

Universal Soccer Manager 2 (version 1.0.2)

<http://www.usm2.com>

What's New in 1.0.2

- fixed a bug that prevented the players contract to work correctly after some seasons
- fixed a bug in the match that sometime prevented making substitutions in the final part of a match
- fixed a bug that was not resetting the league stats for teams (was keeping old season ones) after the 6th season of game

What's New in 1.0.1

- fixed a rare minor bug that was freezing game at end of season if you won the league

What's New in 1.0

- the initial game release! Use the in-game update feature to get notified when a new version is available, and if you have any suggestions, visit our forums at: <http://www.winterwolves.net>

How to play

If you played soccer management games before, you'll find the game quite simple to understand. In case is your first attempt at such games, remember that you can get more information on every screen of the game simply reading the tooltips help that are present for almost every button or important zone on each screen!

Quick Tips

- By default, you can't manage the most prestigious teams. If you want you can change this in the Game Options screen
- If you play with interactive match, and see the CPU scoring more often, before complaining check also which team are you facing. If you play versus very strong teams is very likely that they'll score on every chance they have, while if you play with poor players you are more likely to miss good opportunities
- To solve the problem above, we recommend that you start immediately to buy fresh skilled player in key roles as Goalkeeper and Strikers! Use the "Player Search" menu to find new talents.
- The game comes with a built-in editor, even if is still in beta you can try to use it to change team shirt colors, players, and so on. The changes saved are stored in the sub-directory "data\db" so be sure to backup first the default configuration (you can always re-install the game again in case you break the Db)
- Lastly, remember that you can contribute with suggestions or feedback visiting our forums located at <http://www.winterwolves.net>

General info

System Requirements

Windows: Processor 1.2 Ghz+, 256mb RAM, OpenGL or DirectX compatible graphic card with 16mb of Ram, Windows 98/ME/2000/XP

Macintosh: Processor 450 Mhz+, 256mb RAM, graphic card with 16mb of Ram, Mac OS X 10.2 and above

Note for Mac users: if you have a notebook and the game doesn't work, try to unplug all USB devices (mouse, keyboards) it may solve the problem.