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Minimum System Requirements

Windows

OS: Windows 7, 8, 10. 64-bit or 32-bit

Processor: i5-4200U 1.6GHz+

Memory: 2GB RAM

Graphics: Intel HD 4000+

DirectX: Version 10

Storage: 2GB available space

These are the minimum system requirements to play with the 3D Fight Engine. Slower machines may be able to play the game by Simulating matches rather than watching them.

MAC OSX

OS: Mac OSX 10.11 or later

Processor: i5-4200U 1.6GHz+

Memory: 2GB RAM

Graphics: Intel HD 4000+

Storage: 2GB available space

Support

Website: www.alternativesoftware.com

Email: customersupport@alternativesoftware.com

NOTE: E-mail is for technical issues only.

Please note that online support is available in English only.

Mail:

Alternative Software Customer Support

PO Box 109

Castleford

WF10 4TA

Contact a customer support representative on:

Phone: +44(0)1977 555 222

Fax: +44(0)1977 555 111

Between the hours of 10:00am and 4:00pm UK time

Monday - Friday except holidays.

Troubleshooting

Video or Video Card Issues

MMA Team Manager requires that your video card support running in 1024x600 screen resolution and 24-bit or above colour depth.

Also, it is a good idea to make sure you have the latest drivers for all of your hardware, including your video card. These drivers can usually be found on the manufacturer's website.

Errors occurring during use

User Account Control or running the program on a limited user account can cause problems.

If you see an error box appear whilst using the program, right click on the program shortcut and select Run as administrator or alternatively turn off User Account Control.

Errors during installation

If you have errors running the installation, try the following steps:

Verify Game Files in Steam by right-clicking the game in your library, clicking Properties, then under the Local Files tab, click **Verify Integrity of Game Files**.

Disable your anti-virus software and try again. Some anti-virus software has a sandbox type of feature which may wrongly exclude the program from running correctly.

Sound Cards

Some audio drivers may disable the audio device if no speakers or headphones are plugged into the front socket of your computer. Please refer to the manufacturer's instructions on how to setup your drivers for the correct configuration.

Steam API Error

You may see this message when you first try to run the game through Steam.

Fatal Error. Steam must be running to play this game (SteamAPI_init() failed)

Should this occur, please exit and restart steam. You should then be able to play.

Configuration

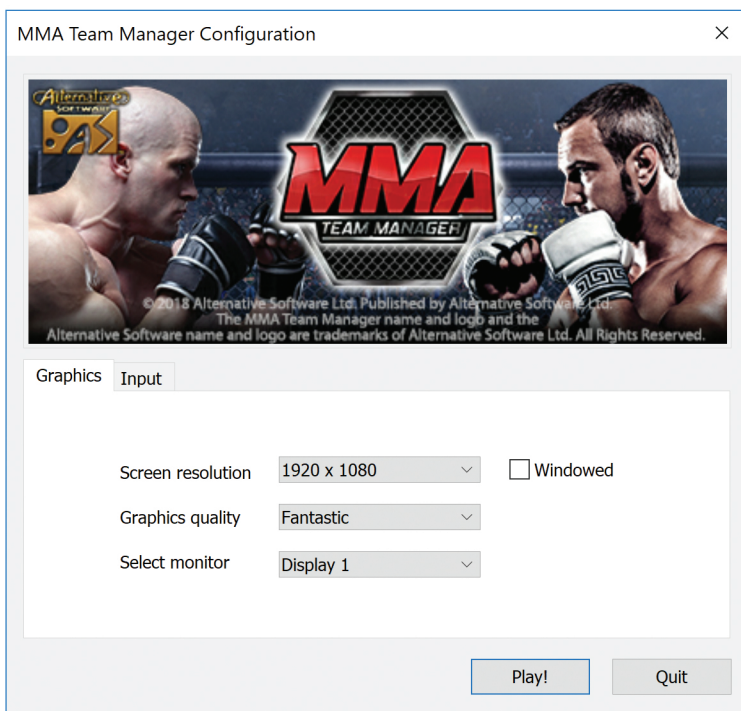
Select the desired Screen resolution. All resolutions available to your graphics card are listed. It is recommended the game is played at 1024 x 600 or higher. Screen resolution can be further changed in game in the Options screen.

Select the appropriate Graphics quality. Begin with the highest quality - Fantastic and reduce if the game runs slowly on a particular system. Graphics quality cannot be changed further in game.

3D Detail level, which is a separate setting, is only available to change in-game.

Select the appropriate monitor. This is only needed if there is more than one monitor set up on a system. A different monitor cannot be selected in-game.

The Input tab is redundant and is not used in MMA Team Manager.



Editor

The Editor allows for changes to elements of the game, including competition, club, manager and fighter names, and fighter attributes.

Swapping a fighter to a different club

Navigate to the Academy tab, and highlight the fighter to be swapped.



Then press the Remove Fighter to Fighter Slot button. The fighter will be removed from this club and added into the Fighter Slot in the banner at the bottom of the screen.



Editor

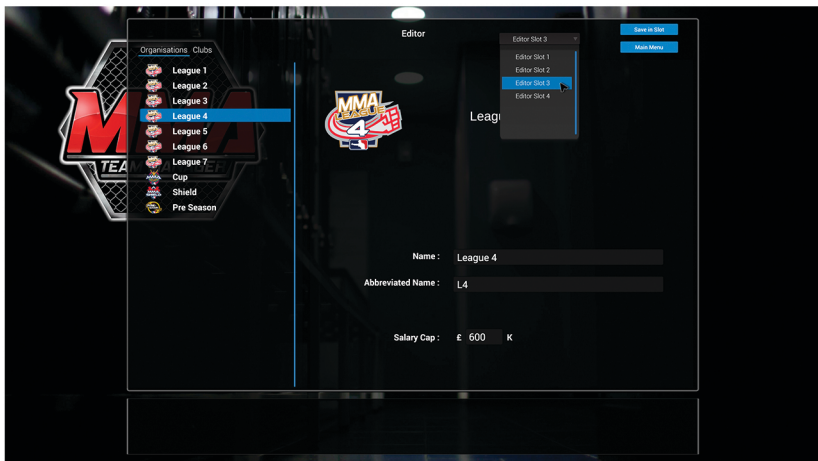
Now navigate to the club the fighter is to be added to, and press one of the 'Add to' buttons in the banner, depending on which squad you want to add the fighter to. Only fighters under the age of 19 can be added to the juniors. Also, if Delete Fighter is pressed, the fighter in the slot is deleted from this edited game. Only loading the Default MMA Team Manager database, in a separate edited game, will restore a deleted fighter.

The fighter has now been added to the selected club, as seen below.

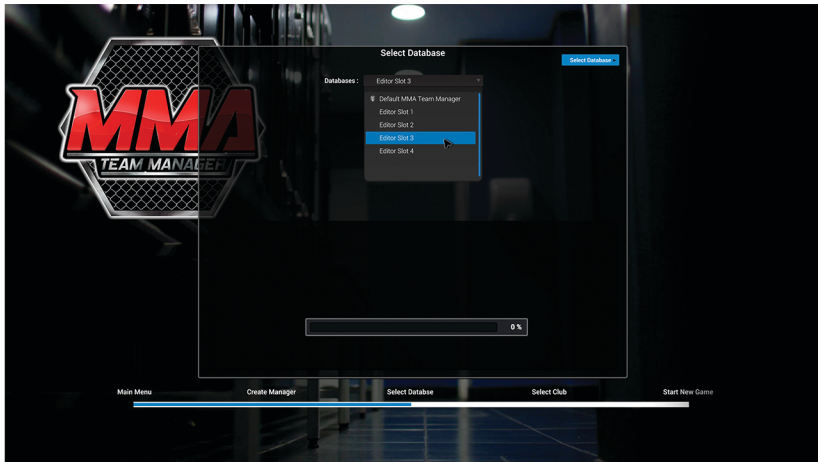


Saving an edited game into an Editor Slot

Once all the desired edits have been made to a game, the changes can be saved into an Editor Slot. There are 4 Editor Slots to be utilised. To save, select the desired Editor Slot in the drop down menu, then press the Save in Slot button.

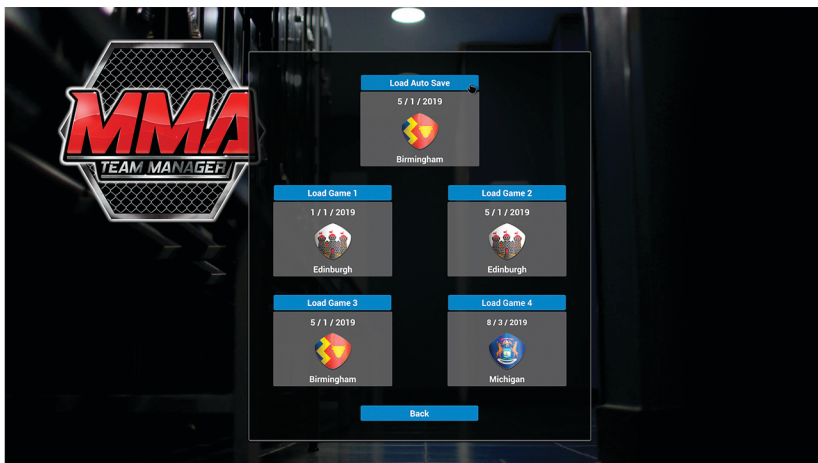


Games saved in an Editor Slot can be loaded back into the editor for further changes, or selected as the starting database as part of a new game. Editor saved games always define the starting point of a game, games mid way through cannot be edited.



Saving and Loading Games

Games can be saved and loaded at any time except for when a fixture is being fought. There are 4 save game slots and an auto save slot.



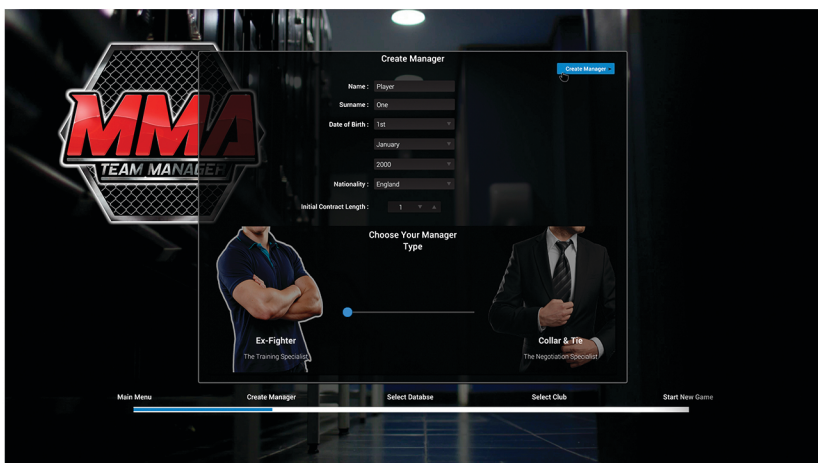
Auto save will save all games just prior to a fixture, into the Auto Save Slot, and they can be loaded like any other saved game.

Starting a New Game

When a New Game is selected there are a number of steps that need to be taken, and decisions to make, before the game can commence. These steps are shown on the timeline at the bottom of the screen. To go back to a previous screen, just click the relevant area on the timeline.

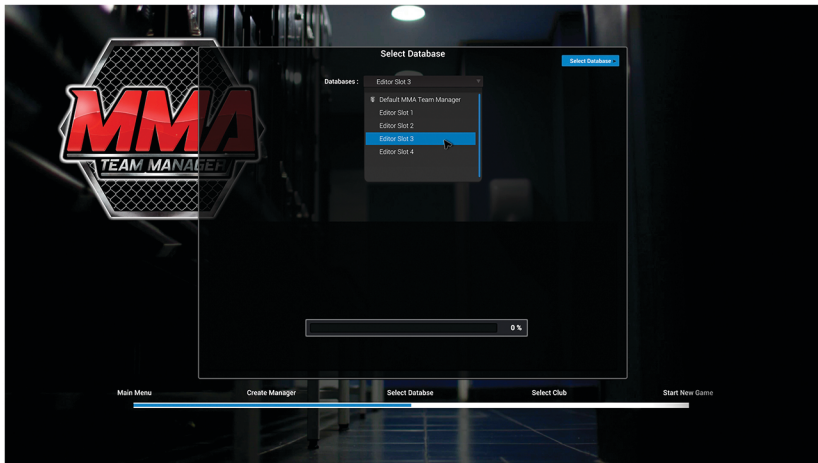


Here you create what will be your avatar in the game world. When selecting your age, remember you will retire at 65 and it will be game over. Depending on the type of manager you choose to be, you will receive bonuses in different areas of the game, centring around either fighter training or negotiation.



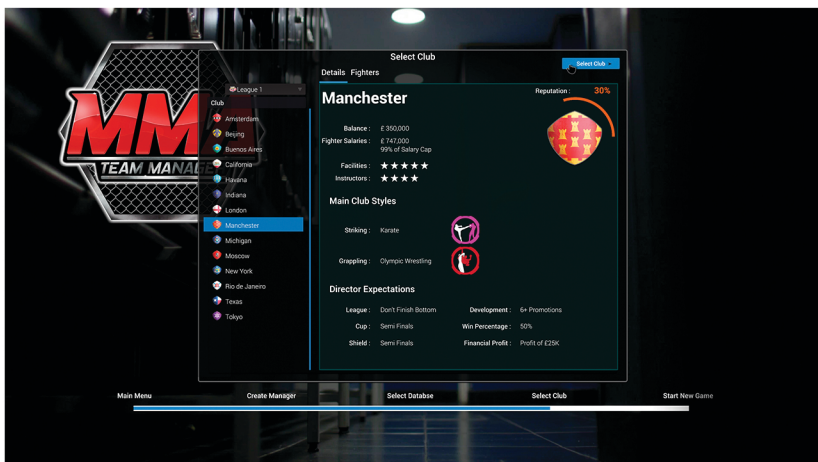
Select Database

Next you have the opportunity to load in any Editor Database you have created. This will be the starting point of the new game. If no Editor Databases have been created, the Default MMA Team Manager database will be used.



Select Club

Use the drop down menus and list on the left to highlight a club. There are 2 tabs each with a different part of information about the club. Once the desired club has been highlighted, press the Select Club button to confirm selection. Job offers in game make it possible to switch clubs, so you are not tied to this choice for the whole of your career.



Navigating Menus & Getting Started

A - Navigate screens forward & back
C - Sub screen selection

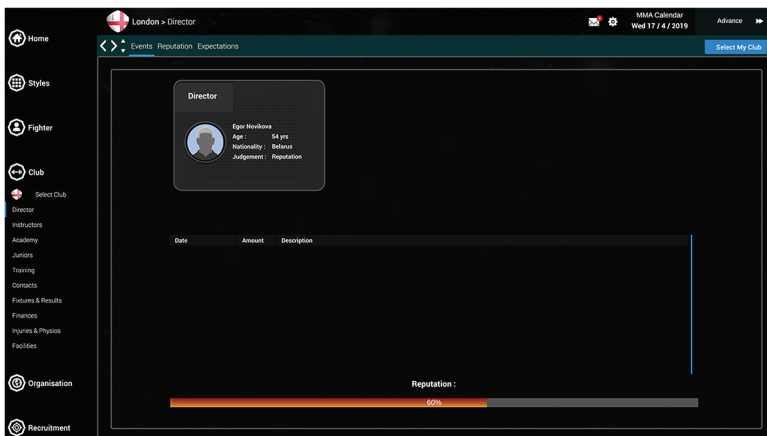
B - Main screen selection
D - Main area

The buttons labelled B navigate you to a certain section, in which there are sub sections which can be navigated to with buttons labelled C.



Director

Every club has a director. Each director judges the club's reputation, which is affected by different results and actions by the club manager. If the Director's reputation judgement falls to 0%, you will be given a vote of no confidence and you will be sacked. If you are sacked, assess your options and take a new job offer at another club. The game continues until you retire at 65 years.



If a manager fulfils all the Chairman's expectations in one season, their rating will increase by 1 star. This will increase their training effects and also their negotiating power.

Fighting Styles

Striking Styles

- Boxing
- Karate
- Tae Kwon Do
- Thai Boxing

Grappling Styles

- Brazilian Jiu Jitsu
- Judo
- Olympic Wrestling
- Shoot Fighting

N.B. If Shoot Fighting is selected, both the striking style and the grappling style will be set to Shoot Fighting. It is an all-round style.

Styles > Shoot Fighting

Description

- Blend of striking & grappling
- Medium to short range shooting
- Quite aggressive approach
- Grapple to attain the position
- Ground & pound finish
- Well rounded style

Grades

Specialists

Club	Style	Top Fighter with this Style	Grade	Calibre	Value	Record
Alabama	Shoot Fighting	Benjamin Chard	Grade 5	Semi-Pro	£ 4K	0-0-0
Alaska	Shoot Fighting	Alfie Smet	Grade 3	Semi-Pro	£ 8K	0-0-0
Amsterdam	Shoot Fighting	Bened De Vries	Grade 8	National	£ 48K	0-0-0
Ankara	Shoot Fighting	Edward Wharmough	Grade 3	Semi-Pro	£ 4K	0-0-0
Iowa	Shoot Fighting	Daniel Munoz	Grade 3	Semi-Pro	£ 6K	0-0-0
Liverpool	Shoot Fighting	Aaron Turn	Grade 3	Amateur	£ 1K	0-0-0
Manchester	Shoot Fighting	Alex Shambay	Grade 3	Local	£ 1K	0-0-0
Massachusetts	Shoot Fighting	Alexandre Medina	Grade 3	Amateur	£ 1K	0-0-0
Mexico City	Shoot Fighting	Alexandre Mishalov	Grade 3	Semi-Pro	£ 12K	0-0-0
New Hampshire	Shoot Fighting	Alfie Tigger	Grade 3	Amateur	£ 1K	0-0-0
New Mexico	Shoot Fighting	David Lark	Grade 3	Semi-Pro	£ 5K	0-0-0
North Carolina	Shoot Fighting	Alfie Tigger	Grade 5	Professional	£ 19K	0-0-0
Ohio	Shoot Fighting	Craig Postlewaite	Grade 3	Amateur	£ 8K	0-0-0
Texas	Shoot Fighting	Aldi Berge	Grade 3	Semi-Pro	£ 5K	0-0-0
Utah	Shoot Fighting	Agustin Paduerna	Grade 3	Semi-Pro	£ 5K	0-0-0
Vermont	Shoot Fighting	Andrew Sample	Grade 3	Amateur	£ 2K	0-0-0

Sponsorship

The club's main annual income is from their sponsor. When the time comes to enter into a sponsorship deal, a choice must be made from the offers on the table. However, sponsorship is not only about finance, each offer comes with a varying reputation boost for when the seasonal advertising campaign is launched.

Moscow > Finances

Sponsorship

Proposed Sponsorship Deal

Company Name : Fighting Sports Media
 Sponsorship Duration : 3 yrs from 1/2019 to 1/2022
 Sponsorship Amount : £ 468,000 per yr totaling £ 1,404,000
 Advertising Campaign : +3 Reputation Boost

Current Sponsorship Deal

Company Name :
 Sponsorship Duration :
 Sponsorship Amount :
 Advertising Campaign :

Accept This Deal

Recruiting Fighters

A fighter must be shortlisted before any approach to buy can be made. To begin recruiting fighters, under Recruitment click 'Search Fighters', and click on the desired Weight Class tab in the following screen, using the Search Criteria checkboxes on the left to search for specific Grades in each Style.

The left and right arrows next to the Style icon allow you to scroll through the different styles.

Once you find a fighter you wish to recruit, click Shortlist Fighter.

The screenshot shows the 'Recruitment > Fighter' interface. On the left is a sidebar with navigation options: Home, Styles, Fighter, Club, Organisation, Recruitment, Search Instructors, Search Fighters, Search Juniors, Search Physios, Shortlist, and Negotiation. The 'Recruitment' section is active, showing 'Search Criteria' for 'Boxing' with checkboxes for Grades 1 through 10. The main area displays 'Middle Weight Fighters' with a search filter set to 'Boxing' and a sort order of 'Club - ascending'. Three fighter cards are visible: Edward Costello (Calicut: National, Age: 31 yrs, Nationality: USA, Height: 181 cm, Weight: 83 kg, Middle Weight, Value: £ 39k, Record: 0 - 0 - 0), Manuel Vargas (Calicut: Sans Pro, Age: 31 yrs, Nationality: Mexico, Height: 182 cm, Weight: 82 kg, Middle Weight, Value: £ 6k, Record: 0 - 0 - 0), and Theo Niblock (Calicut: National, Age: 28 yrs, Nationality: USA, Height: 185 cm, Weight: 79 kg, Middle Weight, Value: £ 51k, Record: 0 - 0 - 0). Each card includes a 'Select Fighter' button and a 'Shortlist Fighter' button.

From the Shortlist screen pictured below you can approach a fighter to buy him. To begin negotiation, navigate to the Shortlist page under Recruitment. Here, you can approach a fighter to buy by clicking 'Approach to Contract'.

The screenshot shows the 'Recruitment > Shortlist' interface. The sidebar is the same as the previous screen. The main area displays 'Shortlisted Fighters' with a search filter set to 'Boxing' and a sort order of 'Club - ascending'. Three fighter cards are visible: Pete Fenna (Calicut: Professional, Age: 32 yrs, Nationality: USA, Height: 170 cm, Weight: 61 kg, Light, Value: £ 17k, Record: 0 - 0 - 0), Theo Niblock (Calicut: National, Age: 28 yrs, Nationality: USA, Height: 185 cm, Weight: 79 kg, Middle, Value: £ 51k, Record: 0 - 0 - 0), and JP Stiglingh (Calicut: International, Age: 33 yrs, Nationality: South Africa, Height: 192 cm, Weight: 88 kg, Middle, Value: £ 87k, Record: 0 - 0 - 0). Each card includes a 'Select Fighter' button and an 'Approach to Contract' button.

You then enter the Negotiation screen.

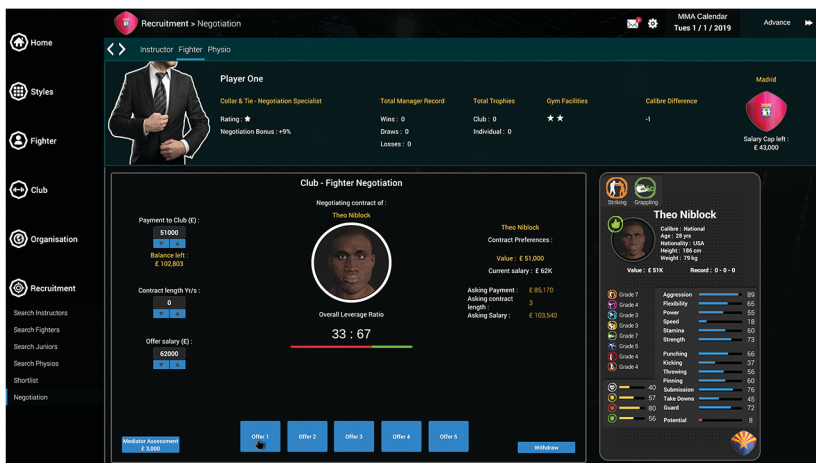
Negotiation

Negotiation

There are 2 types of negotiation:

- Club to Fighter
- Club to Staff

Both calculate an overall leverage ratio, with the contributing factors listed down each side. The overall leverage ratio determines how much, or how little of their asking price they are likely to accept before agreeing a deal. A Collar & Tie style manager will have more influence in the ratio calculation than an Ex-Fighter manager of the same rating.



Once the details have been agreed in the Negotiation screen, the fighter will join your club. For fighters who are out of contract, it is not necessary to pay a price to their club for them.

Calibre range:

Elite
World Class
International
National
Professional
Semi-Pro
Amateur
Local

As attribute values range from 0 to 99 and there are many per fighter, the calibre range can be used as an instant guide to the level a fighter is currently at.

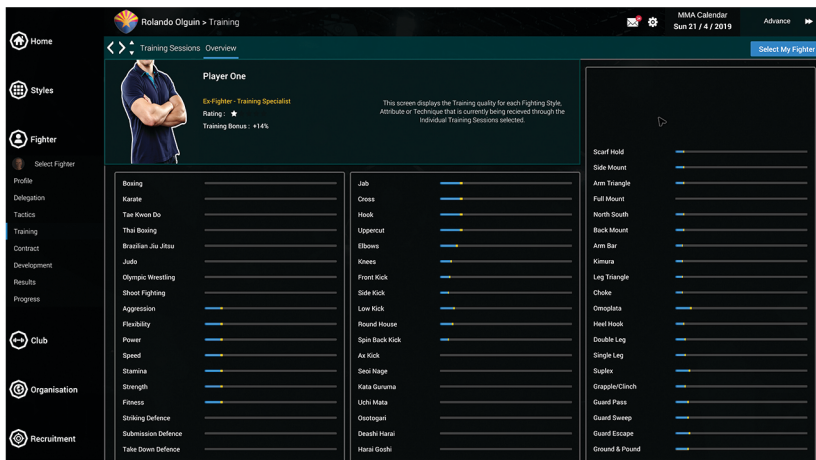
Training Rota

At the start of the game, then onwards fortnightly, the team training rota must be completed and locked in. Drag and drop the required training session into the training rota. Session Appointments must be made before Fitness, Striking Defence, Take Down Defence and Submission Defence sessions can be selected.



The head instructor can be delegated to fill out the training rota when necessary. Click the blue Instructor Delegation button under 'Auto Rota' to access the delegation screen.

For any given combination of training sessions on the training rota, the overall effect on fighter's attributes can be seen on the Training Overview screen.



Physiotherapy Rota

At the start of the game, then onwards fortnightly, the physio rota must be completed and locked in. Select the relevant physio and fighter, then select the rota slot to assign the physio. Physios can also be assigned for fight preparation, giving the fighter extra fight energy and extra fight stamina for an up and coming fight.

The screenshot shows the MMA Manager interface for New Mexico > Injuries. The top navigation bar includes Home, Styles, Fighter, Club, and Organisation. The Club section is active, showing the Director, Instructors, Academy, Juniors, Training, Contacts, Fixtures & Results, Finances, Injuries & Physios, Facilities, and Recruitment. The Injuries & Physios section is selected, showing the Physiotherapy Rota for Logan Housley.

Physiotherapy Rota for Logan Housley

Name	Age	Overall	Nat	Charge Per Session	Expires
Sam Kneller	35 yrs	★★	USA	£ 324	31 / 12 / 2021
Logan Housley	54 yrs	★★	USA	£ 324	31 / 12 / 2021
Scott Foster	51 yrs	★★	USA	£ 441	31 / 12 / 2021
Shane Finney	37 yrs	★★	USA	£ 380	31 / 12 / 2020

Logan Housley's Rota

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Even Howard	Basilio Cruz	Chris Widdling	Chris Widdling	Theo Fenslin	Kath Hess	Kath Hess
Early Session	Early Session	Early Session	Early Session	Early Session	Early Session	Early Session
Basilio Cruz	Basilio Cruz	Chris Widdling	Theo Fenslin	Theo Fenslin	Kath Hess	Leo Conerton
Mid-day Session	Mid-day Session	Early Session	Mid-day Session	Mid-day Session	Mid-day Session	Mid-day Session

Buttons: Clear Selection, Lock Physio Rota

The head physio can be delegated to fill out the physio rota when necessary. Click the Delegation button near the top left to access the delegation screen.

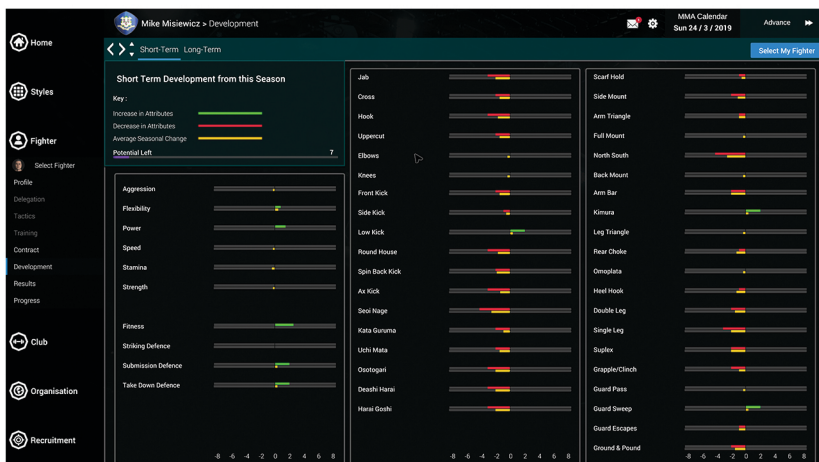
Fighter Progression

Through training and game time, fighter's attributes increase, or decrease through injury. The average gain or loss is carried through to the next season as a long term change. This in turn, drives the calibre changes as the fighter progresses. All fighter attribute increases are proportional to their Potential Left, so a younger fighter with lots of potential will see greater improvements for the same training, than an older fighter with little potential. Once a fighter reaches around 30 years old, their attributes will begin to fall away.

A young fighter with lots of Potential Left:



An older fighter approaching retirement:



Icons - Quick Reference



- Fitness



- Striking Defence



- Takedown Defence



- Submission Defence



- Injured



- Banned



- Available to Fight



- Boxing



- Karate



- Tae Kwon Do



- Thai Boxing



- Brazilian Jiu-Jitsu



- Judo



- Olympic Wrestling



- Shoot Fighting