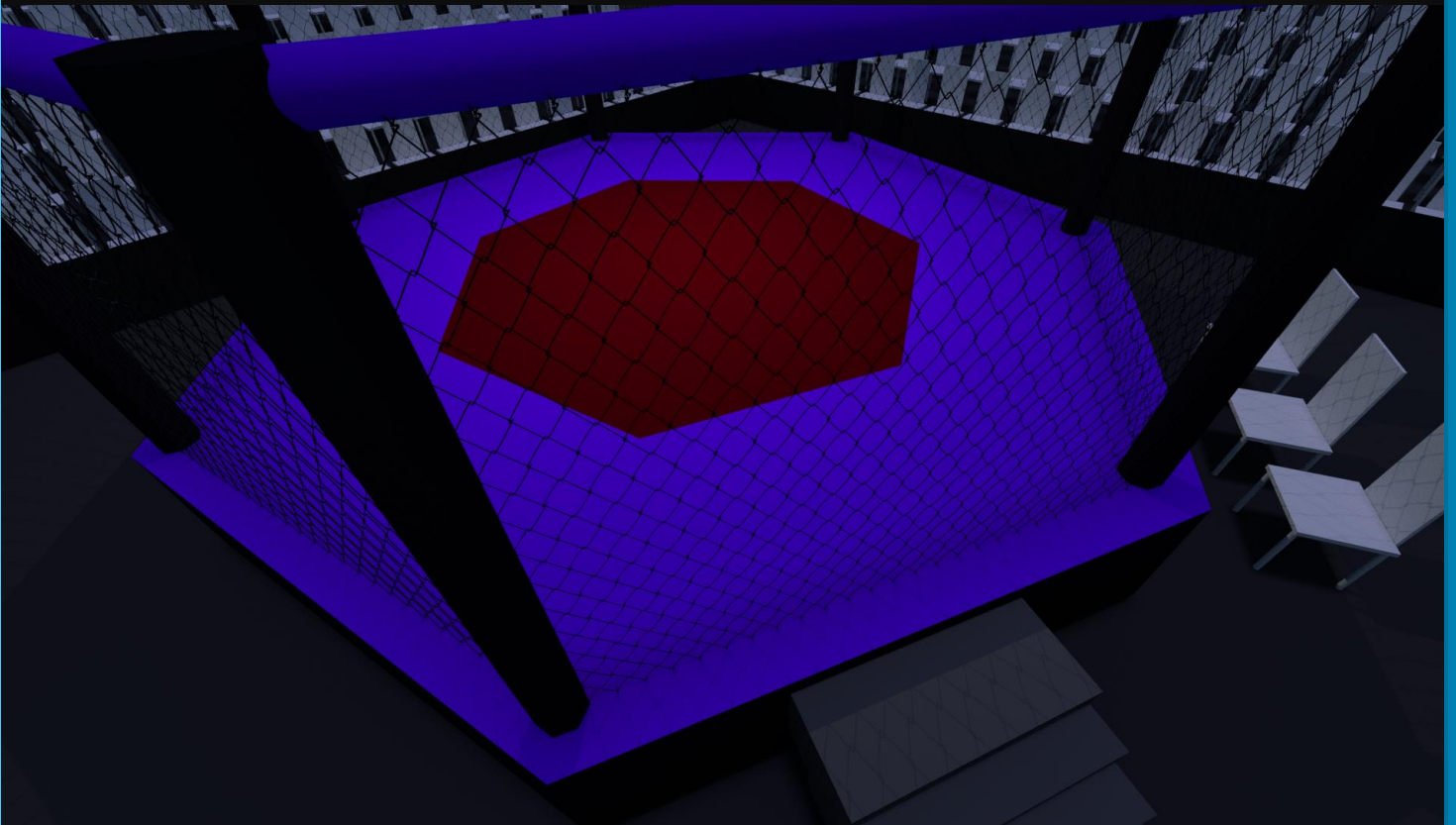


MMA EXECUTIVE®

INSTRUCTION MANUAL



MINIMUM SPECIFICATIONS

Operating System: Windows 7

Processor: Dual Core 2 GHz

RAM: 3 GB

Disk Space: 2 GB

Monitor resolution: 960x540 and larger on both axes. The base game requires ~1GB disk space; a further ~1GB of disk space for common redistributables supplied through Steam may be required.

OPTIMIZING PERFORMANCE AND SYSTEM REQUIREMENTS

A multi-core processor with about 3 Hz is recommended. RAM usage is unlikely to exceed 1GB, so 3GB RAM should be sufficient for some multitasking. For optimal performance a fast disk speed would be beneficial, especially for Saving and Loading as the files in the active archive are automatically transferred (with modification) to a save folder. Thus it is recommended that you play the game with as few applications running as possible and without any downloads or data transfers running concurrently (especially during Save/Load processes).

Game assets require around 1GB of disk space. The active database and save files shouldn't require more than a few megabytes each.

Please keep all files and folders related to this game closed during operation to avoid any IO errors.

SELECT RESOLUTION AND VOICE

From this page you can select your desired client size and whether you would like to use Windows text to speech for certain announcements during gameplay. Note that once you have selected an interface size, you will not be able to change it without restarting the game. The client aspect ratio is 16:9.

DISCLAIMER WARNING

Once you have selected your resolution you will be faced with the disclaimer prompt. This is to not only remind you of the responsibilities of your own actions, but also to give you suggestions on how to keep yourself as safe as possible and to be realistic about the knowledge that

you may acquire. Vectormatrix Limited will take no responsibility for the misuse of any information contained within its products.

Once you acknowledge the concepts presented by the prompt, you may proceed with the game.

For more information see: [TECHNICAL ARCHIVE AND QUIZ QUESTIONS](#).

INTERFACE SHORCUTS AND OPTIONS

Right clicking the background of the screen not occupied by a label or any other control will instantly minimize the window. This may also be accomplished by clicking “-“ in the top right of the window. To the right of this you will find the “|-|” button, which will centre the interface to the screen. This may also be accomplished by double clicking the background where there is no control present. Clicking on “x” in the top right corner will allow you to exit the game.

There are another two shortcut options in the toolbar at the top. To the left of “-“ you will find the sound controls. Here you have an option to select “ALL” sounds, “SILENT” for no sounds, “MUSIC” only or “SFX” (sound effects) only. To accomplish this, just click the button until your desired option is displayed. To the left of the sound control is the currency control button. This can be changed in the same way as the sound button. The default currency used by the game is the \$, changing this option allows for the displaying of money in £s or Euros. The currency type will update once the current screen is updated or a new screen is selected. The currency conversion is based on early 2019 exchange rates.

RETURNING TO THE MAIN MENU

You may return to the main menu from almost any screen by clicking “MAIN MENU” in the top left corner. Remember to save the game first if you desire, as the database will be reset upon using this option. The “MAIN MENU” option is not available from the Load, Save or Manager Registration menus as otherwise it could conflict with these database processes. Please be patient while the database is reset and the main menu screen is reloaded.

NEW CAREER CUSTOMIZATIONS

When you elect to start a new career, you will be presented with the Manager Registration screen. Here you can fill in the details for the fictional manager that you will play as throughout your career. This information will be stored in your save files and is not connected to any

kind of real world registration. It is strictly fictional, so be as creative as you desire. Along with your general information, you may also set the name of your gym and the appearance of your gym plaque that will be on the front of your gym. For this you may select a font and a colour scheme. On the left you may select gender, and on the right click the buttons to select your character's appearance. Once finished, click register and wait for the construction of the initial database. All of the world's characters will be generated 'randomly' within their given categories, so every game is different (bar an incredibly low probability of generating the exact same database composition a second time, considering that there are thousands of 'randomized' parameters).

ADVANCED OPTION: YEARS TO SIMULATE

From the manager registration screen there is a numeric up down option to select a number of years to simulate. Following registration and the building of the initial database, the game will then simulate the number of selected years using only the AI managers. These simulated outcomes may be significantly more difficult as the MMA world will be more developed. For this reason it is recommended that you begin your game with 0 as your choice for this option. If you just want to see a random outcome after a given number of years, then this option can satisfy your curiosity, but it can also offer a different challenge. There is, after all, a good chance that quite a few unsigned fighters will be present following End of Year retirements, which perhaps you can initially use to your advantage. Note that the economy will be buffered so that economic collapse should not happen during this simulation. You should also be aware that selecting this option will cause a simulation that will take some time to complete. This may take up to 7 minutes or more per year with recommended settings, so it is quite a time consuming task. For example, a 10 year simulation is likely to take over 1 hour. While it is recommended that you play with 0 simulated years, the option is there if you are interested.

NEW MESSAGE PROMPT

Once your MMA world has been generated you will be greeted by an introductory message. This must be viewed to progress by clicking the flashing "New Message" button. From here you will be able to scroll through critical messages that are relayed to you as you progress through your career. Click close to dismiss the message.

IMPORTING CUSTOM APPEARANCES

This option is available for new careers and for Prodigy Adult Registration. Clicking the custom checkbox will open your “CustomAppearances” folder, within which you will find images you may have previously imported. These will be labelled numerically starting with the number 1. If you have not previously imported an image you can navigate to an image on your computer that you wish to use as a profile appearance. Note that there is no need to put this image in the “CustomAppearances” folder as it will be automatically numbered, copied, formatted and saved there once you confirm registration. If you happen to erase an appearance from “CustomAppearances” (or perhaps move a save file between computers), you will be presented with a default appearance for your manager or fighter/prodigy based on their gender.

ACTION POINTS

Once you begin your career you will notice that the toolbar at the top will contain a count of “ACTION POINTS”. These are acquired by earning achievements, monthly through ownership of organizations, by having fighters win fights, correct predictions on “Who Will Win” or by getting quiz questions correct. The higher the tier of your fighter, the more action points you will earn for a win. Incorrect quiz answers, “Who Will Win” predictions or fighter losses will reduce this number, but it will never go below zero. Action points can be used to boost prodigy adaptation, boost coach stats, reduce organization corruption, test fighters against gym records and (once the Studio has been built) to unlock items from the technical archive.

THE OFFICE

The office is your primary base of operations. From here you have many options, the most obvious of which is “End Turn”, which will be discussed later. Placing your mouse over each door will reveal buttons that allow you to go to other areas or manage certain options that you will need in order for your business to survive and thrive. There are more of these if you scroll over the computer screen and the black book on the table.

SAVING YOUR GAME

From the office, place your mouse over the black book on the table and click save. Type a name in the textbox and click save. Please be patient while it completes the operation of backing up the active database to a save folder (this can be found under AppData\Roaming, but keep all files

and folders closed during operation to avoid IO errors). Alternatively, if you have an existing save you can save over it either by typing that name and pressing save or by clicking the name and pressing save. From here there is also a delete option that will permanently remove save files and works via the same method as the save button.

LOADING A GAME

You can load games in an identical way to saving. From the main menu choose "Load Career". From here simply select the game you wish to load and hit the "Load" button. Once again you also have the "Delete" option, so be careful not to hit that by accident and always backup your saves if possible.

UPGRADES

Scroll between upgrade options and purchase the upgrades by using the on screen arrow buttons and the buy button, so long as you can afford them. Certain upgrades will not be available until you purchase "gym ownership" for quite a hefty fee. Unlocking upgrades will update your gym with new equipment. This will allow for a greater fighter capacity and more training options. Since your fighter capacity starts at one, it will be important to upgrade as quickly as financially viable. Once you click "Buy", confirm by clicking on "Confirm?". If you can purchase the item multiple times you can repeat this process. Your orders will be available on the next turn following your order, except for certain construction projects that take several months.

HIRING AND FIRING COACHES

From the main menu, navigate to the "Recruit staff" option. From here you can use the combo-boxes to filter coach specializations and coach classes. 1st class have the highest randomly generated stat possibilities and this decreases down to 4th class. Obviously 1st class coaches demand far more expensive contracts than 4th class coaches. Clicking on a coach link will take you to their profile. The "Stats" button will be available here, and from "Stats" you will be able to toggle between "Graph" and "Strengths". "Strengths" lists the highest attribute in a selection of characteristics; Mentality, Conditioning, Arm Strikes, Leg Strikes, Submissions and Takedowns. Details on transitions can be inferred better from how well rounded the coach is on the Radial Graph. On the coach profiles you may cycle through the filtered coaches by using the arrow buttons. You may also click on "Negotiate" from the "Overview" page. From here the coach will make a salary offer to sign them. Clicking Send offer will confirm

your interest in the coach and the coach will be signed to you. Beware: once signed the coach will require a severance fee to "FIRE". The severance fee is calculated as 10% of the coach's yearly salary. If you do not have these funds available you might find yourself bankrupt very shortly unless you can make the funds available, perhaps on the next turn. In that case, better luck next time. So be careful of over-recruiting! Note that firing coaches can only be performed from the "Recruit staff" avenue and is not available from the "Manage Staff" profile avenue. So to fire a coach, click "Recruit staff" from the computer and locate your coach from there.

COACH MANAGEMENT

From the office, the second door from the left offers a "Manage Staff" option. From here you will find a list of coaches that are under contract with you, along with various properties. The least obvious aspect is "Assignment" 1 through 3. These 3 assignments are training assignments that the coach is assigned to. When all say "Unassigned" the coach will be doing nothing. Be sure to supply at least one assignment to the coach or you will be wasting the salary that you are paying them, along with the potential of your fighters! Clicking on the coach's name from "Manage Staff" you can enter that coach's profile for management. Here you will find the same profile as when recruiting; however from here you will not be able to fire the coach. However, this menu is vital as it is here that you can use the three combo-boxes in the lower right to set your coach to training assignments. You will only find training options here once you have completed a training "Setup" via the gym. Then you can return here to ensure that someone is overseeing your fighters' training assignments. Note that overworked coaches will not be able to maintain the same level of efficiency. So either give the coaches fewer training assignments or have multiple coaches on a particular assignment if necessary. Another thing that can only be performed from the "Manage Staff" profile is Stat Boosting of the coaches. From the "Stats", "Graph" or "Strengths" view you may select a specialization and spend 3 Action Points (AP) to randomly increase stats in that fighting style. This is a good way to keep costs down while boosting coach standards. Be aware that coaches can randomly retire so any boosting can be suddenly and inconveniently lost, hence there is a risk any time boosting is used which you should try to minimize.

PROMOTIONS, DEMOTIONS, RETIREMENTS, DEATHS AND REPLACEMENT CHARACTERS

All characters except commentators and card girls can die or retire. Why are these characters immortal? We'll leave that to your imagination.

Either way, critical gameplay characters including Coaches, Managers, Fighters, Judges and You can all die or retire. Retirement for the player is up to the player themselves; however death can result from an age related calculation if you are unable to pay for medical fees. These player medical fees can occur any time randomly, but should not be much of a threat before the age of 80 or beyond. Medical fees rise with age, thus making survival more and more difficult with age. Death can result randomly for all non-player characters and there are various other retirement conditions also, for example personal reasons, dissatisfaction and various injury conditions. The worse the fighter injury, the more likely retirement will be. Age also plays a factor for fighter retirements, and general fighter retirement reasons can be tracked on the “Further Analysis” screen available after every event. Retirement checks and replacement characters are computed in an extended computation at the end of the year. This may be referred to as the “End of Year Computation”. Here promotions and demotions are determined, as well as Prodigies turning professional and occupying the place of a retired fighter at or near the bottom of the rankings ladder. Note that there is a minimum of 4 retirements every year since the lowest ranked fighter in each weight category will fall off the ladder and into the obscurity of retirement. Note also that when managers retire they will instantly release all fighters that they had signed, as well as coaches. Hence one manager’s retirement may be another’s opportunity.

HALL OF FAME INDUCTIONS

While the “High Scores” list is updated every time the player saves the game, the Manager Hall of Fame and Fighter Hall of Fame are updated during the “End of Year Computation”. Only retired fighters and managers are inducted into the Legacy Hall of Fame.

FIGHTER RANKINGS

Fighter profiles can be accessed via the “Rankings” menu, found via the “Rankings” option that appears when scrolling over the computer in the “Office”. 160 profiles are available, 40 in each division, with 10 in each division’s weight class. The button near the center at the top defaults as “My Contracts” and highlights all the fighters that you currently have signed. This can be toggled to show “Free Agents” or “Tracked” fighters. The highlighted color will coincide with the background color of this button. Toggle the organization combo-box in the top right of the screen to switch between organizations. Click on a link to see a fighter’s profile.

FIGHTER PROFILES

Immediately you will see various vital statistics, including the ELO rating used to rank fighters in most cases (e.g. [1500 points]). The age of a fighter is very significant because fighters are more likely to retire if they are older, but also they are more likely to decay in terms of their attributes. Height and “weight cut” also plays a part in terms of how effective a fighter is in combat. Weight cut can be beneficial but also detrimental, just as in real life MMA. Cardio can suffer from being very bulky as well as the difficulties of a weight cut, but it also means that the fighter will potentially be bigger and slightly stronger than other competitors. Height may provide additional leverage and range, which is usually a beneficial trait to have. In this game Tier is synonymous with Division, meaning that the lower the Tier the better. You will also find the fighter’s record and current win streak if they have one. You may also individually track fighters meaning that you will receive any critical alerts about the fighter’s retirement as well automatically being able to view the fighter’s fights while otherwise skipping through an event. You may track up to 10 fighters. This is particularly useful if you only wish to view specific fighters, or wish to track a fighter that you have not signed. Loyalty can be difficult to come by if your fighter is not consistently winning or happens to be fighting their own teammates, but a higher loyalty can be beneficial particularly in contract negotiations where it may allow you to renew contracts beyond your current reputation level.

Clicking on the smart phone image allows you to psychologically evaluate a fighter by changing the combo-box which contains topics to probe different aspects of the fighter’s psyche. The history button will show the fighter’s history, while you may also explore a fighter’s “Strengths” and “Stats” in the same way as described for Coaches. However, if you happen to have the fighter under contract you may test a fighter against your gym’s “Fitness Benchmarks” by going to “Strengths”, so long as the fighter is not injured. Furthermore, you may cycle fighter profiles within the current category and division by using the arrow buttons. If a fighter is injured it will be reported in the lower left of the menu.

FIGHTER NEGOTIATIONS AND CONTRACT EXTENSIONS

Fighters will respond to contract offers based on their current contracts, personalities and loyalty. When negotiating you may use the sliders to select the percentage you want from their fight earnings, an initial signing fee and desired contract length. Below these sliders you will get

a very rough estimate of the sort of earnings you might expect over the length of this fighter's contract. This is based on a rough estimate of the average earnings of fighters in this division, thus the actual value could be less or significantly more! A champion, for instance, is likely to earn significantly more than this estimate. Note that you may only sign fighters if you have sufficient gym development and fighters will refuse to sign if your reputation is much lower than theirs. Thus it is important that you win high profile fights and not lose to low ranking fighters in order to increase your standings as a manager in the MMA world. Trying to sign a fighter already under contract to another manager may require an additional payment to a rival manager that will be presented to you upon submitting a suitable contract to the fighter in question. You can either cancel the process or agree to the sum, given that you have sufficient cash available.

FIGHTER MANAGEMENT

You may not statistically Boost fighters. In order to improve fighters they must have their trainings set via the "Fighter Management" menu, via the third door from the left from the "Office". Here your fighters are categorized by weight class and ordered according to World Rank. Change the weight class by using the combo-box in the top right corner. If "ALLOCATED CAMP" contains "Unassigned" the fighter will not train until you assign training via the combo-box in the "Fighter Management Profile" upon clicking a fighter's link.

Here you will be presented with all the usual profile options, and you will find the training allocation combo-box above the "Extend" contract button. This defaults as "Unassigned" and will have more options available once training is created via the gym (just as with Coaches). The option to cycle fighters is not available in "Fighter Management Profiles".

POUND FOR POUND RANKINGS AND FIGHTER HALL OF FAME

In the top left of the "Rankings" page you will find the "P4P Best" button. P4P stands for "Pound for Pound" and lists the top 10 best performing fighters at the moment. The computation is based on current titles held, current ELO points and consecutive wins. A tally of this is made for each fighter and is used to compute total "all time" P4P scores as well as maintain the P4P "peak" values that each fighter achieves. The total P4P score is used to show how much of a legacy that fighter left behind in the MMA world when a fighter may be inducted into the "Legacy Hall of Fame".

You can toggle between current P4P best fighters and the “Hall of Fame” by switching the combo-box between “Active” and “Legacy” states.

MANAGER RANKINGS

This menu can be found via the office computer. You may toggle the combo-box to allow for viewing retired managers by contribution to the MMA world in the Manager Hall of Fame. Clicking a hyperlink will allow you to see the corresponding manager’s profile. Perhaps most important to the player’s manager profile is “Reputation”. The better this is the more likely you will be able to sign higher reputation fighters, which is vital to maximizing your profits.

FINANCIAL REPORT

Access the Financial Report by clicking “Finances” from the computer in the office. Monthly earning details are found in the top left of this screen. Personal training is a base value that is constant throughout the game and presents an initial ‘realistic’ buffer to your initial financial circumstances. It represents an income from a previous occupation before your attempts at generating a lucrative MMA business. Without this buffer, financial survival would be virtually impossible. But this alone is insufficient; you must generate income from other sources. These are also listed and include Fight Revenue, Share Dividends, Organization Revenue and Sponsorship Revenue. Fight Revenue is the percentage you earn from your fighters’ contracts and Share Dividends are a small payment you receive from Share ownership payouts. Sponsorship Revenue is earned by recruiting sponsors, who pay you for advertising their products on the MMA world stage. The most lucrative earnings come from Organization Revenue, but this is also the most difficult to get access to. Organization Revenue is the amount of earnings you make as the Owner or Co-Owner of the four major MMA organizations. In order to be eligible for Organization Revenue you must be at least a Co-Owner of an organization. To do this you must own at least 50% of shares in that company. The more shares you own beyond 50% the more income you will receive. The ultimate goal would be to monopolize the market by owning every single company in its entirety. But since you start the game in debt and the industry is worth over a billion dollars, this would be quite an impressive feat indeed. How far you go with this depends on your personal ambitions with your business. To buy shares, use the numeric up down controls in the lower right of the page. You can find more detailed organization information via the “Map” button in the lower right.

In the top right you will find monthly expenses details, including the amount of debt you have remaining. You may renew your loan to a certain limit by clicking “Renew Loan” at the top of the screen. Next to this, you will also find the Sponsorship menu via a button. Sponsorship will likely be vital, especially in the early game for financial survival, but also later when you are pursuing organization ownership.

Once sufficient data has been collected over several months, you will be able to track various MMA business details via a graph in the lower left of the screen. A combo-box will become available, which can be changed to see different statistics in graphical form including share price fluctuations, event reviews, pay per view sales and your personal balance fluctuations.

RECRUITING SPONSORS

You can navigate to the Sponsorship menu via the button on the Financial Report. The sponsors can be cycled by using the arrow buttons. To recruit a sponsor simply use the “Recruit” button in the lower right of the screen. If the sponsor is satisfied by the quality of your fighters and by your reputation they will agree to sponsor you on a year-long contract. As detailed on the page, you will be fined if you break this contract early. You can break the contract by using the same button, which will now say “Cancel”.

More valuable sponsors will be harder to recruit. You may need to increase your fighter quality or increase your reputation. It is important to note that it takes several months for you to build up to your maximum negotiating position, and following a successful negotiation your negotiating position will be drained. You will then need to wait several (~5) months before your negotiating position refills to its maximum. This maximum is determined by your fighter quality, but sponsors will also demand that you have a certain level of manager reputation also.

All sponsorship values fluctuate depending on how well the overall MMA economy is doing. If the MMA economy is strong, sponsorship money will also be increased.

WORLD MAP AND ORGANIZATION MANAGEMENT

The world map can be found via the “Map” button in the lower right of the Financial Report page. Scrolling over the continents reveals buttons that allow you to switch to details for that continent. The combo-box in the top right allows you to switch organizations. Most important for the mid

to late game is the Organization (Org.) Efficiency detail. If this drops below 100% there is a good chance that the share price of the organization will begin to reduce as a consequence of poor business management. Thus you will want to keep all Organization Efficiencies at 100% or above to prevent an economic collapse. Organization Efficiency is based on company investment. Directly changing investment via the Numeric Up Down for each continent of that organization is one solution. Another solution is to free up funds by reducing corruption via the "Reduce Corruption" button by spending Action Points. You can only modify Investment and Corruption if you are at least Co-Owner of an organization (i.e. 50% share ownership or above). Note that the lower the investment (due to corruption or direct investment) the higher your earnings from organization revenue as an owner. Thus investment is a balance between raising your share value and short-term earnings. The amount of cash available to owners per month can be estimated by the Turnover minus the sum of investments in that organization for each continent.

GAME OVER, DEATH AND ECONOMIC COLLAPSE

As previously discussed, if you fail to pay your medical fees you will die and Game Over will ensue. Game Over also, and more commonly, results from going Bankrupt. The other way a Game Over can manifest itself is following an economic collapse of the MMA sector. In the MMA world depicted in this game the organizations function together as an Ecosystem. Allowing any organization to collapse is therefore said to have dire ramifications for the MMA industry as a whole. Thus you must prevent company valuations from dropping too low. If a company has too low of a valuation it will have a low income. If the income reaches a critical point of no return the company will no longer be able to meet its financial obligations. In this game, the point of no return is approximately 75% of the initial organization values. Beyond this threshold investment cannot satisfy 100% efficiency and the company will face inevitable ruin. Hence, to prevent economic collapse you must prevent organization share prices and popularity from dropping below 75% of the starting value.

As long as Organization Efficiency is kept at or above 100%, share prices will usually grow (so long as there are no unfortunate random perturbations reducing it). You must race against time because corruption eats into investment and high corruption will also cause a direct reduction in investment % itself. To save the economy you must buy the organizations before it's too late and maintain Organization Efficiency at or above 100%.

THE GYM

From here you can see your gym capacity and all the equipment you own as well as various management options. You can find this screen by navigating to the leftmost door and then entering from the "Gym Exterior". Once you unlock the "Pool" and "Studio" these options will appear in the top left corner. "Prodigy" and "Training" options will exist from game start. The pool will boost the capacity of your gym significantly and allow for more training options, otherwise it just sits pretty. The studio contains the Technical Archive. This is a prized possession, an archive of over 60 instructional MMA animations that can be unlocked using Action Points (AP). You also have access to the training menu from the gym.

TECHNICAL ARCHIVE AND QUIZ QUESTIONS

The purpose of the archive is to provide the player with a real world reference for a variety of powerful techniques with real martial arts relevance. It is emphasized that any information contained in the quizzes and archive are used extremely carefully as they can cause serious injury if misused. Please seek professional guidance and avoid foolish or irresponsible use of this information. The developer of this game will take no responsibility for the reckless use or any injury caused by the misuse of the educational resources the game provides. The techniques depicted contain real combat tested applications and even the slightest error of judgement could have catastrophic consequences (from falling poorly and causing spinal damage [PARALYSIS], to holding a choke too long [DEATH] etc.). Should you decide to practice these techniques, it is recommended that you do so in a slow and careful manner. This will not only reduce the chances of injury, but will also allow you to modify the techniques with biomechanics that suit your body.

The developer of this game does not encourage the unsupervised practice of these techniques. It is hoped, however, that the techniques could be of value to legitimately practicing martial artists or to martial arts enthusiasts as a reference/educational resource and of course to compliment the core gameplay references. As the resources are in animation form, you should be aware that it is unlikely that the depictions represent exact real life biomechanics. Rather the resource should be treated as a collection of hints and tips for your wider martial arts education or simply as a fun collection to complete.

Quizzes on these techniques may be presented frequently as a random event following "End Turn".

TRAINING OVERVIEW

Until you progress, this page will be almost completely empty. You can make it more interesting by completing a "Setup" procedure by clicking the corresponding button in the upper-right corner of the screen. You will then be able to review details of various training settings you have created by changing the combo-boxes. You can also "DELETE" training settings, which will remove the training from all Coaches and Fighters that are assigned to that training camp. There is also the option to "EDIT" the selected training settings, which is identical to Setup except that it will recall the selected settings for quicker modifications. "APPLY" allows you to apply that training to every fighter in your gym. But you will still need to apply it to coaches manually. The lower-left portion of the screen will allow you to track your gym's progress across various technical areas once sufficient data is gathered. The lower-right radial graph will show the current quality of your fighters.

TRAINING SETUP

Clicking "Setup" from the Training Overview page will enter a gauntlet of slider options, followed by a textbox to name your training. The slider options will determine the nature of the training session. The first two screens contain the amount of time in total the fighters will spend training on an average day, followed by the major subdivisions of your "Training Focus". The following screens will then allow you to specify parameters for each individual "Training Focus". If your gym lacks a certain upgrade, the corresponding option will be blank and unusable. As with any learning, the most powerful method is practical application. However, as is the case in many professions, practical application can be more dangerous than theory alone. Thus while sparring is a potent learning tool, it can also reduce the length of a fighters career (due to the rigors of combat) and fighters may refuse to be put through excessively grueling sparring sessions on a regular basis. So while sparring can have powerful immediate benefits, it should be balanced with the fighters' needs and long-term ambitions.

Technical settings and Game Plan settings are taken into account when computing sparring outcomes, but Game Plan settings are also used automatically for fights that you bypass.

You will notice that on many layers of the Training Setup gauntlet that there is an Auto-Fix option in the lower right of the screen. You can use this for convenience to rapidly set your training to 100% via correction

to the sliders. Where possible, Auto-Fix only increments sliders that are in use if the tally is below 100%. On the other hand, Auto-Fix decrements each of the sliders in sequence if 100% is exceeded.

There is no limit to the number of training settings that can be created, however it is good to keep in mind that splitting up fighters will mean that fighters will not benefit from each other in their training sessions. Separated fighters will be unable to exchange skill abilities. On the other hand, coach abilities are more significant for transfer of skills, as long as you can afford one. However, fighters will need training partners to drill techniques and to spar against. While some fighters prefer training with a larger group, others may prefer smaller camp sizes. Either way, training efficiency will likely struggle with a very small training group, and sparring is impossible alone.

See also: COACH MANAGEMENT and FIGHTER MANAGEMENT.

PRODIGY SYSTEM

As in chess and academia, sports and MMA too can have prodigies, geniuses, sensations, wunderkinds, and phenomena. The Prodigy system can be viewed as a youth development system, however it can also be used to generate characters that are immediately of adult age.

When you click on “Prodigy” for the first time from the Gym screen you will be prompted to fill out a form with the prodigy’s primary information. Note that the youngest possible age setting is 5 years of age. Thus when setting up a prodigy, take this into consideration to determine the age you wish your prodigy to commence training at. If you wish the prodigy to commence training at about 15 to 16 years of age, simply subtract 10 from the most recent possible year (of course the actual age will depend on the day and month also). You will want to take this into consideration because a prodigy will not turn professional until at least 18 years old and only following the End of Year Computation.

Once you have submitted this form, you will commence a gauntlet of 22 questionnaire questions. Your answers will eventually be used to calculate critical personality and physical characteristics of the prodigy when they eventually turn pro.

Once you have registered your prodigy you will be able to access the “Prodigy Profile” from the same button in the Gym. Here you will be able to keep track of their age, their accomplishments and their Adaptation. Prodigy Adaptation can be boosted by spending action points. The higher

the Adaptation, the more likely the Prodigy will be to acquire the maximum statistics in every category of your gym. Hence, if Adaptation is 100% your Prodigy will take on the highest statistics available that your gym has to offer. This can result in incredibly powerful fighters and can be used to boost your gym's standing and reputation. Note that while Prodigy Adaptation can be boosted, it also increases naturally over time depending on the Prodigy's and Gym's psychological profiles. Of course, boosting with Action Points is much faster.

Before your prodigy turns pro, your prodigy will take on a temporary Ninja avatar in the Prodigy Profile. Once the prodigy hits 18 years of age you will be prompted to complete the Prodigy Finalization form. Here you can determine the Prodigy's adult appearance for when they turn pro, and also their Weight Class (only one is available if female) and Height. Once a prodigy is finalized, they will no longer undergo adaptation and will await the opportunity to turn pro in the lowest division.

YOUTH WORLD CHAMPIONSHIPS

Every July the Youth World Championships are held in various physical and martial arts disciplines. Good performances will require a high gym skill level in the appropriate categories and adaptation relative to the Prodigy's age. The better the performance, the larger the natural increase to adaptation the Prodigy will receive from the event. But it's also a fantastic opportunity for your Prodigy and Gym to showcase their progress and qualities. Once you are prompted, you may select a discipline and you will be presented with the results. Once the prodigy turns professional, you will be able to view this information permanently from the "History" view in the corresponding "Fighter Profile".

AWARDS MENU

From the Office, hover your mouse over the black book to find the Awards button. From this menu you will see your trophy cabinet presented by one of the Card Girls. At first this will be empty, and indeed some awards require much more commitment than others. Each award will provide a substantial amount of Action Points. Awards are presented the following month after reaching the requirements. The criteria to unlocking all awards are as follows:

AWARD NAME	REQUIREMENTS
Entrepreneur Plate	Reputation level 2
Up & Comer Plate	Reputation level 4
Celebrity Trophy	Reputation level 8
Superstar Trophy	Reputation level 10 and #1 Manager Rank
Millionaire Plate	£1'000'000 or equivalent in balance
Billionaire Plate	£1'000'000'000 or equivalent in balance
Quality Gym Plate	Studio Owned
Water Paradise Trophy	Pool Owned
Perfect Gym Plate	Completed all gym upgrades
Zero to Hero Plate	Own Rank 4 organization
Business Trophy	Own Rank 3 organization
CEO Plate	Own Rank 2 organization
Monopolist Trophy	Own Rank 1 organization

UPCOMING EVENTS

From the Office, hover your mouse over the black book to find the “Upcoming events” button. The game will immediately select the upcoming organization but you will need to use the combo-box to scroll through each Weight Class in the upcoming event. Note that there are 20 fights that are scheduled per month and that each organization will hold events once every four months. You can view all upcoming events from different Tiers from this menu.

END TURN AND ‘RANDOM’ EVENTS

When you are ready to end the turn and progress through to the upcoming event, you can click on “End Turn” from the “Office”. Your first port of call will be a ‘Random’ event. Here fighters may voice their concerns or you may be presented with information about the MMA world, legendary fighters, random fighters or a Quiz Question.

With the Quiz Question, select the answer that you think is correct to earn Action Points. You will then be presented with a corresponding instructional animation that you may watch and analyze. These animations will be collectible in the Technical Archive once it has been built.

TRAINING FEEDBACK

Following the random event is the training computation. Please wait while the “End Turn” button says “Processing...”. You will then be presented with the Training Feedback screen. At this screen you will find details about

the most recent training session. This can be complemented by visiting the Training Overview menu from the Gym after the event. Furthermore, you may spend AP to view “Advanced Analysis” by clicking on the “Details” button in the top left corner.

ADVANCED ANALYSIS

Vital information can be found pertaining to the fighter’s overall training camp quality by analyzing the radial graph in “Advanced Analysis”. The top right corner of “Advanced Analysis” also shows whether a fighter has a balanced training regimen and what the fighter’s training allocation is. “Advanced Analysis” can be used to make decisions on future training setup decisions. Sometimes you might want to find a compromise so that your fighters can still attend the same camp, or perhaps you might consider certain fighters’ needs more important than another. Whatever the case may be, “Advanced Analysis” arms you with more information to make decisions and get the best out of your squad. Note that you can change the fighter being analyzed by changing the combo-box found in the top right of this menu.

EVENT INTRO SCREEN

From the “Training Feedback” menu, press “To Event” in the top right corner. This will take you to the “Event Intro” screen. You can flick through the fights on the card here and see which judges will be presiding over the forthcoming contests. Clicking “Attend event” means that you will attend every fight at the event until you decide to leave. “Bypass event” will simulate all fights as rapidly as possible, except for fights involving fighters that you have “Tracked”. The “Auto-resolve signed fighters on bypass” option means that signed fighters’ fights will be rapidly simulated rather than watching the fights in full. If you wish to view all of your signed fighters’ fights in detail, turn this option off and click bypass to skip non-signed fighters’ fights. If you only wish to track specific fighters from your roster it is best to track them from “Fighter Profile” and keep this option turned on, then click bypass.

SUPERFIGHTS

Superfights can provide a significant income boost to the upcoming event. Superfights are fought between a Champion and a Challenger who have a significant unbeaten run either individually or in combination. Of course two undefeated fighters who have significant win streaks will stoke the most interest with the fans and global public, thus potentially generating massive income for that event.

These are the events that you will most want your fighters to take part in due to overwhelming interest worldwide.

FIGHT ENGINE: GAME PLANS

Before each fight that you view involving a signed fighter you will be able to change the fighter's game plan via the slider controls. This will default to that corresponding to the game plan you set for the fighter's training. Should the fight last longer than one round, you will again be prompted to make any changes that you might desire.

MMA RULES

MMA rules can vary somewhat. The MMA world simulated in this game follows the majority of the most common rules. Just as with most modern competitions, no head-butts or groin strikes are allowed. However, somewhat unusually for modern MMA, stomps, knees and kicks to the grounded opponent are entirely legal in this simulated world.

FIGHT ENGINE: INTERFACE

This is it! The moment of truth! The warriors march out in pairs to oppose one another in hand to hand combat! Before a fight starts you may be prompted with the Game Plan option as outlined above. You may also be presented with the buttons "Leave", "Fight!" and "Skip". "Skip" will skip the current fight by rapidly simulating it. "Leave" will do the same for the rest of the event. "Fight!" will allow you to watch the simulated fight in its entirety, accompanied by dynamic stats, labels and commentary. The commentators are found in the top right corner and will discuss important information as the fight progresses. You can also analyze a wide variety of "Fight Stats" via the lower left quadrant of the page. Here you can use the button to flick through different views. In some views combo-boxes will be available to filter specific stats that you are interested in. The comparison view is a radial graph comparing the stats of the current two competitors. The stats are color coded according to the color of the fighter's corner. This is made clear by the side on which the profile details appear in different colors in the top left of the screen. Various labels will pop up to give you more information, such as who is in the dominant position and also the "Fight Phase", which is the current position that the fighters find themselves in. In the lower right of the screen, once the fight has undergone a transition, you will find the "Transition Map", which once again is color coded to demonstrate who caused a transition and to which "Fight Phase". Bright red or cyan signifies the last transition to take place. Dark red or dark blue

signifies previous transitions. Also in this lower right quadrant, you will find a slider to control the fight simulation speed. Moving it to the right will speed it up and moving it all the way to the left will cause the fight to pause.

You may also notice a “Log” checkbox in the upper right quadrant. This allows you to view the fight commentary as a stream of text rather than pop-up labels.

Once the event is over, you will be able to proceed to the “Event Results” screen.

FIGHT ENGINE: COMPUTATION

The Fight Engine uses a series of algorithms to compute transitions, takedowns, strikes and submissions from fighter stats. This is influenced by the various skills and attributes of each fighter. This can range from height to intelligence, determination, specific technical abilities, strength, cardio and so on.

Of course a fighter with more cardio can throw more strikes, but a stronger fighter may be more likely to land a fight ending technique with every attempt, for example. Each fighter has a huge sleuth of stats that will contest the stats of the other fighter via the Fight Engine.

The best you can do for a fighter is to provide them the means to improve and by selecting appropriate game plans, then the rest is up to them! Don’t be surprised if you see an upset, as there is always “the puncher’s chance”!

FIGHT ENGINE: WHO WILL WIN?

Every 4 months comes the top tier championship, where fighters can contest the number one world rankings in each Weight Class. As long as the scheduled fighters are not injured, these fights will go ahead. If neither fighter is signed to you, you will have the opportunity to take part in “Who Will Win?” punditry. Here you can guess how the fight will end and who will win. You will have the opportunity to review game-plans and fighter stats before you make this decision. If you select correctly you will earn some Action Points and Cash. If you are incorrect, you will lose Action Points. The higher your reputation, the more your punditry is in demand, and hence the higher your Cash payout!

JUDGES' DECISIONS

The fan perspective on the current fight can be tracked in the top left quadrant of the fight engine, which tends to be a rather accurate, if lopsided, perception-based score. However, if a fight goes the distance, the Judges will be required to render a decision via a 10-must scoring system. While it's always good to have survived a fight, Judges' outcomes can be notoriously controversial and at times downright wrong. This is reflected in this game since Judges possess different personalities that favor different technical categories. For example, certain Judges may emphasize Takedowns but have a reduced interest in Knock Downs. Once in a while you're bound to come across controversial decisions, especially when a fight is tightly contested. 9 judges will exist in the world at any given time, and since 3 of them are randomly selected for events, overall the judging outcomes should be faithful to fighter performances on average.

If a fight goes the distance, the Judges' Decision will be displayed in the upper left quadrant.

EVENT RESULTS

This screen follows on from the Fight Engine and shows the commercial implications of the previous event, as well as the individual fight outcomes. You might notice that some fights were "Cancelled", which is due to one or more of the fighters being injured.

Fighters that are still signed to you following the event will be marked with "[S]".

FURTHER ANALYSIS

Progressing from the "Event Results" page you will find the "Further Analysis" menu. Here you can toggle through worldwide fight stats on the left, see the composition of the fighting world in the central column, and on the right you can see the retirement cause frequencies. Leaving this menu will lead you back to the office.

STEAM FUNCTIONALITY

If this game was acquired using Steam, the Steam client must be used to launch the game.

Various Awards from the Awards Cabinet coincide with Steam Achievements that can be earned through fulfilling various tasks during play.

While the Steam Overlay is unavailable from this game, F12 can still be used to take screenshots that are stored in your Steam library. If you have sound effects on, you will hear a camera sound effect to verify that a screenshot was taken.

BEST OF LUCK WITH YOUR MMA BUSINESS!