

MUNDIAL SOCCER RULES SUMMARY

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1. OBJECT OF THE GAME

- You are the president and coach your own football team, your goal is to win games division way up until you reach the first division of the competition in which you play. Receive if you win a cup at home and will play the major competition of teachers worldwide. The winner will be proclaimed as the best coach on the planet, and also become famous, you get a super cup as a trophy.
- There are many ways to success: train your own players and upload level, buy players from other teams, hires loan players, up to first team players in your youth team trained ... everything is valid Prove yourself!
- Mundial Soccer has arguably the best game simulation engine market, what does this mean? For means you have a fantastic credit to lead your team to the top, no matter your age or your profession, only your knowledge of football and know how to make the right decisions at the right time.
- What is our dream? Our dream is to make known to the world the people who really understand the sport, not just send the cup if you win your championship, but hand it in person and show that when the game's own page. Therefore we encourage you to become partner in the game, and you will help us to keep the game and realize our dream.
- Ah! And most importantly, **PLAY IS FREE !**

2. THE PLAYERS

- A simulated Mundial Soccer season with 16 weeks (14 for league play and 2 for promotion). This means that a real year is 117 days in Mundial Soccer. For example, if a player is 19 and 117 days, the next day the player will have 20 years and 0 days. The same applies to the age of the coaches.

Players have certain characteristics that we describe:

Position	Meaning
Goal	Ability to stop shooting.
Defense	Describes the ability to steal the ball to the opposing team (by stopping the attacks).
Attack	Describes the capacity to deal with opponents for conducting a successful attack.
Shot	Ability to perform a shot on goal to finish in goal.
Speed	Speed is essential in order to attack and defend well.
Game Vision	Describes the ability to maintain possession of the ball and create scoring chances.
Air Game	Describes the ability to play with your head, whether in a punt, a shot on goal, and so on.
Short Pass	Ability to provide accurate pass to a teammate who is within walking distance.
Long Pass	Ability to provide accurate pass to a teammate who is a long distance.
Aggressiveness	Force with which the player is used in various actions of the game. Influencing the cards that show you the player.
Experience	Knowledge that player wins by games played. Influencing the decisions you make, therefore in the defense, attack and possession of the equipment.

Leadership	Ability to maintain tactical organization of the team when the captain, especially in adverse situations during the game.
Mental State	What is the player concentrate on the game. A mental state under state that the player is distracted by external agents to the party (personal problems, private businesses, etc.)
Fitness	Player's physical condition.

3. THE CLASSIFICATION

- All leagues consist of 8 teams.
- In each competition there are at least 6 divisions, each has a different number of leagues:

DIVISION	NUMBER OF LEAGUES
1	1
2	2
3	4
4	8
5	16
6	32
X	$2^{\text{division}-1}$

- 1 Division ascend the 2 top teams from each league.
- Play by promoting the best third(of your league and the next). For example, to ascend the league's No. 1 Division 2, will promote the best third of (the league's No. 1 division 3 and the league's No. 2 division 3).
- Play down the promotion for the fourth-placed..
- Fall the last four classified.
- Clicking on the name of a classification team, you'll go to the page of the club. You are only displayed public information and links of the club.

4. THE MATCHES

- The leagues have a total of 8 teams and will play a double round, so a season consists of 14 league matches.
- League matches are played first team on Saturday, and the youth team will play on Tuesdays.
- Your selection of players for the match must be made at least half hour before the start of each match.
- Teams finishing in the lower division play each championship king's cup. Both the first team and youth team play the king's cup on Wednesday.
- If you do not play the Copa del Rey you can arrange friendly matches. This will be useful for the training of your players.
- Each match is assigned a referee, which influences the development of the game.
- Watch the weather the party will help you decide which players will play the match. For example, a player very fast and very technical can not take full advantage of their skills with a muddy field by the rain.
- Choose a formation to get the most out of your players, or to counter the opposing team.
- The tactics and team attitude influence the behavior of players and therefore the values of the team.
- Program substitutions, changes the gameplay of players, and players to shoot the penalties or failure before starting every match.

5. THE SUPPORTERS

- Your club has a membership rock (fans of your club). If you are a partner can change the image, slogan and the name of the club members.
- You start with 1000 members, and that number will grow or decrease depending on the results of your team.
- The number of fans who attend the camp to see your equipment is proportional to the number of members of your club. This number also depends on how attractive is the game for the fans (depending on your position in the classification and the opponent).

6. THE EMPLOYEES

- You can hire employees from different areas to help you improve the performance of the club, and earn money.
- There are specific employees for the first team and youth team, and others that are shared between both sets.
- Employees have a weekly cost.
- You can hire a maximum of 9 employees in each category.

7. THE STADIUM

- You have a stadium with a capacity which would be increased to take account of public assistance.
- Collaborators may change the name and picture of the stadium.
- The stadium attendance will leave significant benefits.
- There are businesses that can open in your stadium. Hire shop employees and generates extra profits.
- It is important that controls the state of the grass in your stadium, especially if you have technical players (with a high attack skill).

8. THE FINANCES

- You start with 300,000 units of currency, and you have to a minimum of - 1,000,000. But beware, if you spend more than 5 weeks with less than - 1,000,000 money you can lose your team.
- You have to be careful because you have negative money you pay interest to the bank.
- The season consists of 16 weeks (14 of them for league games, and the remaining two play-offs for promotion). For all these weeks you have a history with the finances of your team.
- Beginning Monday the first week of each season will be offered 3 new image contracts, you must choose one before Friday, but will choose one at random. The contract has an amount receivable by season, which will gain apportioned for weeks.

9. THE TRAINING

- You have a coach with a skill set that will influence your players improve with training, and also in the evolution of the matches.
- You can see the results of training on Sunday.
- You can train two skills (by focusing more on the first of them) that enable the evolution of your players in this field.
- You can also train 3 players individually in other different skills.
- A player receives training by playing at least one game in the week (league / promotion and / or friendly / cup).
- You must also select the hardness of the training and how much of it aimed at training the fitness of the players.
- You can also concentrate on the players before a big game, but it must not abuse it.
- Every time you play with a certain tactical training and increase the level of knowledge of it by the players, and that will have a positive effect on the matches.
- You can change your coach whenever you want.
- Players who have borrowed to other team receive training as any other player on that team.

10. THE TRANSFERS

- You can buy and sell as many players as you like, but please note that the maximum number of players in your first team is 50. The same applies to the players in your youth team.
- You can put a player as transferable from the player's detail page.
- You can have negative money up to -1,000,000. If you have less of this money will not be able to bid on players.
- Through the 'Transfer' button (located above left), players can search for sale by discriminating ability, age, price, if you want to the first team or youth team, and so on.
- Through the button 'My Transfers' (to the left in the picture 'First Team' or 'Youth'), you will have access to information about the players you're buying and you're currently selling.
- On the purchase page of player you can click the link 'Price Comparison' that will show the prices at which similar players have been sold recently.
- Also on this page you can consult the history of that player transfers.
- When making your bid on a player you can put a comment that will be seen by other players. Not bad sounding words are allowed in these comments, and please be respectful.

11. THE CESSIONS

- You can request a cession or borrow as many players as you like, but please note that the maximum number of players in your first team is 50. The same applies to the players in your youth team.
- You can put a player like borrowable from the player's detail page.
- Players who have borrowed to other computers receive training as any other player on that team.
- You can have negative money up to -1,000,000. If you have less of this money will not be able to request a borrow of a player.
- Through the button 'Cessions' (located above), players can search borrowable by discriminating ability, age, price, if you want to the first team or youth team, and so on.
- Through the button 'My Cessions' (to the left in the picture 'First Team' or 'Youth'), you will have access to information on the players for what you're requesting for a borrow or you are borrowing.
- On the purchase page of player you can click the link 'Price Comparison' that will show you where prices have recently borrowed similar players.
- Also on this page you can consult the history of that player cesions.
- When making your bid on a player you can put a comment that will be seen by other players. Not bad sounding words are allowed in these comments, and please be respectful.

12. THE REFEREE

- All matches that disputes will be conducted by a referee.
- The characteristics of the referee can see it in game detail page.
- You know the characteristics of the referee choose players who play the game, for example, very aggressive player is easier than being ejected with referees that show many cards.

13. THE YOUTH TEAM

13.1 GENERAL

- You have a young team whose mission is to supply first-team players.
- You can promote a youth team player to first team only 2 times in one season, or promote him permanently.
- The youth team is a good opportunity to find and train young talents, because the young players learn quickly.
- The champions of the youth championships NOT get a cup after the season. However, when the number of collaborators was large enough, we will deliver them.

13.2 THE SCOUTS

- The scouts will look for you every week a young talent. You choose if you want to hire him for the youth team or not.
- You can have up to 9 scouts. Each will offer a different player. Note that you can only hire one week.
- The scout will look for a type of player depending on the commands you give it. (Note that a scout to find players to start the week after hiring him).
- The scout does not always find the player you asked. We always show an approximate value of the two skills of the player who thinks they are where it highlights.