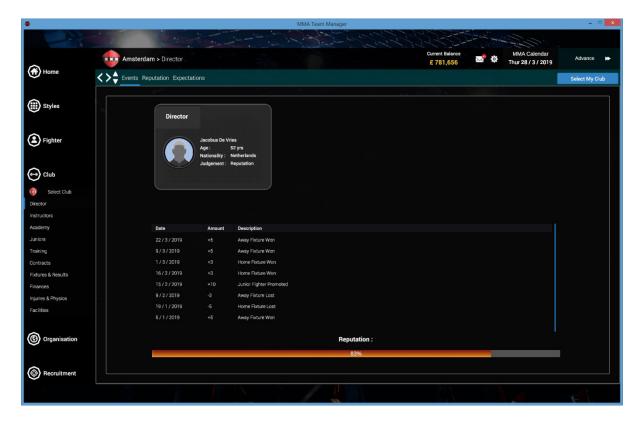
The Fighter->Achievements screen shows the selected fighter's current grades in each style and a display of all the trophies the fighter has won in their career.

## **Fight Report**



The Fight Report shows details about a fight, including the judges' scores, a detailed standing and ground breakdown for each round, and fighter profiles.

## **Club -> Director**



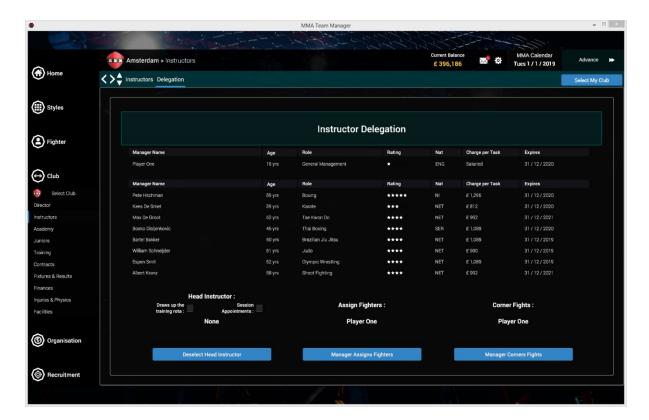
The Club->Director screen shows details of the club's director, the club's current reputation value and details of all the reputation movements this season.

#### Club -> Instructors -> Instructors



The Club->Instructors->Instructors screen shows all the instructors currently employed by the club. Here instructor contracts can be extended or terminated.

#### Club -> Instructors -> Delegation



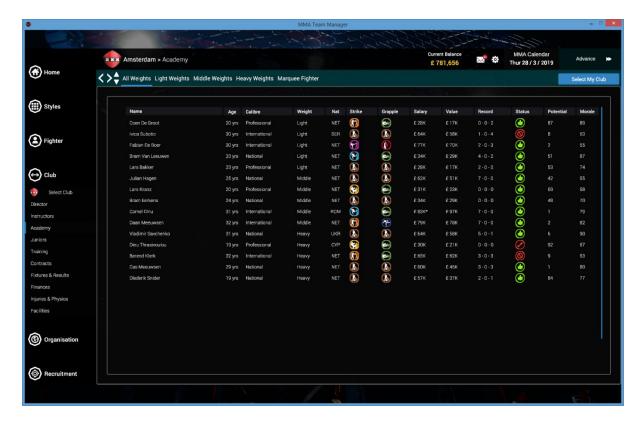
The Club->Instructors->Delegation screen allows you to delegate certain tasks, such as drawing up the team training rota, making session appointments, assigning fighters on fight day, and cornering fights. To delegate the task of drawing up the team training rota, and making session appointments, a head instructor must first be chosen.

**Session Appointments** is the process of deciding which of the instructors will take the Fitness, Striking Defence, Take Down Defence, and Submission Defence team training sessions.

If **Assign Fighters** is delegated, the game will not enter the Assign Fighters screen on fight day; the screen will be skipped and fighter assignment will be done automatically by the designated instructor.

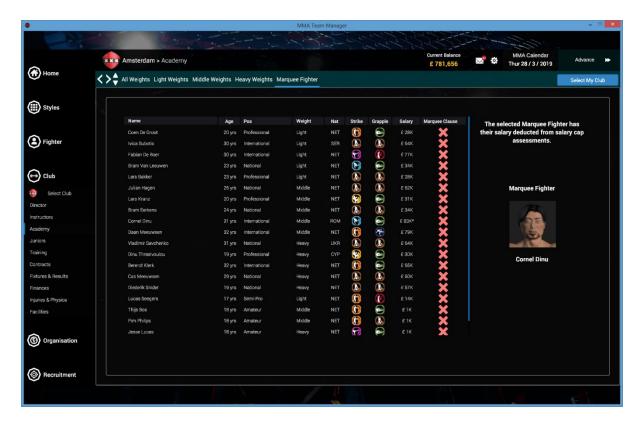
Similarly, if **Corner Fighters** is delegated, the game will bypass fight days in the calendar and calculate the results automatically and the designated instructor will send you an email with the result.

## Club -> Academy -> All Weights



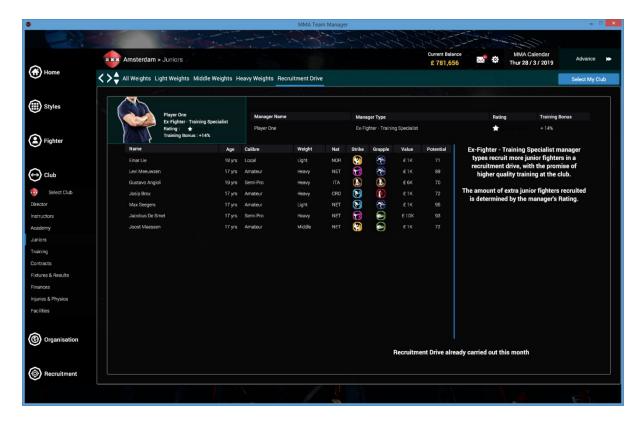
The Club->Academy screens display all the fighters currently in the selected club's roster.

#### Club -> Academy -> Marquee Fighter



The Club->Academy->Marquee Fighter screen allows you to select your club's marquee fighters. The club's marquee fighter has his salary deducted from salary cap expenditure assessments, so your highest salaried fighter should be your marquee fighter unless a different fighter has a contract clause which insists that they are the club's marquee fighter. You can only have 1 fighter with this clause in the club's fighter roster at any one time.

#### Club -> Juniors -> Recruitment Drive



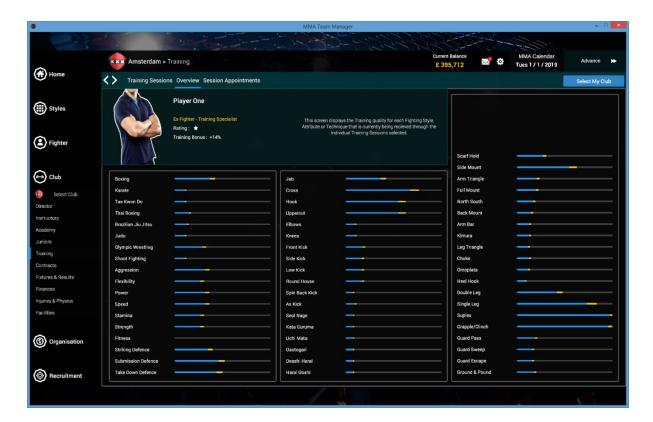
The Club->Juniors->Recruitment Drive screen allows you to have a recruitment drive once a month. During a recruitment drive, a selection of new fighters become available to sign on a junior contract. An ex-fighter manager type will recruit more potential fighters than a collar & tie manager type, and the amount of extra fighters increases with manager rating.

#### Club -> Training -> Training Sessions



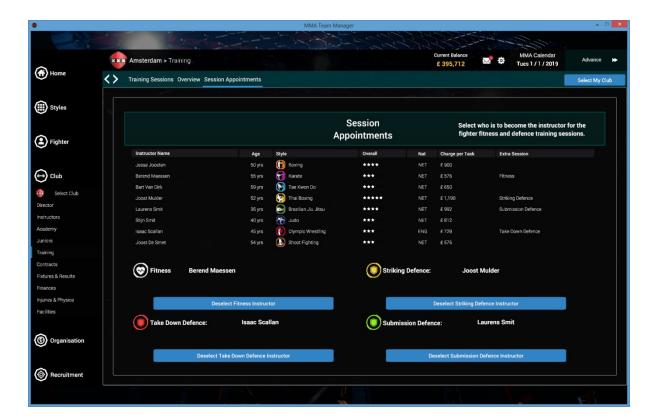
The Club->Training screen has drag & drop functionality. Complete the training rota by dragging the desired sessions into the rota slots, then lock it in place for 1 week. There are morning and afternoon sessions available for each day of the week. Fitness sessions, Striking Defence sessions, Take Down Defence sessions, and Submission Defence sessions are only available once session appointments have been made. You can also delegate this task to an instructor by clicking the button under 'Auto Rota' at the top.

## Club -> Training -> Overview



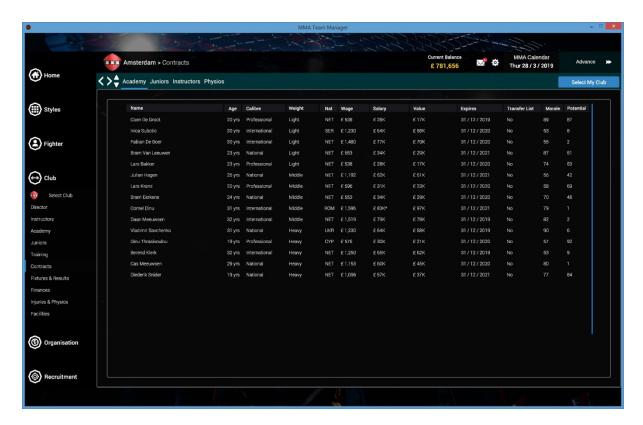
Here you can see what effects the current training rot a will have on the quality of training for each fighter's attributes. Altering the rota sessions will change the quality of training for each attribute. The yellow bars indicate the bonus received for being of the ex-fighter manager type.

## Club -> Training -> Session Appointments



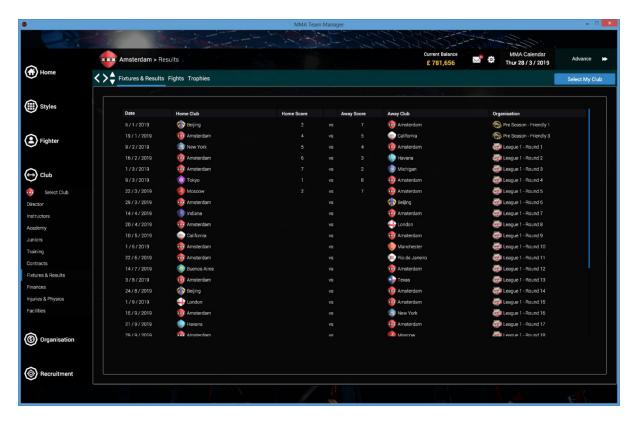
The Club->Training->Session Appointments screen allows you to choose which instructor will take Fitness sessions, Striking Defence sessions, Take Down Defence sessions, and Submission Defence sessions. Once you've chosen the instructor, you can allocate these sessions in the training rota screen.

#### Club -> Contracts



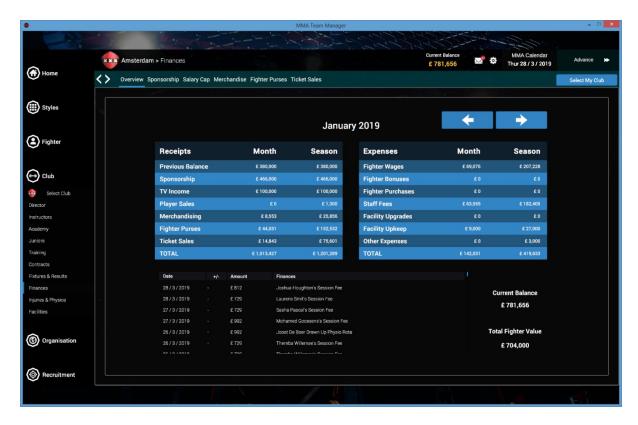
The Club->Contracts screen shows the contract details of all the fighters, instructors, and physios at the selected club. Here, contracts can be extended or terminated, and fighters placed and taken off the transfer list.

# Club -> Fixtures & Results



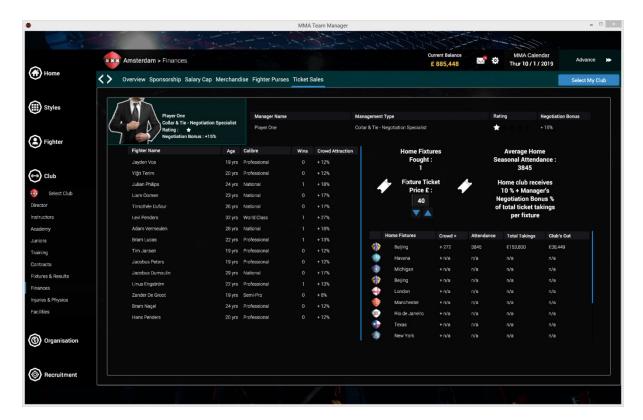
The Club->Fixtures & Results screen lists the fixtures and results for the current season.

#### Club -> Finances -> Overview



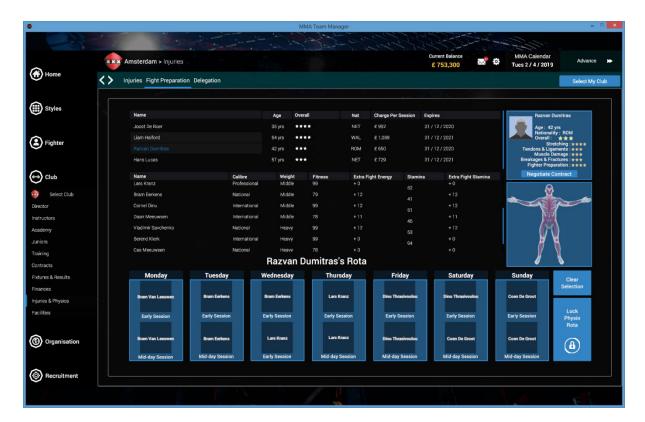
The Club->Finances screen shows a breakdown of the receipts and expenditure for each month of the season and also lists each financial event at the club.

#### Club -> Finances -> Ticket Sales



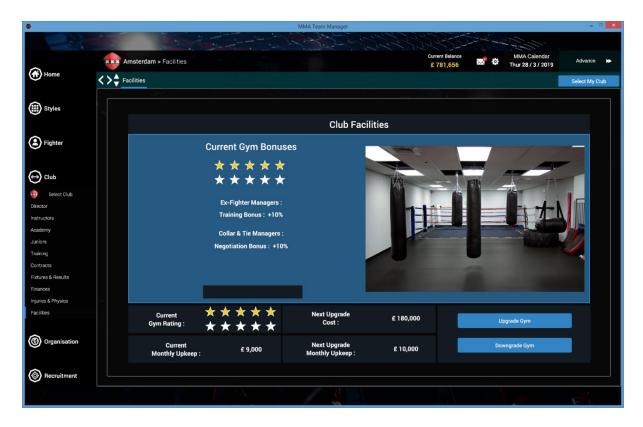
The Club->Finances->Ticket Sales screen shows ticket sales for each fixture. The quality and record of each fighter determines their Crowd Attraction %. The higher this value, the larger the crowds they will attract. In the table on the right, the **Crowd+** column is the total crowd attracted by the 18 fighters involved in the fight. The Club's Cut field shows how much money the home club received from the organisation for the fixture.

#### Club -> Injuries & Physios



The Club->Injuries & Physios screens allow you to allocate physios to injured fighters, and to also allocate physios to fighters for fight preparation. Each physio employed by the club has their own rota which can be filled with either injured fighters, in the Injuries screen, or any fighter in the Fight Preparation screen. Injured fighters will heal more quickly if they are allocated sessions in a physio's rota, and the higher the quality of the physio the better the quality of treatment. If fighters are allocated sessions on the Fight Preparation screen, after the session they will gain extra fight energy and extra fight stamina for a few days. If the fighter fights in these few days they will receive these bonuses to their starting energy and stamina.

#### Club -> Facilities



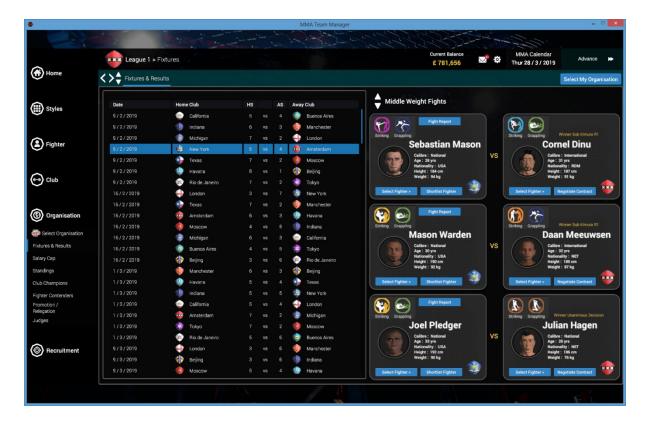
The Club->Facilities screen allows you to upgrade or downgrade your gym. Keep in mind that upgrades take 30 days to complete, and the monthly upkeep cost will increase as well as the initial outlay.

## **Organisation -> Select Organisation**



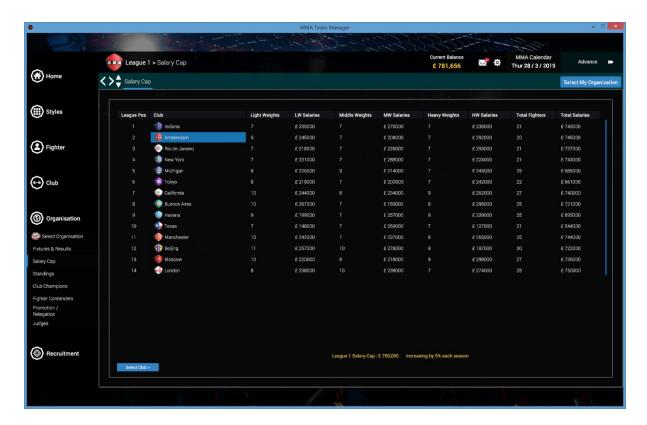
The screen selections under **Organisation** (seen on the left) will detail information about a specific organisation. That means these will be greyed-out and can't be clicked until you select an organisation. The Select Organisation screen allows you to search through all the organisations in the game and select the desired one. The screen selections on the left will then be enabled, allowing you to view your selected organisation's information.

## Organisation -> Fixtures & Results



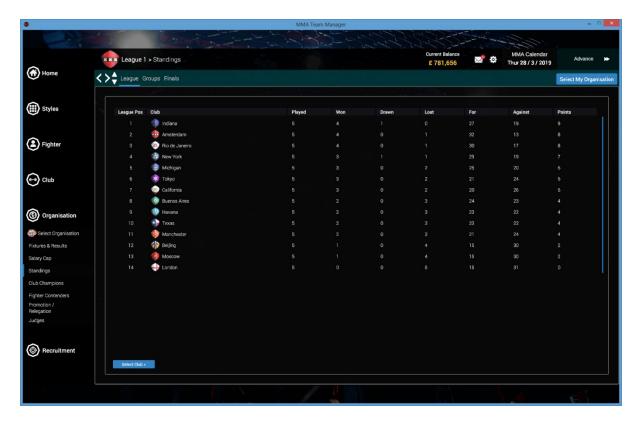
The Organisation->Fixtures & Results screen shows all the fixtures for the season for the selected organisation. If a fixture has been fought, details of the fights are displayed down the right when that fixture is highlighted.

## Organisation -> Salary Cap



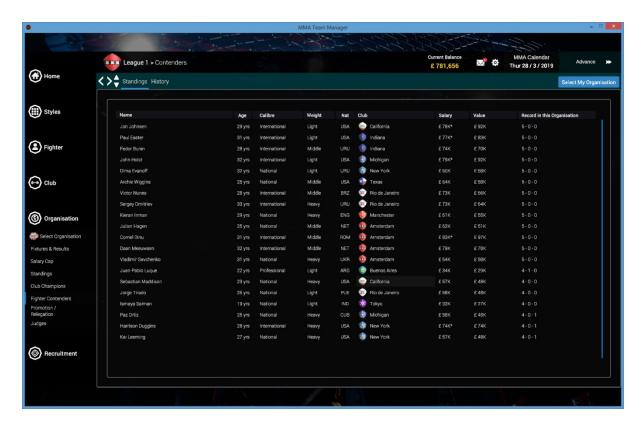
The Organisation->Salary Cap screen displays all the salary expenditures for the clubs in that organisation. Salary expenditure is capped, with the higher leagues having greater salary caps. If your club overspends on fighter salaries, beyond the salary cap, your club will be fined. The salary cap increases by 5% each season.

# Organisation -> Standings



The Organisation->Standings screen shows the league table for the league competitions, the group standings for the shield, and the finals for the shield and cup.

# Organisation -> Fighter Contenders



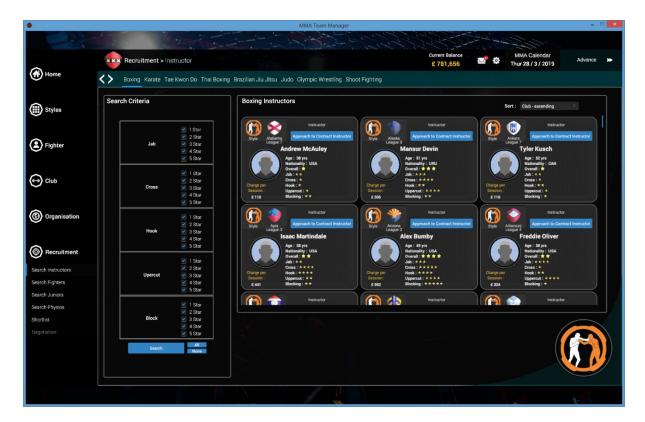
The Organisation->Fighter Contenders shows the top 20 fighters with the best record in the selected organisation for this season.

## Organisation -> Judges



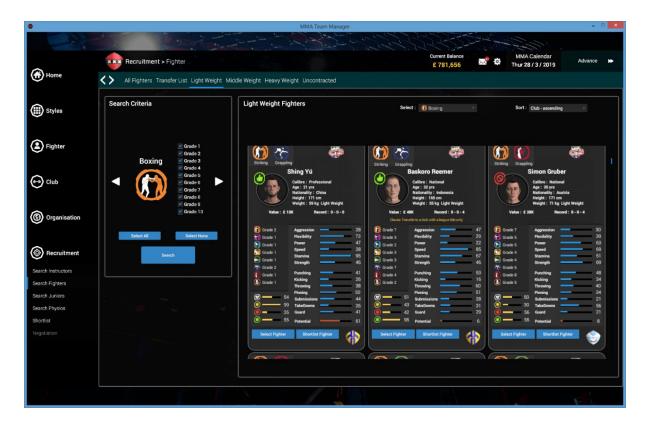
The Organisation->Judges screen displays all the judges who judge fights in the selected organisation. All judges have a bias towards certain facets of the fight and these are displayed on this screen. For example, a judge with a 5 star rating for takedowns will judge takedowns more highly than the other facets of the fight.

## **Recruitment -> Search Instructors**



The Recruitment->Search Instructors screens allows you to search through all the instructors in the game. There is a tab for each style of instructor, and tick boxes which act as filters for the search. There is also a sort feature to sort results after a search.

## Recruitment -> Search Fighters



The Recruitment->Search Fighters screen allows you to search through all the fighters in the game. Firstly, use the left/right arrows to select styles, selecting the grade tick-boxes to search for fighters with those specific grades. Finally, use the drop-down box near the top of the screen to select the style you want to see in the results. Only fighters who practice that style, and at the grades you selected, will be included in the search.

#### Recruitment -> Shortlist



On various screens in the game, there is the option to Shortlist a fighter. The Recruitment->Shortlist screen is where you'll then find them. Just use the tick-box search filters again to select the grades for the desired search through the short-listed fighters, then you'll be given the option to approach to contract them. This takes you to the negotiation screen.

#### Recruitment -> Negotiation



The Recruitment->Negotiation screens are where you sign new fighters and employ new instructors and physios. In any negotiation there is a leverage ratio. This is determined by the quality of your club and manager vs the quality of the fighter/instructor/physio. The leverage ratio determines how close to the asking salary and payment you will have to offer to persuade the fighter/instructor/physio to sign for your club. For example, if the leverage ratio was 50:50 you would have to offer a value half way between their current salary and their asking salary. At any time you can request a mediator assessment which costs £3000. This sets the offer parameters to close to what the fighter/instructor/physio will accept.