

MMA Team Manager

Welcome to the MMA Team Manager Quick Start Guide. Details of the introductory screens are included here, to get your management career started at your chosen club.



The objective of MMA Team Manager is to have a long and successful career, spanning many seasons, and if desired, many clubs. If you fall out of favour with the Director at your current club, accept a new job offer and continue your management career. Your retirement at the age of 65 years is the only event which spells game over.

Fill out the details and initial contract length. Remember when choosing your age, you will retire at 65 years. There are 2 types of manager to choose from:

- Ex-Fighter Manager receives positive bonuses on the team training screen.
- **Collar & Tie Manager** receives positive bonuses on the staff & player negotiation screens.



Next, select the Database you wish to use for your new game. Unless you've been using the Editor, you'll normally want to stick with the **Default MMA Team Manager** database, so ensure this is selected before clicking **Select Database**.



On the next screen, use the drop down list on the top left of the screen to select the league, then use the Club list below to choose any club from that league. Use the tabs to switch view between Details & Fighters.

Different clubs having higher expectations from their Director, with stronger clubs having higher expectations. Once the desired club has been chosen.

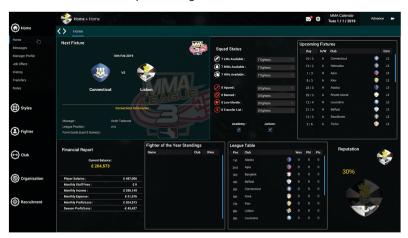
Different clubs have varying expectations from their Director, with stronger clubs having higher expectations. Once the desired club has been chosen, press the Select Club button to confirm your club selection.

To go back to a previous screen, click the relevant area on the timeline at the bottom.

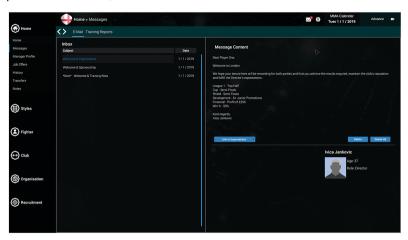


The user interface design, which runs through the whole game, includes a Section Menu, which sits vertically down the left of the screen, and a Screen Menu which sits horizontally across the top of the screen.

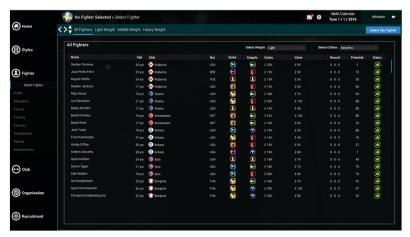
The Home screen displays important information about finances, league position, upcoming fixtures, squad status and club reputation. You are redirected back here after processing has finished.



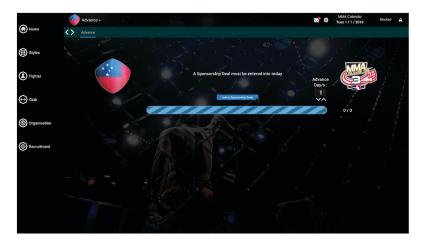
The Email Messages screen shows your email inbox. By left clicking the email title, the contents will be displayed along with the details of the sender. The buttons underneath the contents will either show the actions available in response to the email, or a link to the relevant section and screen.



The Fighter, Club and Organisation screens require that a fighter, club or organisation respectively is selected for the options in the left menu to be available.



The Advance screen is where the game does all of its processing of both results and club activity. If there is an outstanding issue that requires your attention, the Advance button becomes blocked and a link to the relevant section and screen for the issue becomes activated. Also the number of days processed at any one time can be altered on this screen.



Early in the game you'll be required to choose a sponsorship deal for the club. Company options are listed on the left, with each option having a varying amount and reputation boost. The reputation boost is the amount your club's reputation backing will increase if you carry out the advertising campaign which is available once a season.

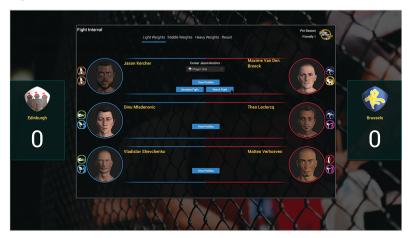


At the start of the game, then onwards fortnightly, the team training rota must be completed and locked in. Drag and drop the required training session into the training rota. Session Appointments must be made before Fitness, Striking Defence, Take Down Defence and Submission Defence sessions can be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

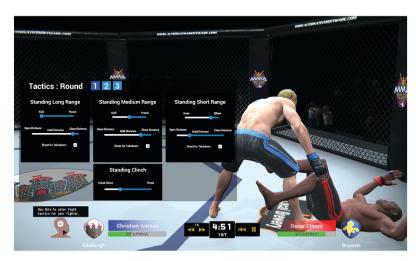


Fights can either be watched in full or simulated.

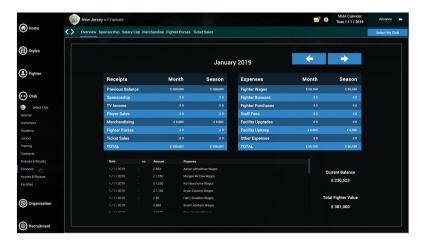
Click 'Simulate Fight' for an instant result, or click 'Watch Fight' to enter a 3D fight.



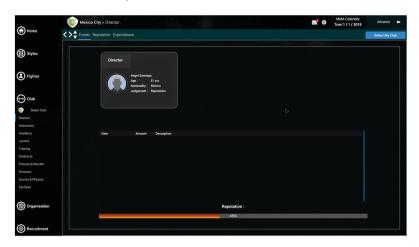
3D fights allow you to support your fighter by changing tactics on the fly. Click the icon on the bottom left of the screen to open the tactics window.



If your bank balance goes overdrawn, you will send the club into financial administration and you will be sacked.



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.

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

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SLIPPORT

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NOTE: E-mail is for technical issues only.

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

Monday - Friday except holidays.

Registering and Activating the game 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 the product code from the back of the paper Quickstart Guide when asked.



 SYSTEM REQUIREMENTS
 PROCESSOR
 GRAPHICS
 MEMORY

 Windows 7/8/10 64-bit or 32-bit
 i5-4200U 1.6GHz+
 Intel HD 4000+
 2 GB RAM 2 GB Disk Space

 Mac OS X 10.11+
 i5-4200U 1.6GHz+
 Intel HD 4000+
 2 GB RAM 2 GB Disk Space

NOTE: Slower systems may be able to run the game without 3D Fights.