



Guidelines for new managers

Registration

- 1 Here you begin by selecting your manager name, a password, the desired language and the country server that your team is to be created on. Please mark how you found out about PerfectGoal in the field "origin".

There are also optional details that you can also fill out at a later date.

Important! Please only specify working e-mail addresses that you actually log onto to ensure that your account can be activated.

After the form has been sent, you will receive an e-mail within a few seconds. To activate your account, please click the link contained within the e-mail.

Creating your team

- 2 You can now create your team. Of course, the first things your team needs are a name, a kit and a logo. Please note that the names of real football clubs, stadia and players are not permitted for licensing reasons and are thus blacklisted.

Next you should give the players names, a face and a position. If you define the line-up for your teams manually for each match, specifying the position is only used to portray your team. If, however, you are not present for a match, the system will be able to select suitable players for each position.

Now you'll notice that the strengths of the players are relatively evenly spread. This means that you'll almost certainly need to adapt the training of each player to match their given position later on. There you can also modify the training to move strengths from one area to another. More on this under point 5.

- 3 Now the stadium needs to be given a name and you can set the initial admission prices - after all, a new club needs cash - in this case "Jetons". By the way, your basic stadium is already equipped with 10,000 places for standing spectators. Now we're ready to kick off!


Your brand new manager's office is ready

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You should begin by getting to know the interface and controls.

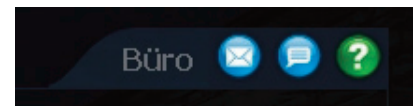
There are four of these overview pages that allow practically all of the game's locations to be reached: **management**, **matches**, **upgrade** and **squad**.

Each of these overview pages contain areas that open up their own pages. To have all of these areas shown in one go, simply move the mouse over the light bulb at the bottom left.

If you would rather use a more classic-style menu, simply click on the ball at the top left. 

At the top right next to your team's logo you will see the three account balances. You can find all the information you need on this and more in the **game instructions**, represented by the green question mark, or at the bottom right in the PerfectGoal wiki.

The blue letter symbol brings you to the **message centre** and flashes whenever new messages are received.



The blue speech bubble opens the so-called **shoutbox**, a practical chat window that you can move around your screen and use to chat with other managers.

The first training session

To ensure that your team doesn't waste any team and begins building up its strength the following day, you should start by setting the training for your players.

The **coach** plays a critical role in the development of the players. You'll quickly discover here that a coach will never be particularly good in all areas - as is the case in real life. So sooner or later you will have to employ several coaches to strengthen your entire squad.

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You can obtain an overview of your team via Squad / Team. Here you can click on any player's name to open his profile and modify it. You can use the button "Training" to open the training programme.

Players and coaches receive between 0 and around 30 additional **strength** points each day. Distribute these points to match their intended positions on the pitch.

If you activate "**training changes**", 100 points will be moved from area to the other each day until you deactivate the function.

Warning: If your coach is, for example, only trained to teach attack, he won't be able to teach your players anything about defence. If you only have one coach, he should be able to offer strength in several areas if possible.

When and where against whom?

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All players ready? Then let's have a look when the next matches are. Click on Matches / **Match schedule** and you'll see when the next match is today or tomorrow, where it's due to take place, who your opponent is and the **weather** forecast. That's right, the weather plays a role in the game!

The line-up

The use of proper **tactics** is probably the most discussed topic of any club. You can define the tactics in fine detail here and even adjust or correct them during the match.

7 You can reach the central control panel of the coach via squad / line-up. You begin by setting the **drive** (from jovial to brutal), the **bias** (from very defensive to very offensive) and the **clothing** suitable for the weather forecast.

You can then select a rough line-up on the pitch to the left next to the board. You can also move players individually onto the pitch or replace them with someone from the subs bench.

You can also save line-ups for later use (up to six combinations).

You will find out about and use all of the other options and information available bit by bit, but let's look at the stadium first, because it needs a bit of sprucing up, doesn't it?

The stadium

There are three areas to take into consideration here:

1. Interior expansion

Grandstands, places, floodlights, display boards, coach bench and much more

2. The surrounding facilities

Car parks, railway stations, hotels, fan shops, advance sale shops and more

3. Personnel

Building workers, cleaning staff, team doctor and even cheerleaders...

8 Let's get to work. But wait a moment, don't you need workers first? You can, by the way, shorten the time it takes for workers to arrive just like any upgrade process by using **Times** - or you can use the time to take a closer look at all of the possibilities.

You can find out all about Times and what else they can be used for by clicking on the clock at the top left.



9 Once the workers have arrived, look for an image in the top bar of the three expansion pages illuminated with a spot. In this case the **coach bench** 1. Then you need to create a few **seats** - at least 2,000.

Now it's the turn of the **display board** and **floodlights**, which can be built at the same time. Then you can build the first **car parks**.

Before you can buy a **tourbus**, a total of at least 15,000 seats and standing places must be available in the stadium.

Then we take care of the first **railway station**, a **hotel**, a **advance ticket sale shop** and a **fan shop**. Then come the first **cheerleaders** (who, by the way, don't need to be paid), then a **takeaway**, **advertising boards** and **mobile food vendors**.

That's it for the first round of construction, and now you have a few additional sources of revenue.

This is how it continues. Your stadium grows, becomes more attractive and generates ever more revenue. Now it's worth setting up a first friendly match.

Friendlies

I O Open the match schedule again and select a date and match time that has not yet been filled.

There you simply click on the blue letter symbol and open the invitation window. Here you select the league and up to five teams that you would like to send an invitation to. As soon as someone accepts the game you propose, it will be written into your match schedule.

More luxury?

You also have a free seven-day **Manager Licence** when you start to give you plenty of time to about all the functions and details in the game with one exception: you can't buy players offered by other users from the transfer market - for seven days only system generated players are available. Your licence will then be converted automatically to a basic licence.

Clicking the licence symbol at the top left shows you the advantages that the Manager Licence offers in comparison to the basic licence and how to obtain one.



We wish you the best of success and luck in playing PerfectGoal!

The PerfectGoal Team