

\*\*\*\*\*Updated Game changes in effect from turn 1\*\*\*\*\*

The following changes require the games to be run on a new programme and so cannot be added to an existing game until the end of each season.

**\*Therefore these changes can only come into effect on turn 1\***

### **Updated Match Engine and Commentary.**

A huge amount of our time has been spent updating the Match Engine and commentary production. The result will provide more accurate and detailed match reports, that will help highlight tactical advantages or disadvantages and produce over 100 times the amount of existing commentary!

### **Special Abilities.**

The following ten Special Abilities are now available for some players profiles. For existing games we will allocate an even number for every team, we have devised a system that will do this as fairly as possible. New games will differ and the allocation will depend largely on the players themselves.

<b>Free Kick (Fks)</b>	Free kick specialists will have an increased chance of scoring from set pieces.
<b>Height (Hei)</b>	Very tall players that can be the cause of lots of problems in the opposing penalty area, as well as being useful in defence.
<b>Leadership (Lea)</b>	True leaders who can inspire and galvanise their team mates are rare.
<b>Goalscoring Instinct (Gsi)</b>	The ability to be in the right place at the right time in and around the penalty area.
<b>Composure (Com)</b>	Players that seem to have more time on the ball than others and can use this to influence the pattern of play.
<b>Determination (Det)</b>	The type of player that will never give up for their team.
<b>Long Throws (Lts)</b>	Very few have the ability to make a throw in as useful as a corner!
<b>Flair (Fla)</b>	Crowd pleasers who like to try tricks and do the unexpected.
<b>Gamesmanship (Gam)</b>	Players who do whatever they can to get an advantage, whether its pulling an opponents shirt or simulating a dive. They can give their team an edge, if they don't get caught!
<b>Versatility (Def) (Mid) (Att)</b>	Some players are equally at home in two positions, so a player with this ability will be able to perform in those areas with no penalties. For example if you have a defender with <b>Mid</b> you will be able to select him in a midfield position. When you do this he will then appear as a Midfielder in your squad list with <b>Def</b> by his name.

### **Buying from Computer controlled teams.**

On turn 26 only you will be able to buy a player from an unmanaged team. Please note they will only sell one player and will only accept the best deal on offer for their club.