



THE ULTIMATE GUIDE

by Gerald Köhler



THIS GUIDE IS STILL WORK IN PROGRESS.

SCREENSHOTS WILL BE REPLACED IN THE NEXT VERSION.

A NEW VERSION WILL BE INCLUDED IN THE NEXT UPDATE.

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Introduction

In this guide, I have compiled all the important information you need to optimize your enjoyment of WE ARE FOOTBALL 2024 (WAF2024). WE ARE FOOTBALL (WAF) and National Teams (NT) are also included.

This guide is regularly updated. You will therefore also find a comprehensive list of changes at the end. There you can always see what has changed since the last edition.

This guide is available free of charge as a PDF. Unfortunately, I cannot guarantee that all the information is correct, as some things change in the course of development, e.g. after an update. For the time being, however, I will incorporate all changes into the PDF version as quickly as possible and correct all errors reported to me and then make a new version available.

Basically, this guide is divided into five parts. The first part introduces basic concepts that are important for understanding the game. WE ARE FOOTBALL 2024 differs significantly from other manager games in some respects, so it will definitely be easier to get started after reading this guide.

This is followed by explanations on important player, club, team and manager values.

The third section, the lexicon, contains detailed information on individual keywords, which is why this section is organized alphabetically. The special feature here is a particularly deep insight into how the game works, often dealing with probabilities or small tricks for optimizing your own playing behaviour.

The fourth part describes the options for modifying the game. In addition to editing the database with the supplied editor, the main focus here is on integrating your own graphics and audio files into the game.

In the concluding fifth part, the most important steps in the development of WAF, NT and WAF2024 are briefly presented. There is also a brief outlook. The final sixth part answers frequently asked questions.

Enjoy reading and have even more fun with WE ARE FOOTBALL 2024!

Yours

Gerald Köhler

PS: Football in the men's and women's leagues is simulated equally in the game. The few differences will be pointed out in each case. All the special features of women's football are summarised again in Part 3 under "Women".



1. Part 1: Concepts

1.1. General

WE ARE FOOTBALL 2024 is a football manager in the tradition of the classic German managers of the 90s and 2000s. It can be played alone or with up to four players in hotseat mode (from WAF2024 onwards, previously only a total of two players were possible). The entire club is simulated, i.e. you have to take care of the tasks of both the manager and the director of football.

There is also plenty of humour. Most of what sounds crazy at first has its roots in events from real football.

Steam Remote Play is supported. WAF, NT and WAF2024 can also be played with the Steam Deck.

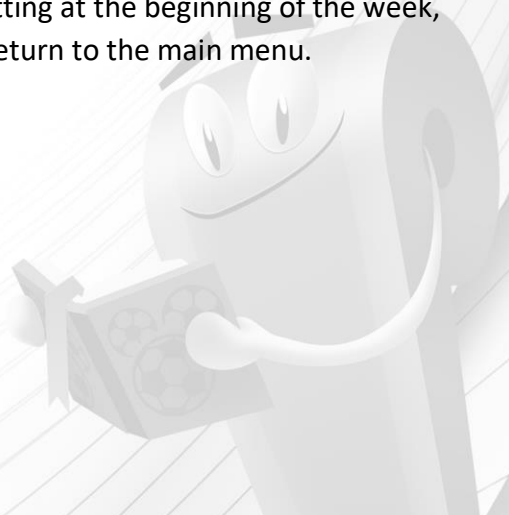
When designing the game, the aim from the outset was to ensure that a season could be completed in just a few hours. During the development of WAF2024, great importance was therefore attached to not overloading the game compared to WAF. To compensate for this, WAF2024 offers a constant stream of new content over many seasons. The number of events alone is now well into the four-digit range. On top of this, there are a further 250 events relating solely to player hobbies.



In my opinion, the ideal gaming experience is on the couch with a laptop with a touchscreen, and it's best to have a device where you can remove or fold away the keyboard. The game can be controlled entirely with the touchscreen and many things, such as dragging players in the line-up, feel best this way.

1.2. Basic procedure

WE ARE FOOTBALL 2024 is normally played on a weekly basis. At the beginning of the week, you plan your actions, then the week runs. If your team has a match during the week, the week is interrupted and you can determine your line-up and tactics. This also happens for important appointments, e.g. upcoming negotiations. During the season, the week is usually concluded with a league match. If you have forgotten a setting at the beginning of the week, you can also stop the weekly schedule on a daily basis to return to the main menu.



1.3. Start menu

Here you can start a new game, reload an existing game or continue the last game you played. However, there are also a whole range of other options. Most of them are self-explanatory, but I don't want to withhold some important information from you.

Simulate single match multiple times – from WAF2024

Here you can simulate a match between any two teams. As the result of a single football match always depends partly on luck, you can calculate a larger number of "equal" matches directly at this point. This gives you an exact probability distribution for a win, draw and loss under the given conditions.

Wie es wohl ausgeht?

Anzahl Spiele: 1.000

Team 1: Verein: Deutschland, Einheit: Frankfurt

Team 2: Verein: England, Newcastle

Teams vergleichen

Pos.	HP	NPs	Rnr.	Name	Sta.	Fo.	Fähigkeiten	Alt.	Fit.	Mo.	Nat.	Sta.
RAV	RAV	LAV	22	Tristan Charles	9,7	7		33	66	4		33
IV	IV	DM	20	Musashi Hiraoka	9,9	4		39	61	4		39
IV	IV	LAV	2	Eddie Nelles	11,6	7		23	61	4		23
ZM	ZM	OM	8	Denny Schmelz	9,5	7		26	70	3		26
ST	ST	HS	9	Leopoldo Asiri	10,5	9		30	60	3		30
-	TW	-	13	Jesper Gottschling	6,6	7		34	62	3		34
IV	IV	RAV	35	Lyudmila Moreno	9,8	7		23	68	4		23
-	RAV	IV	18	Artem Tsvetkov	9,6	7		27	62	3		27
ZM	DM	ZM	17	Simon Raab	9,6	6		32	67	3		32
-	LAV	-	43	Christoph Loeh	9,7	7		28	69	3		28
-	OM	HS	49	Daigo Kinoto	10,4	7		26	64	3		26
TW	TW	-	1	Kurt Tesch	10,7	7		32	61	2		32
-	TW	-	40	Dennis Reitz	4,7	7		21	61	4		21
-	ST	LAS	14	Raphael Adolf	7,9	7		24	66	3		24
ST	ST	HS	19	Samuel Alfonso Burritos	11,0	7		27	68	4		27
-	DM	ZM	6	Kristof Jukovic	9,7	7		26	61	4		26
-	LAV	RAV	47	Jens Schmitz	5,8	7		20	70	3		20
-	OM	ST	29	Jannik Landberg	8,7	7		23	62	4		23
-	ZM	LAS	46	Albert Finsch	1,9	7		19	61	4		19
-	LAS	RAS	11	Frank Altuntas	8,0	7		21	61	4		21
OM	OM	RAS	26	Marcus Gürtz	10,8	7		31	65	4		31
-	IV	LAV	5	Harold Skille	7,5	7		22	61	3		22
-	IV	-	4	Jesse Onaka	8,2	7		25	60	3		25
-	ST	RAS	53	Balf Kanou Muang	4,7	7		21	62	4		21
-	RAV	RAS	28	Anton Boru	7,8	7		26	69	3		26
-	ZM	OM	27	Marc Wegner	4,9	7		19	69	4		19
-	ZM	OM	52	Merten Lorenz	4,5	7		19	62	4		19
LAV	LAV	LM	33	Luigi Pestone	10,2	7		24	69	4		24
-	ZM	RM	30	Jonathan Duso Engon	9,0	7		22	60	3		22

Aufstellung, Spielerstatus, Taktischer Stand, Taktik, Teamstatus

Use "Line-up" to select the players who are to start.

If you want to change the values of a player, first click on the player and then on "Player status". If you want to do this for all players at the same time, please select "Team status".

You can also change various team values via "Tactical standing" and determine the tactical alignment of the teams via "Tactics".



At the top you can set the number of games to be simulated in succession. If you then click on "Next", you will be taken directly to the results overview. However, depending on the number of simulated games, this may take some time.

(Data) Editor – from WAF, is permanently extended

The data editor supplied with the game can be started here. You can use it to modify the database we have created or to create a completely new database of your own. Details on the editor can be found in chapter 4.

View Season Review – from WAF2024

At the end of each season, a season review is automatically created for all teams in your league, which you can also save for your own team. You can then view it again here later. Please note that the match scenes will not be saved.

Records – from WAF



Find your personal best here.

Credits – from WAF

Here you can find information about who did what for creating this game.

Licences – from WAF

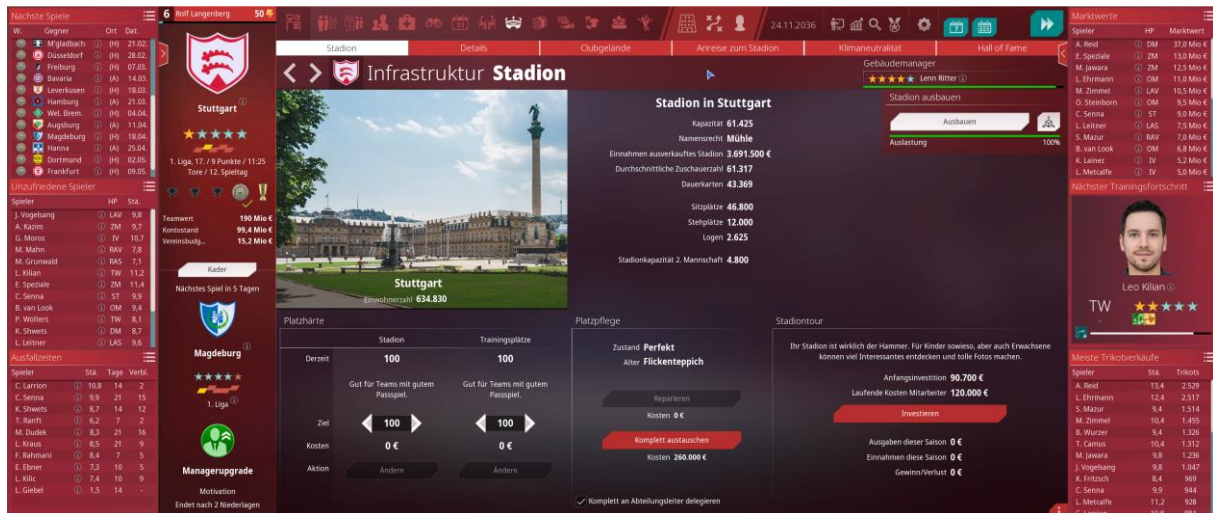
The licensed contents of the game are listed here.



1.4. 16:9 and 21:9

When starting the game on a 21:9 display, WAF2024 simply enlarges the background graphics to the left and right

To enjoy the full resolution on a 21:9 monitor, simply switch in the start menu at the top to full screen or press ALT+ENTER. If you press this key combination again, you will be back in windowed mode. Of course, you can also increase the window size horizontally to achieve the 21:9 aspect ratio.



However, it is advisable to make these adjustments later in the main menu, as the 21:9 is only fully utilised there.

WAF2024 offers you wing menus on the sides that you can freely configure. A total of 30 different statistics are available to you later, from which you can select 3 on the left and 3 on the right.

In 16:9 you can open and close the wing menus either with the arrows at the top left or right or both sides together using the TAB key (alternatively you can also use the 3rd mouse button).

During the match, the statistics in the wing menus are fixed and cannot be changed. In the 3D-only views of the stadium, club grounds and museum, the 21:9 resolution is also fully utilised.



Alternatively, you can also change the resolution in the options.

1.5. Game entry

At the start of WE ARE FOOTBALL 2024, you have a lot of decisions to make.

Men or women?

Firstly, you can click on one of the players to choose between men's and women's football. Both areas differ only slightly in terms of content, but pregnancies, for example, naturally only occur in women's football. In terms of play, the main difference lies in the financial strength of the clubs.

Database selection

You also need to decide on a database at this point. There are official databases with generic data, but for WAF (not WAF2024) there are also official databases with licensed leagues. You can also play the game with fan DBs or DBs you have created yourself in the editor.

The selected DB is then the basis for the new game and will continue to develop based on your decisions.

From WAF2024 onwards, however, you also have the option of modifying certain data retrospectively (see chapter 2 "Editing names" and "Editing club names").

Select simulated countries

From NT onwards, the next step is to select the countries to be fully simulated by the game. The selection is based on the countries contained in the selected database.

If you reduce the number of countries, the game will run correspondingly faster. So if you want to speed up the game, you should switch off all countries here in which you never want to play anyway and in which there are no other relevant opponents. On the left, this can be done for entire continents in one go.

However, since clubs from non-selected countries may be required for international competitions, it is advisable to simply switch them off here and not delete them completely from the database.

The smiley for the utilisation of your computer shows you whether it can cope with the selected countries. However, the game speed is always a subjective matter and there are also other ways to speed the game up (see part 3 under "Speeding up the game").

Hint for database editors:

Even if a country is deactivated, it still costs computing time. It is therefore better for the speed of the game to leave out a country that is not required. Even an entire deactivated continent cannot simply be ignored by the game because of the world cup and would use additional resources.

You can find a list of all important leagues for the international competitions in chapter 4.

Manager data

As the user data is managed separately from the save games, from WAF2024 the game also remembers which level you have already reached as a manager. If you wish, you can then enter the game directly with this level and receive more offers when looking for a job or you are approached by stronger clubs. However, this is optional; you can always start a new game at level 1. From level 2, the skills previously achieved at this level are also transferred to the new game. At level 1, these are determined at random.



If you have already reached a higher manager level, want to start with this level and then play a career, the level and your achieved skills will also be transferred to the career. However, your starting club will be determined by your test result.

You can also specify at this point whether your personal life should also be simulated.



Levels reached while simulating the game do not count.

Personal life

You can enter the details of your real or fictitious family here. Your family members will then evolve over time.

You can also skip this part and only look for a partner and possibly start a family later in the game. However, you will then no longer be able to enter your own data.

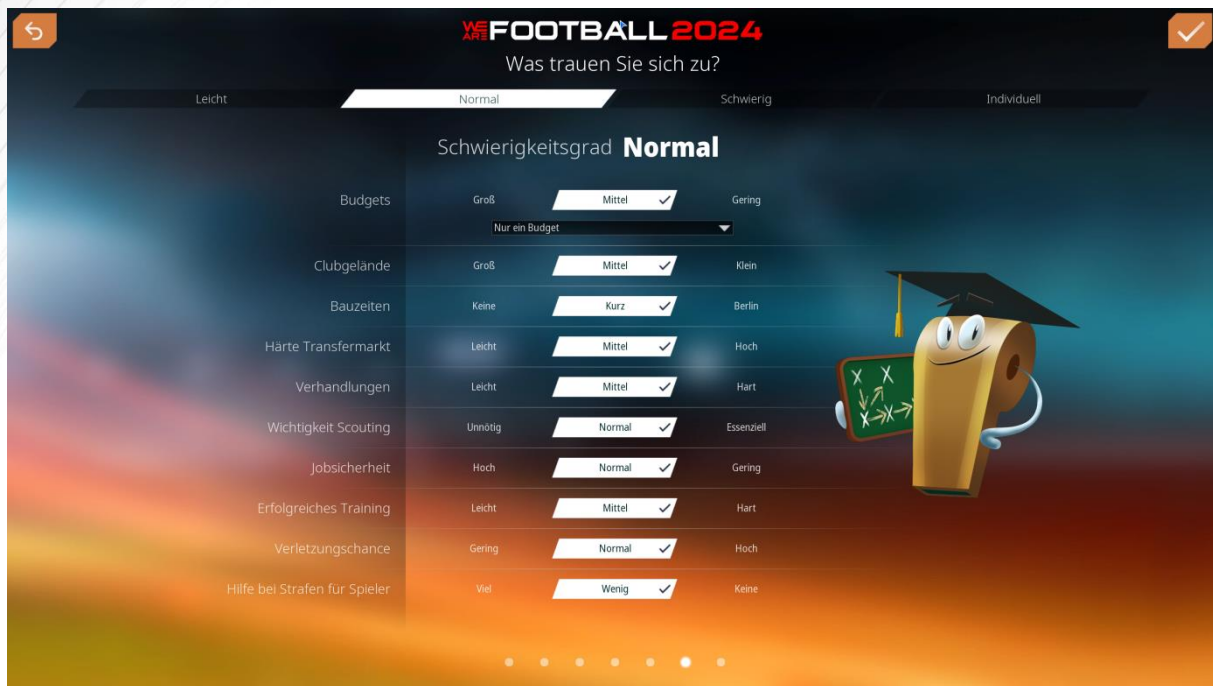
At the bottom of the screen you can also simulate this part of the game separately from the rest. I always enjoy this, so I hope you will too. This was actually only intended as a test tool, but we've just left it in the game for now.

In order for certain events to be called up in this test simulation, a club must first be set up. You then work for this club during the simulation. This is also where your children will start their playing careers.

During the simulation, you have various buttons at your disposal with which you can "turn forward" the time. However, the bigger the jump, the greater the risk that there will be problems to which you will no longer be able to react appropriately.



Difficulty level



You can generally set the level of difficulty in three stages. If you like, you can also do this for individual areas. To do this, you must first switch the header at the top accordingly.



Compared to WAF and NT, the highest difficulty level in particular has been made more challenging for WAF2024, but WAF2024 is also generally more difficult than its predecessor by popular demand. Above all, various AI improvements have been made to make the game significantly more challenging. The difficulty has already been increased for NT by closing certain gaps, e.g. the far too positive effect of playing with high effort. In general, it must also be said that women's football is a particular challenge, as money has to be handled very carefully.

You can also set here whether you want to play with dismissals. In this case, you will be sacked by your current club as soon as your popularity with the board falls below 50. A high popularity rating with the fans can give you additional credit with the board of directors. However, below 40 is definitely the end. From WAF2024, there are special additional settings for the difficulty level when founding a club. Here you can set a whole range of special parameters and make life very difficult for yourself. You can also use the editor to set your own challenges for existing clubs.

Game mode

This is followed by the selection of the game mode and then the selection of your club or national team. Special game modes are pure tournament modes for the national teams, the real career and, brand new to WAF2024, the club foundation. Tournament-only modes cannot be combined with the other game modes. Once the tournament is over, the game ends.

The real career starts with a kind of interview at the employment agency, which will then make three suggestions for the best clubs for you. You should accept one of them, otherwise you will start out without a club and may have to wait a long time for a new offer. So it's better not to bet too high. At WAF2024, we show you the three offers in advance so that you can decide which club you want to put your heart and soul into the negotiations with.



With WAF, the path from unemployment to a new club is often an arduous affair, with WAF2024 we have made it a little more entertaining. In addition, WAF2024 rewards a good test more than WAF, so you can already secure a good club right from the start.

While you can of course be dismissed in the real career, you can eliminate this risk in the club selection if you wish (the option is in the upper part of the screen). The default setting depends on your selected difficulty level.

Founding your own club is particularly exciting. You can find all the important information on this in chapter 3 under "Founding a club". It is a bit of work, but you can create your own club relatively easily without having to create and export a database in the editor. We have tried to expand the city database considerably so that as many users as possible can at least select their home city directly without having to search for longitude and latitude. If your city is not in the database and you do not have this data to hand, you can still change it later in the club profile. Of course, you can do a lot of mischief with this, but we are counting on your cooperation here...



When you enter your own city, make sure you find out the correct coordinates (pay attention to north/south and west/east!). Otherwise, many things in the game will not work properly because the game cannot calculate the distance to other cities correctly.

Please note that although your contract cannot be terminated if you didn't chose so otherwise, you do not own the entire newly founded club. This is because the money for the stadium and training facilities has to come from somewhere.

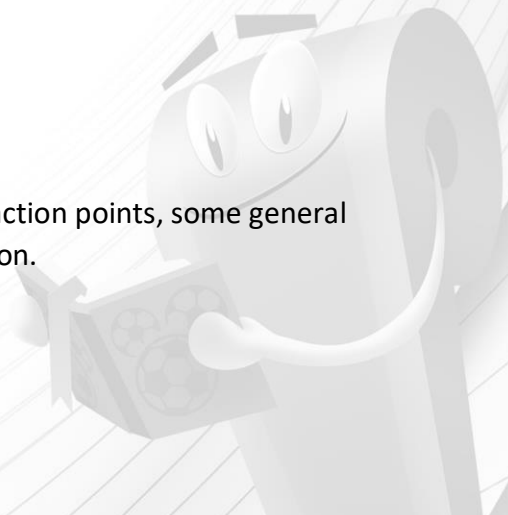
National team

Finally, depending on the game mode, you can also select a national team. Then the actual season begins. If you are playing a real career, WAF2024, unlike NT, no longer offers the option of directly taking over a national team at the start of the game. You are not yet known well enough in the big football world for this and many WAF players therefore found this option unrealistic.

1.6. Pre-season

At the beginning, after the welcome and the awarding of action points, some general settings need to be made that are valid for the entire season.

In detail, these are...



- Season planning with season target and budget negotiation, with optional financial calculation from WAF2024 onwards
- Determining the jersey for the new season (can be changed later), from WAF2024 onwards
- These are my rules... Announcements to the team
- Assigning shirt numbers

Season planning

From WAF2024, you can also make your own financial calculation directly during budget negotiations, in which you can set all values individually. You can change these settings at any time, they have no effect and are only intended as a reference for you.



If you do not want to use your action points later in the game for boosts or negotiations (e.g. because you think they are unrealistic), you can use them directly at the start of the season when allocating the budget and thus expand your financial scope. Pay attention to board confidence here. Caution is the mother of wisdom, especially in the higher difficulty levels.

Shirts (at this point from WAF2024 onwards)

You can change them at any time later in your club profile. Please note that you can also choose the color of the back number.

These are my rules...

This area is intended for advanced managers. As a general rule, a promise gives you a direct advantage. However, if you fail to keep it later on, you can expect double the negative effect. In the first season of the first game, you can continue clicking here for the time being.

Details can be found in Part 3 under "Rotation", "Team promises" and "Player promises".

Assigning shirt numbers

Here you can assign the shirt numbers for the coming season. These cannot be changed afterwards.



1.7. Game start – What do the pros / betatesters first? (TBD)

To be translated.



1.8. Week and match

Start of the week

The week always starts with an information screen where you can see the upcoming matches for your team at the top.

Weekly focus

First you have to define your weekly focus. This definition only has one function: your assistants will later assign a higher priority to the corresponding appointments in the suggestion list. In the end, the only thing that counts is which appointments you actually arrange and then carry out.

With WAF2024, you no longer have to click through the individual priorities with arrows, but can also display an overview by clicking on the graphic and then select a specific priority.

From WAF2024 onwards, you can also change your focus later on the planning screen and see the effects directly.

Training

You can determine the training by selecting a specific training week. This setting is also only a default that you can change later or only adjust in detail. However, if you are not interested in training, you can play the game successfully with just this one entry.



You can also leave the allocation of the training groups to your assistant. This does not apply to the training itself.

The easiest way to train later is to set the training weeks under Season planning. This determines the default for the current training week at the start of the week.

Here, too, you can click on a unit to get an overview of the individual weeks and then select them. This is only possible for the pre-specified weeks.



If you have created your own weeks later, the quickest way to access them is to click on the arrow to the left of the training week.

Special support for players

At this point, you can select a player that the coaching staff should take special care of this week. Please note that you should spread your love over as many players as possible so that nobody gets angry.

Finally, if you want, you can boost one of your players. This way, you can ensure that they reach their training goal of learning a certain skill faster! The current progress is displayed in the selection box. Alternatively, you can also use an action point to give the whole team a little boost. More information on action points follows below.



If one of the players has already reached a high percentage of progress and is about to learn a new trait, you may be able to get him/her to 100%. This gives you an immediate advantage.

Menu



Once you have completed the weekly start, you will be taken to the main menu. There you start on the home screen. All important information about your club is summarized here. From WAF2024 onwards, you can find the additional tab "What's good? What's bad?". If you click on this, you will receive specific information on what is going well or badly at your club and can then tackle the problems. You can click on many points to jump directly to the corresponding menu item or player profile.



These are marked with a small icon.



You don't have to eliminate all negative points to be successful. There will always be something to improve.



You can then call up the individual menu items via the menu bar. For WAF and NT this is at the bottom of the screen, for WAF2024 it has been moved to the top.

First of all, there are the individual departments, followed in WAF2024 by particularly important manager tools (line-up, tactics, personal) and finally more technical points such as

the options. You can also exit the menu at the top right and continue in the game, whereas in WAF and NT this option was at the bottom right.



The help system is available as a separate tab under the options. There you will also find the option to quit the game.

Whereas in WAF and NT each menu item consisted of a long list of options that could be scrolled through, WAF2024 now has tabs that can be used to switch between the individual sub-items.

In all versions, the menu item can be clicked several times to access a specific sub-area. In WAF, this jumps to the corresponding position in the list; in WAF2024, the tabs change at the top. From Update 1, you can also go back again with the right mouse button. Of course, you can also change tabs using the arrow buttons on the left.

Colour scheme



Alternatively, you can switch to a light mode in the options if you prefer this. There you can also specify the main color of the interface.

Assistants

You can delegate many of the tasks in the menu to your assistants. The better the respective assistant is, the better these tasks will be completed. You can find more information on the individual positions in Part 3 under "Department heads".



You can also use this button at the top right to call up an overview of all your activated and deactivated assistants and make the corresponding settings. We recommend calling up this item once when you start the game and setting everything up the way you want it.

From WAF2024, you can also activate and deactivate all assistants here in one go.

Planning of the week

Next, you should plan the exact course of the week. The planning consists of three steps.

Firstly, you can arrange appointments yourself from the menu - you will see your most important tasks on the home screen. The appointments are usually organized in the relevant departments of your club.

After leaving the main menu in the weekly planning, your assistants will give you tips on what else is important. The appointment suggestions are divided into the categories "You must...", "You should..." and "You could...". Which category an appointment falls into also depends on your weekly focus. You can also change this at this point from WAF2024 onwards.

Finally, you still have to organise the training.

You can also play the game exclusively via your assistants and "only" take care of transfers, line-ups and tactics. This is especially for beginners a very good way to play the game.

To summarize:

Beginners inform themselves on the home screen, but then continue and select their activities in the weekly planning.

Professionals go directly to the departments in the main menu and take care of their tasks there in advance. In the weekly planning, the assistants then point out any things that may have been overlooked and the weekly plan can be completed accordingly.

Appointment planner

As soon as you make an appointment, the appointment planner opens.

There you can move the current appointment with drag & drop as far as permitted. The current appointment is marked by a frame.

If you hold down the mouse button and move the appointment to the arrow fields, you can also change the week. The date then changes at the bottom. You can then set the day and time for the appointment.

If you move the mouse over an appointment, you can delete it by clicking on the X. Mandatory events do not have an X and therefore cannot be deleted (e.g. season ticket sales).

For some appointments, you can also set the duration, e.g. for negotiations.



These appointments are marked with an icon. Simply move the mouse to the top or bottom edge of the appointment. As soon as arrows appear, you can change its duration within certain limits. You will receive additional negotiation rounds, for example.



There are also all-day appointments and there is also a special icon for these.

Dates can only be set for the current season.

Training

The training screen offers you a wealth of options for controlling your team's training.

As the skills involved are often numerous, there is a tooltip with the exact list when you move the mouse over the training session graphic.

You can set up to two training sessions per day. Simply click on the "+" in a free time slot or on an existing session and then select the desired training type. The effects and the load for the players are displayed directly. An intensity of 1-3 can also be set for each unit. This changes the positive and negative effects to 80, 100 and 120% of the normal effects.



Directly above the intensity, you can choose who should take part in a session. Either all players train, or only the players who have played, or only the reserves.

Hints for using the training screen

You can use drag & drop to set the training sessions. If you also press SHIFT, you can also swap two units. The right mouse button is used to delete set units.

If you press SHIFT when changing an intensity, it changes for all units of the week.

Training weeks

As an alternative to setting individual units, you also have the option of setting entire training weeks.

You can also create, name and save your own training weeks. These can then also be used in other save games.



If you have already installed WAF, you can transfer your old training weeks to WAF2024. Simply search for the file with the extension .lineup in the root directory of WAF and copy it into the waf2024 subdirectory. That's it!

Season planning

An important part of training planning concerns the entire season. You can access this by clicking on "Season planning". Here you can define certain settings that you would otherwise always have to make at the start of the week. The advantage of season planning is quite simply the better overview, so that you can, for example, select players in a more balanced way and avoid problems with the rest of the team.

It is best to call up this screen at the start of a new season and plan at least half the season in one go. This will speed up the game considerably. Make adjustments as soon as you realize that the fitness or energy of your team does not meet your expectations.

From WAF2024 onwards, you can also carry over your season planning to the next season so that you can continue to optimize it. It's definitely worth the effort.



Training groups

There is also a second tab on the training screen for organizing training groups.

Here you can distribute the players using drag & drop and then allocate a training week to each group. For example, certain players can complete a development programme, while others can work on tactics.

The green player in the training plan is the player you are supporting individually this week (setting from the start of the week).

Red players are currently injured. They are still listed so that it is clear in which group they will train when they return.

Training progress

At the end of each week or after a match, you will be shown a screen that displays the progress of the players. Here you can also see which players are about to be upgraded and give them further targeted support.

You can also see at a glance how your players and your team have developed since the last game or in the last week. Both training and matches are included in the progress. White ends on the bars show a positive development, red bars show a deterioration.

A tooltip is available to display the absolute value both in the list and for the individual tactics.

Weekly progress

The events of the week are presented to you on the weekly progress screen. As soon as a decision has to be made, an appointment is due or any other action is required of you, the week is interrupted.



In the options, you can set the sequence speed of the weekly schedule and also determine the display duration of events using the "Text speed" option. In response to popular demand, WAF2024 also offers a particularly smooth variant.



However, if you have missed an event, from WAF2024 you can call up a list of all events for the current week via the "Event overview for current week" button at the top right. You can also display this automatically at the end of the week using an option.

Line-up

Your first match day has arrived. You can now set the line-up for the upcoming match.

Simply drag and drop the desired players from the player list from the right onto the pitch.

You can also move the players within the list. On the pitch itself, you can also drag and drop existing players to new positions or change positions.

The line-up consists of 11 players and 9 bench players.

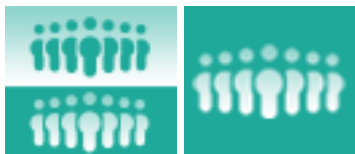
You can move your players around on the pitch by holding down the left mouse button. The number in the circle shows you how strong a player is in the current position.

The circle around the player's rating is a UI special case and shows fitness, which is most noticeable when it is coloured yellow or red and indicates problems.

Green is good, yellow is okay and red players should be replaced or not fielded at all.

The colour of the position, on the other hand, indicates whether a player is playing in his main position (white), in his secondary position (blue) or in a completely different position (red).

On the right you can see the players you have lined up. You can drag these players from the bench onto the pitch to replace a previously lined-up player.



In WAF and NT you can also see your opponent at the same time using the "Line-up" button at the top right of the pitch and adjust your own line-up accordingly. From WAF2024 Update 1 there is a third button which shows the areas of the player positions for easier placement.



You can change your basic formation at the bottom left of the pitch. The players already lined up will be rearranged as best as possible. Alternatively, you can keep the set basic formation and simply move the players around the pitch using drag & drop.

You can then continue. If you wish, you can also save your changes as a new basic formation and then use them again later.

However, it is much easier if you let your assistant manager do the work. Simply click on "Assistant does the complete line-up".



"Assistant does the complete line-up" (for WAF and NT: "Assistant makes everything") includes bench and team tasks. Assistant manager settings on other screens are not affected (tactics and motivation).

All automatic functions only take effect when you continue the game. They have no function when you activate them so that your settings are not overwritten.

Rule-based line-up

Here you can give your assistant manager certain guidelines as to how he/she should organise the line-up. If two players are close to each other, this rule will be the deciding factor. You can define what is close enough for a substitution yourself via your settings under "Effect".

Before starting a simulation, please make sure to switch off any particularly restrictive rules.

Delegate team tasks

Here you can distribute various tasks within your team. This concerns the execution of the various set pieces, the roles of captain and defence chief and the determination of which outfield player should go into goal in an emergency.

Tactical settings

You can set the tactics in two steps. The first step involves general settings for your team. The second step involves individual settings for the next opponent directly before the game, combined with additional motivation options.

You can also change tactics during the game and during the half-time break.

General tactics

In tactics, you can adjust your team to the next opponent. On the left, you can initially select a rough playing philosophy, which will determine your options for the other settings. This is why some of these are limited accordingly.

The game philosophy is perhaps the most important setting on this screen, as it sets the direction. The alignment within the philosophy is also important, but here you can vary from game to game.

Pressing and counter-pressing should be very closely aligned with the philosophy. In addition, you can set a number of tactical priorities that your team can then implement more or less well depending on their level of training.

The selection whether you should attack mainly through the middle or on the wings should support your strengths. This can pay off in the game. The team that currently has an advantage in each of the 5 areas is displayed. The number below indicates this advantage from your point of view.



To achieve an even distribution across all ranges without fiddling, simply pull all 5 sliders up or down uniformly.

Questionable means

The floodlights take the longest when the game is interrupted, followed by the sprinkler and then the ordered speedster. In any case, your opponent will be irritated and lose the flow of the game. This is an illegal action that will result in hefty penalties, especially if it happens frequently.

Not repairing or watering the pitch are not the worst ideas when you are up against a stronger opponent.

Only up to NT: Finally, you can make the pitch even narrower to restrict the options of opponents who often attack from the wings. This makes the game tight and provokes misplaced passes. You can still see the old lines during the match for comparison...

Motivation / setting up for the opponent

On the second screen, you can fine-tune your team for the next opponent and prepare them for what to expect. Here you can also select and work on the rehearsed attacks.

The right amount of effort is very important. The following applies: as much as necessary, but as little as possible. It is important to save energy over the long season, especially in large leagues with many teams and with a high international load.

Until WAF: The stakes had too few negative effects here. So if you want to make the game more difficult, you can simply refrain from playing with high stakes all the time and only increase them in certain games or phases of the game. From NT onwards, the effects are much stronger and the players' fitness suffers.

Match calculation

In all versions of WE ARE FOOTBALL there is only one match calculation for all matches. Regardless of whether you play with or without scene display or fast or slow, none of this has any influence on the result.





During the match, you have full control over the scenes and the match sequence at the bottom left (WAF2024) or right (WAF and NT). You can initially set the length of the scenes there, but you can also set the speed of the game minutes, the speed of the displayed scenes and also the display duration of information during the scene display.



There are also two buttons with further details available. The first opens the actual 3D match options for your own game (or for all user players in multiplayer) and the other opens the conference mode button for the automatic display of scenes from other matches.

When a scene is playing, you can use the numbers 1-9 to switch between different perspectives. Feel free to switch through all the options. Press 0 to switch between two different headers. You can find a detailed overview of all the options in Part 3 under "Keyboard layout".

Pause

Very important: You can pause the game at the top right (WAF: bottom right). It is best to use this right away to optimize the game speed for you.

Alternatively you can use SPACE for this. This is also possible during a scene, in which case the game ends at the end of the current scene (in multiplayer mode at the end of the current minute of the game, i.e. there can theoretically be other scenes).

Speed of the match display

If you switch off the scenes and set "Speed" to full speed, the match will be calculated in a few seconds (depending on how many other matches are calculated simultaneously).

You can also shorten the scenes shown, in which case the beginning of the scene (usually the part in midfield) will not be shown. For many scenes, this means that they are a few seconds

shorter. Over the course of the season, this adds up to a significantly accelerated season, especially with several players.

With "Fans" in the 3D match options, you can switch fan chants on and off (from WAF2024 also as audio).

WAF2024 only: You can save time during the scenes by slightly increasing their playback speed and switching off the action boxes. In general, the attacks are much smoother without the intermediate action boxes, so it's best to try out both variants.

Conference mode

If you activate the conference mode, you will be shown scenes from the other selected matches in the league in addition to your own match. You can define a number of rules for the conference to maximise the excitement. Of course, the conference mode works best when there is still something at stake on the last match day.

Intervention options / Manager shouts

Sometimes you can intervene directly in the match. In these cases, you should take a close look at the match situation and then make a decision based on the skills of the player with the ball or the skills of the players in promising positions.



For the start, you have as much time as you want for your intervention, but you can also make this more demanding by limiting your reaction time to 3 seconds. This is actually how it is intended.

Match calculation

The random generator in WAF and NT works on the basis of a starting value and is then purely mathematical. This means that there are always same random numbers determined.

You can simply imagine this as a long series of numbers in which the next number is always used when a random decision is made in the game.

This has the advantage that the game always runs the same after a restart with the same actions. Any problems can therefore always be traced by us when we look at a save game. This allows us to help you much faster and better, if a problem occurs. Otherwise, we need the right amount of luck or bad luck to reproduce the same situation again.



The "Reinitialise random generator" option, which you can find in the options, provides a remedy. After a click, the random generator is reinitialised and all subsequent events run completely differently. You can use this for yourself, but if you do not save immediately afterwards, we will no longer be able to track the events of the coming week.

Even without this function, games run differently at the end of the week if, for example, you change an appointment somewhere during the week that also uses random numbers. Different numbers are then also used for the following match.

This is no longer necessary with WAF2024. The equal calculation was often criticised by users in the past, so that with WAF2024 the results are now directly different with every recalculation.

Half-time

Now is the right time to really wake up your players. If you wish, you can get support from an external motivator. This person will hopefully give funny speeches to motivate your team. So always turn up your loudspeaker beforehand. You can even choose between different speakers (WAF and NT) or German/English (WAF2024) in the options.

You can listen to the end of a speech or cancel it at any time.

Substitutions

When your assistant manager makes a substitution, they will tell you why they decided to make this change in the match ticker from WAF2024 onwards.

Table

In WAF and NT, a part of the table is displayed during the game. In WAF2024, the table is only available in the wing menus (top right) or as an alternative to the live ticker.



You can also call up a complete table using the "Table" button or the "T" key.

After a matchday

The matchday is usually followed by the table or, after cup matches, the other results. You can also switch between all competitions and view match reports from other teams.

From WAF2024 onwards, you can also view the goals in the match reports via the camera icons.

WE ARE FOOTBALL 2024

Sometimes you also have to give an interview at this point, but this depends on how interesting your club is for the press at the time. This is followed by the media screens, which contain interesting statistics as well as newspaper headlines.

If nothing else happens, it's on to the next week.



1.9. Preparing a starting save game for WAF2024

It is advisable to prepare a savegame right at the beginning, which you can then save as a starting point and reuse later. We recommend the following steps:

Family: If you want to play with your real family, then take the time to model your family members realistically.

Players: As soon as you are in the main menu, go to the player profile (e.g. via "1st team" and "2nd team") and use the button in the top right-hand corner to change the names of the players in your club so that they correspond to the real players (simply jump between the players using the arrows in the top left-hand corner). If you are founding a club, you can enter your friends here, for example.

If you change the player names, you can also set corresponding hobbies directly if you wish. You can find information on hobbies in part 3.

Clubs: Go to the table and change the club names of your league via the club profiles. There is now a table button in WAF2024 directly under "1st team".

If you play in the first league, it is advisable to change this for the second league as well, so that the promoted teams also have real names. Otherwise, you may have to change them again later for each save game.

Player pictures and crests: You can easily integrate these into your savegame by downloading them from the Internet, for example, and then copying them into the \players or \badges directory. You can find details on this in Part 4. Of course, you can also simply copy your player pictures and badges from many other old managers into the \players or \badges directory. It is only important that the file name of the badges matches your team name in the game and that the format is compatible. You can also make this change at any time later and it will also take effect for save games that have already been started.

Personal: Set the appointments that should be automatically scheduled for you each week, e.g. sports.

Wing menus: Select your 6 favourites from the statistics (on 16:9 screens, open these with TAB or the 3rd mouse button).

Options: Set all options in the game the way you want them. The same applies to the preferences for the assistants.

Then save the savegame immediately under a separate name, e.g. "Start", so that it is not accidentally overwritten later by other autosaves.



If you want, you can even go one step further and schedule a friendly match, play it and set the 3D match options during the match and then select your optimum setting for the transfers (this will also be saved). Then you're all set!

1.10. Season progression

A season consists of different phases.

Pre-season

The first phase is the preparation for the new season. This lasts depending on the country, and the super cup is often played during this phase. From WAF2024, there will also be an international supercup in Europe.

1st leg

Then usually the first half of the season is played, although there are also special modes here in different countries (e.g. there may be more than 2 rounds or the second round may be followed by further matches).

Transfer periods

There are two transfer periods per season, one from 1 July to 31 August and one from 1 January to 31 January. A player may only change clubs within these windows. If negotiations take place in between, a transfer can take place at the earliest when the next window opens. Each transfer period ends with the deadline day, on which there are still a few available on the market. A special screen with a countdown is usually displayed for this purpose. In rare cases, if there are no suitable offers at all, this game element is cancelled.

Player upgrades and downgrades

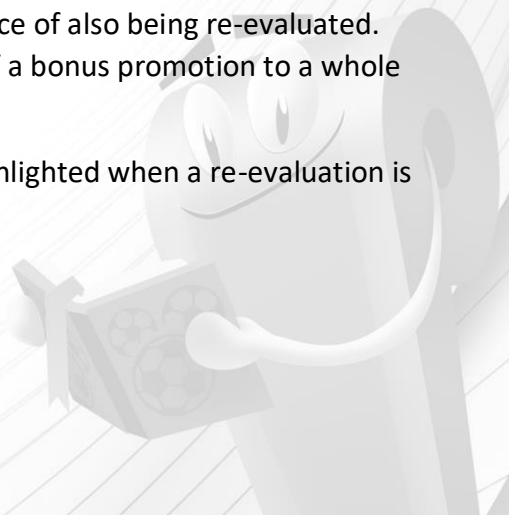
Players are re-evaluated twice a season and you can find out in detail who has improved or deteriorated and why. A special screen opens two months after the closure of the transfer period. The dates are therefore around 30 September and 31 March, depending on the position of the match days.

These adjustments can be made for a variety of reasons. The respective reason is also displayed for each player, examples include

- Incomplete scouting
- Time spent in action
- Goals scored
- Goal assists
- Super players have reached a new level

All players who were transferred in the last transfer window are rated. They are then considered fully scouted. Existing players have a 10% chance of also being re-evaluated. Players with a level of 15 or higher also have the chance of a bonus promotion to a whole new level.

All players are displayed in the list on the left and then highlighted when a re-evaluation is due. The others are skipped.



Players with a positive effect are highlighted in green, those with a negative effect in red. This allows you to see at the end whether you have been lucky or unlucky. The following effects are possible:

- Level +/-
- Progress to the next level +/-
- Training progress +/-
- New strength / weakness

If no player is affected, the screen is skipped.

For fully scouted players, the probability of a change is initially 20%. In these cases there is a bonus:

Same country	10% per league level difference
<0.15	50% per league level difference
<0.3	40% per league level difference
<0.5	30% per league level difference
Else	20% per league level difference

With every missing scouting level above 1 (starting with "good"), this probability increases by a further 8%.

With full scouting, the chances of + or - are 50% each. With each scouting level above 1, however, the probability changes by 5% in favour of the worse. Without any scouting, it drops to 10:90, i.e. you are almost always in trouble. This only applies to the first 3 points in the table below.



The results are determined 14 days in advance to make it a bit more difficult to simply restart in case of unfavourable results.

With regard to scouting, the exact effects are as follows:

10% Level+ Level- (Form<4) for downgrading or (Form>6) for upgrading are required Not if the player is fully scouted!	Level symbol is displayed, then the new one with +1 or -1.
25%, plus -1% for each scouting level. Otherwise discard. Progress level from 30-70%. Max. 99%. Loss of 30-70%. Min 0%. No level gain or loss. (Form<4) or (Form>6) are prerequisites, the change must be at least 10%, otherwise it is discarded.	Percentage value and old and new bars are displayed.
25%, plus -1% for each scouting level.	Skill symbol is displayed, percentage value

<p>Otherwise discard. Progress skill from 30-70%. Max. 99%. Loss of 30-70%. Min 0%. No loss of skill. (Form<4) or (Form>6) are prerequisites, the change must be at least 10%, otherwise it is discarded.</p>	<p>and old and new bars are displayed.</p>
<p>20% A new weakness can be added. With 10%, the player receives a weakness; any neutral (!) skill that is at least 50% relevant to the main position is selected. => Expires if 6 skills are already occupied.</p>	<p>Weakness is displayed.</p>
<p>20% A new strength can be added. At 10%, the player receives a new skill; any skill that is at least 50% relevant to the main position and currently neutral is selected.</p>	<p>Strength is displayed.</p>
<p>Additional and permanent Players from level 15 can be promoted for great performances. Important: Form>8. 2 weeks ago and now. Last game played. Fitness>80. Probability at level 15 => 15% Probability at level 16 => 10% Probability at level 17 => 8% Probability at level 18 => 6% Probability at level 19 => 4% This is also possible for players who have not been transferred!</p>	<p>Level symbol is displayed, then the new one with +1 or -1.</p>

There are also some special queries:

Player plays a surprisingly large number of games => time in action

Maximum target: 95%, discard if starting value >90%. Minimum number of games team: 4

(player is not in the top 20) and (>20% of the playing time played) and (at least average marks)

Progress level => Random(10)+3% plus 3% per 10% playing time



Random(10) stands for a random number between 0 and 9. Random(2) is therefore 0 or 1 with 50% in each case. Random(100)+1 is a number between 1 and 100.

(player is not in the top 14) and (>50% of the playing time played) and (grade point average better than 4)

Progress level => Random(10)+3% plus 1% per 10% playing time

Player plays surprisingly few games => playing time

Maximum target: 5%, discard if start value < 10%. Minimum number of games team: 4

(player is top 9) and (<50% of playing time played) and (less than 2 weeks injured) and (German marking average > 2.8) and (not > 1st goalkeeper)

Progress level => -(Random(10)+3)% and additionally -5% per 10% playing time below 70

(player is top 10-18) and (<20% of playing time played) and (injured for less than 2 weeks) and (German marking average > 2.8) and (not > 1st goalkeeper)

Progress level => -(Random(10)+3)% and additionally -2% per started 10% playing time under 60

Player scores a surprising number of goals => Goals scored

Maximum target: 95%, discard if starting value > 90% (for both level and skills). Minimum number of games team: 4

Here we look at the distance between the player and the maximum level in the league. All non-strikers only need to score 80% of the goals.

Players must have been used in >50% of games and have >25% playing time. The minimum number of goals is 3.

0	Average > 1 Tuning: /1.05
1	Average > 0.9
2	Average > 0.8
3	Average > 0.7
4	Average > 0.6
5	Average > 0.5
6 or more	Average > 0.4

If (player trains goal scoring or shooting technique or shooting power)

Progress Skill => Random(10)+5% plus 3% for every 0.1 above the minimum average

Else

Progress Level => Random(10)+3% plus 3% for every 0.1 above the minimum average started

Endif

Player scores surprisingly few goals => Goals scored

Maximum target: 5%, discard at starting value < 10% (both for level and skills). Minimum number of games team: 4

Here, too, we look at the distance between the player and the maximum level in the league. However, the value only affects strikers. The wingers, hanging strikers and OMs need half the number of goals. There are no negative consequences for all other positions.

0	Average < 0.4 Tuning: *0.95
1	Average < 0.3
2	Average < 0.25
3	Average < 0.2



4	Average<0.15
5	Average<0.1
6 or more	Average<0.05

Players must have played in >50% of games and have a playing time of >25%.

If (player trains goal scoring or shooting technique or shooting power)

Progress Skill => -(Random(10)+5)% and additionally -3% per 0.1 below the minimum average started

Else

Progress Level => -(Random(10)+3)% plus -3% for every 0.1 below the minimum average started

Endif

Players with many assists

Like goals, but multiplied by a factor of 1.2. This only applies to ST, RA, LA, AM and CM.

Players with few assists

As goals, but multiplied by a factor of 1.2. This only applies to ST, RA, LA, AM and CM.

Reasons for upgrading and downgrading goalkeepers and outfield players

Progress level => Random(10)+3% plus 3% per 10% playing time

Maximum target: 95%, discard if starting value >90%

(>10 games played in full) and (always at least one goal conceded) and (goalkeeper/defence)

Never without conceding a goal

(>10 games played in full) and (>50% with >2 goals conceded) and (goalkeeper/defence)

Many games with many goals conceded

Team: Strongest 1/3 X=75

Team: 2/3 X=65

Team: Back 1/3 X=50

(>20 games played completely) and (>X% to 0) and (TW/defence)

Many clean sheets

National teams

For the national teams, three weeks are normally reserved for matches during the season. In these three weeks you then have 1 friendly match and 5 qualifying matches per season.

Final phase of the season

Once the championship has been decided, usually the cup finals take place.

You can then round off the season with your team. However, if there is a continental or world championship in the respective year, this will be played now. In even-numbered years,

continental and world championships are held at the end of the season in June for men, and in odd-numbered years for women.

End of the season

At the end of the season, a plethora of screens with all kinds of information are displayed.

Clubs and players are honoured for their achievements, statistics are displayed and the 5-year ranking is updated.

Then it's on to the next season.



2. Part 2 – IMPORTANT ATTRIBUTES

2.1. Player attributes

In order to play WE ARE FOOTBALL 2024 optimally, it is very important to understand some key basic concepts.

You can find a good overview of most of the values in the player profile. You can switch between several screens at the top:

- General
- Motivation (from NT)
- Training progress (from WAF2024, previously a pop-up)
- Personal (from WAF2024)
- Season
- Career (significantly improved for WAF2024)

Under "Season", you can see how a player has performed so far this season. "Career" shows you, among other things, the player's long-term development. This allows you to see whether the player is still improving or has already reached or passed his career peak.

Under "Clubs" at WAF2024 you can now switch between "Clubs", "All" and "League only".

The small statistics below have also been expanded here at WAF2024. Additionally there is here:

- Progress per week
- Development Progress
- Development training impression
- Detailed marks

Player levels

All players have a level. It is the most important single value to determine their quality as footballers. The normal level system ranges from 1-15 and the level is represented by stars.

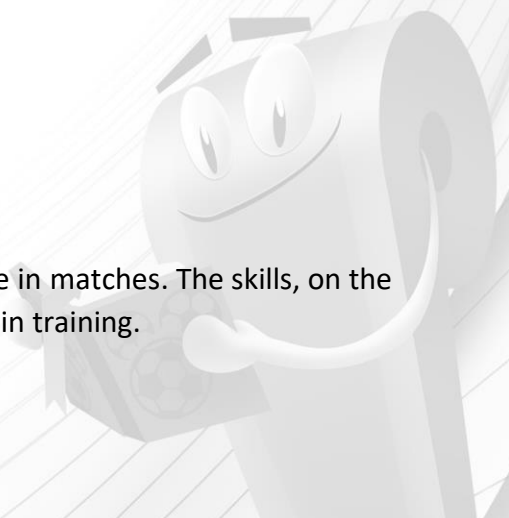
There are also 5 special levels at the top, which are increasingly difficult to reach. The maximum level is therefore 20. For the display on the screen, we use up to 5 stars for the level, which are represented by three different coloured groups.

★★★★★ Levels 1-5 have bronze stars.

★★★★★ Levels 6-10 have silver stars.

★★★★★ Levels 11-15 have golden stars.

The level improves almost exclusively through performance in matches. The skills, on the other hand, such as heading, are developed by the players in training.





Values from 1-15 can be set in the editor. However, level 15 is reserved for absolutely exceptional players (no more than 2-4 in the entire data set).

The highest levels can only be reached in the absolute top leagues. In all other leagues, there are limits beyond which players only develop very slowly.

In addition there are 5 bonus levels:



Levels 16-20 have colourful stars.

Highest career value

The highest career value is the highest level this player has reached in their career to date. If the player is still reasonably young, this indicates rapid potential for improvement. Typically, the level drops due to injuries, severe form crises or simply due to age at the end of a career.

The highest career value is displayed in the profile under the current level, for example, as a smaller display with stars if it does not correspond to the current value. It is also highlighted under "Career".

If the highest career value deviates significantly from the current value, this indicates strong potential, provided the player is not yet too old.

The selling clubs are aware of a player's past and therefore try to demand more than would otherwise be appropriate. The signing therefore represents both a risk and an opportunity.

Player rating

The level, skills, satisfaction and current position determine the rating of a player.

The form must always be viewed separately and must also be taken into account (see below).

Effect of skills on player rating

The number of skills that players can use in a position influences the strength of the player in that position. The higher the level, the more positive skills are required to ensure that the player's rating is higher than the level.

Increased effects of dissatisfaction on the rating - from WAF2024

The rating increases by 0.2 or 0.1 if the player is happy/very happy.

If the player is unhappy or wants to leave, 1 or 2 points are deducted from the strength. Dissatisfaction therefore has a much stronger effect than in the past.

As soon as such a change takes effect, it is indicated in the player profile by an exclamation mark in the rating circle. Under Happiness, a smiley face also emphasises the current status.



This effect is not included in the displayed rating within the circle or in lists, but is always shown in addition (analogue to the form). Otherwise, this would be extremely confusing with regard to transfers.

Positions - from WAF

Each player has one main position and up to two secondary positions.

New positions can be learnt by playing in the game and through targeted training. The new desired position can be set in the player profile. However, training alone is difficult, in this case 11 versus 11 is the most effective form.

If the player is a flexible type, learning will take around 10-15 matches; for very inflexible players it will take around 25 matches.



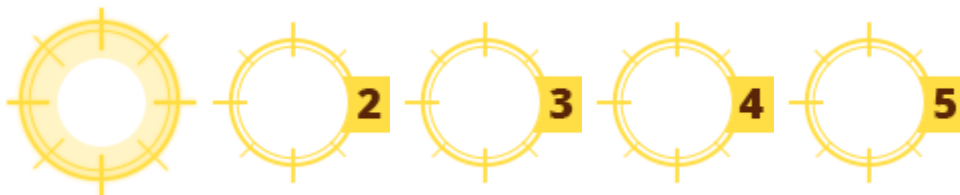
It is not a problem if a player has to help out in other positions during the learning process. Progress in position learning is saved and only slowly decreases if learning is interrupted.

Skills

Each player can have up to 6 strengths and/or weaknesses. These are each indicated by a coloured graphic.

Each strength and/or weakness of an ability can exist in 2 positive and 2 negative gradations.

A player's skills improve primarily during training. Each player should therefore always have a specific training goal. Up to five training goals can be set for each player, which they then try to achieve one after the other.



If a player has a certain weakness, this must first be eliminated before it can be converted into a strength. All levels of an ability must be learnt one after the other.

The weaknesses are always in the inner circle.

Some skills build on each other. Each player has an individual matrix with which they can learn skills.

The career must therefore be well planned in order to maximise the player's skills.

The player's position also plays a key role in this, as only skill that can be used in the respective position will affect their rating.

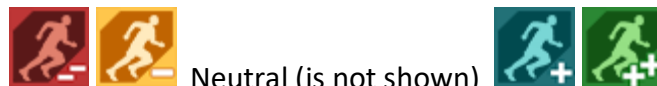
	LWB	RWN	CD	LI	DM	LM	RM	CM	AM	LA	RA	DF	ST
Acceleration	1	1	1	0,75	1	0,75	0,75	1	1	1	1	1	1
Build-up play	1	1	1	1	1								
Stamina	0,5	0,5	0,5	0,5	1	1	1	1	1	1	1	0,75	0,75
Robustness	0,5	0,5	0,75	0,75	1	0,75	0,75	1	1	0,75	0,75	1	1
Ball wins	1	1	1	1	1	0,75	0,75	0,5	0,5	0,25	0,25	0,5	0,5
Dribbling						0,75	0,75	1	1	1	1	1	0,75
Solo run									0,5	0,75	0,75	1	1
Crosses	1	1				1	1	0,25	0,25	1	1	0,25	0,25
Headers	0,25	0,25	1	1	1	0,25	0,25	0,5	0,5	0,25	0,25	0,75	1
Creativity	0,25	0,25	0,25	0,25	0,25	0,5	0,5	1	1	1	1	0,75	0,75
Short passes	0,5	0,5	0,5	0,5	1	0,5	0,5	1	1	0,5	0,5	0,75	0,5
Long passes	0,5	0,5	0,75	0,75	1	0,75	0,75	1	1	0,5	0,5	0,5	
Marking	0,5	0,5	1	0,25	1	0,25	0,25	0,25					
Speed	1	1	1	1	0,75	1	1	1	1	1	1	1	1
Shot power	0,25	0,25	0,5	0,5	0,75	0,5	0,5	1	1	0,5	0,5	1	1
Shot technique	0,25	0,25	0,5	0,5	0,75	0,5	0,5	1	1	0,5	0,5	1	1
Anticipation	0,75	0,75	1	1	1	0,5	0,5	0,5	0,25			0,25	0,25
Technique	0,5	0,5	0,5	0,5	0,75	0,75	0,75	1	1	0,75	0,75	1	1
Finishing					0,25	0,5	0,5	0,5	0,75	0,5	0,5	0,75	1
Overview	0,5	0,5	1	1	1	0,25	0,25	1	1	0,25	0,25	0,5	0,25
Volleys			0,25	0,25	0,5			0,5	0,75	0,25	0,25	1	1
Tackling	1	1	1	1	1	0,5	0,5	0,5					

There are a total of 25 skills for outfield players and 11 skills for goalkeepers in the game.



The exact effects of a skill on the current position are also displayed as a tooltip in the development matrix from WAF2024.

Each ability can exist in 5 levels from -2 to +2. The different levels are shown here using the example of "Speed".



Neutral (is not shown)

Which and how many skills a player can learn depends on their talent. The higher the talent, the more options are available for player development. You can find the exact figures below under "Talent". You can view the player's options at any time in the profile under "Change training goal".



You can use your action points to boost a player at the start of the week or via the profile and "Training progress" to make it easier for them to achieve their skill goal.

How long it takes to learn a skill varies depending on the skill (1= fast, 2= medium, 3= slow) and depends not only on the talent value but also on the age and size of the player.

Skill	Learning speed	Age dependent	Height dep.
Goal kicks	1		
Throw-outs	1		
Active participation	1	X	
Acceleration	3	X	
Build-up play	2	X	
Stamina	2	X	
Robustness	2		
Ball wins	2		
Dribbling	3	X	
Corners	2		
Solo run	2		
One on one	2		
Throw-ins	2		
Penalties	2		
Penalties goalkeeper	2		
Catching	3		X
Punching	1		
Crosses	3		
Freekicks	3		
Freekicks goalkeeper	2		
Rushing out	3		X
Headers	2		X
Creativity	3	X	
Short passes	3		
Long passes	2		
Marking	2		
Saves	2	X	X
Reflexes	3	X	
Speed	3	X	
Shot power	2		
Shot technique	3	X	
Anticipation	3		
Technique	3	X	
Finishing	3	X	
Tackling	2	X	
Volleys	3		
Zweikampf	2		

A new feature in WAF2024 is the option to reroll a player's learning opportunities in exchange for 3 action points. This option can be found at the bottom right of the player profile under training objectives.



Form

A player's form is made up of the marks from the last 6 games. For players who do not play, a weekly training mark is determined, which is then also included in the form.

The form can be between 0 and 10. There are 5 settings in the editor for the start of the game, which are then converted to average form values.

Generally speaking, form is more important than in many other football managers, so crises are more significant.

For development, it is important that players fill their upgrade bar as quickly as possible in order to reach the next level. A good form value is absolutely essential for this!

The better a player is, the better his marks and training performances must be in order for him to climb further. Really good players therefore need really good marks if they want to get even better. This applies in particular to all levels above 9.

Example: A 10 with 2x 3.5 marks (German system) loses form, a 1 with 2x 3.5 marks gains form. In training, however, all players are treated equally.

If a 10 trains well, he trains well at this high level. If a 1 player trains well, this refers to his weak level.

If the player is below his normal form, he plays weaker than his rating indicates. In addition, a so-called devaluation counter climbs. If the player's form is permanently poor, his playing level drops and his form is relativised.

On the other hand, if the player is above his normal form, the revaluation counter climbs. If this exceeds a certain limit, an upgrade is made, i.e. the player's level increases and an additional star is added.

These level changes are presented directly and later summarised for a specific season phase on the so-called New player evaluations screen.

This screen is displayed every 6 months. A player can lose and regain a level during this time. In rare cases players can also gain or lose 2 or more levels in one go.

Important: If the player already had a "Highest career value" that is higher than their current level, this will be reached again with around 30% of the points otherwise required. This also works over several levels. When making a transfer, managers must therefore ask themselves whether they can bring the player back up to his previous level. The difference is included in the price of the player depending on his age. Young players are more likely to return, so they largely retain their value. Old players, on the other hand, may offer potential that is not fully recognised by their price.

If you wish, you can display the player with the greatest progress towards the next upgrade at WAF2024 in a wing menu if you select the corresponding statistics. Otherwise, you can also find this player on the Home screen. He can also be boosted directly there so that you can quickly bring him up to the next level by using action points.

In addition to talent, the age of the player also affects the upgrades. For every year under 25, there is a 3% bonus. An 18-year-old therefore only has to gain 79% of the normal points for an upgrade. Over 30, 5% is added per year. This means that a 34-year-old has to score 20% more points in comparison and therefore learns much more slowly.

If a player trains poorly despite playing well, he will be penalised, which will also affect his form. However, a player who plays all the time is not expected to train as much as the other players.

A devaluation is not carried out if the player's last mark was above the minimum mark. A long-term weakness is therefore not penalised when the last performance was good.

How does a player in poor form get out of a crisis?

- Hard training, i.e. improving fitness
- Forcing luck, a sense of achievement; i.e. keep pushing hard
- Trust from the manager; e.g. by being selected for promotion at the start of the week
- Short performances without major problems; just let them play for a few minutes at the end of a match
- Realistic, positive discussions and encouragement at half-time

In general: Willpower is required at the bottom. It helps if a player has accompanying qualities such as high talent (good grades) or a strong character (training bonuses).

Talent

Each player has a talent value. There are players without a special talent and 5 levels based on this:

Level	Talent	Options for outfield player skills	Options for goalkeeper skills
	No special talent	8	8
	Talent	12	12
	Hot prospect	18	15
	Huge prospect	24	18
	Mega prospect	30	21
	Prospect of the century	42	24

There are also two options for a special status, which initially come from the editor: The Unfulfilled Promise and the Eternal Talent. They characterise players who have fallen short of expectations. In the game, a player reaches a point at 25 and then later at 28 where they can receive a special status. The prerequisite is that the reached level is a maximum of 5 (WAF) or 6 (WAF2024).

The talent value determines how quickly a player can develop and how many and which skills they can potentially learn (see table above and above under "Skills").

While in WAF the number of Prospects of the century increased as soon as additional leagues were added, this growth was slowed down in WAF NT for the two highest talent levels in the AI clubs. The own chance remained unchanged. This was further tightened for WAF2024 because many users simply want the highest talent level to be something special.

Players with a talent bonus will also receive 25% of this bonus on the points required to level up. They also receive 25% of this bonus for learning new positions, so they are more flexible.

Potential

The development potential indicates how the player's value is likely to develop over the next few years. It depends primarily on the player's age, talent and character.

Together with age and various other factors, talent in particular determines a player's potential. This plays a major role in his evaluation and is also used by the AI clubs on the transfer market. Among other things, it also influences whether a player should be sold or loaned.

You can find the potential directly on the first screen of the player profile and also in its smaller version or in the youth player profile.

If you have too few players with potential, this will be rated as negative and labelled accordingly under "What's good? What's bad?" and noted accordingly.

Especially for clubs that are not among the absolute top clubs, it is important to pay attention to the players' ability to develop. Only these players provide exceptional transfer income, on which you are usually dependent.

Age

The age of a player has an effect on their performance, fitness/freshness and form, resulting in a loss of levels.

Position	Critical age	Stamina+	Energy+
Goalkeeper	35	100%-2% per year	Same as stamina
Outfield player	31	100%-4% per year	Like stamina

In addition, the speed of progress in learning skills and the chance of potentially outstanding training decreases with increasing age.

Up to 21	100%
Up to 24	90%
Up to 28	80%
Up to 30	70%
Up to 32	50%
>32	-5% per year, 5% minimum

In contrast, the frequency of injuries increases slightly for outfield players of advanced age.

10% from 30

20% from 35

From the critical age, a player also loses the following skills at a rate of 3% per round of upgrading and downgrading:

Reflexes

Acceleration

Stamina

Speed

The corresponding screen is displayed individually for each player.

The loss is randomly between 10 and 50% points of the current level. The player could therefore theoretically train the lost ability again, but this is tedious.

Important:

These devaluations are already set at the beginning of the season, so unfortunately they cannot be cancelled by reloading later.

Injury proneness

Players can be assigned an individual injury susceptibility in the editor. You can find the current status in the player profile.

In WAF2024, the susceptibility can also change in-game as soon as certain conditions are met. It can also disappear again if the conditions are no longer met:

A player who has not had an injury in a season rises by 1 level.

A player who has been injured for at least 90 days in a season drops 1 level.

A player who has been injured for more than 40 days in two consecutive seasons, but always for less than 90 days at a time, drops 1 level.

A player who has been injured for more than 120 days in two consecutive seasons also drops 1 level.

The seasons are deleted as soon as a deduction has been made.



Flexibility (Skill)

This value influences how quickly a player can learn new positions. A high talent value further accelerates the learning process. The following values are available:

Adjustment close to impossible.
It's hard for them to adjust.
Needs time to adjust.
Finds a way around quickly.
It's like they've always played there.

Players with the lowest level can never reach the status of "Player willing to learn".

Flexibility (Will)

This determines whether a player is willing to sacrifice himself for the team and also play in an unfamiliar position.

From WAF2024 onwards, team players are automatically always particularly willing to do so.

The following characteristics exist:

Wants only the main position.
Doesn't want any experiments.
The team is more important.
Plays everywhere.
Loves new challenges.
Wants only the main position.

Swag factor

The swag factor in WAF mainly affects events off the pitch. If a player has a high value here, the tabloid press is regularly provided with material, including cars, clothing, celebrity hairdressers, home stories, influential partners or golden steaks.

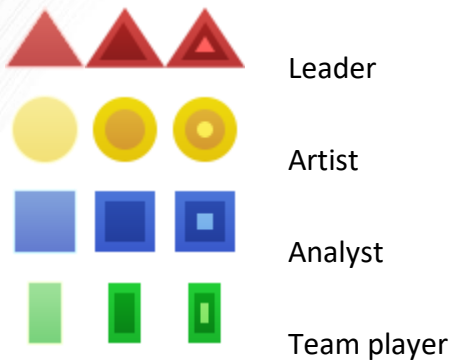
At WAF2024, the popularity of these players sometimes results in significantly higher shirt sales, which can make signing them worthwhile (see also "Social Media" in Part 3).



Player type

There are four different player types. There are also three characteristics of each player type (increasing in strength from left to right).

The categorisation is primarily based on character traits (these have values from 0-4), but some important skills are also included in the assessment.



All types have their advantages and disadvantages. Above all, it is important that your line-up contains the different player types as evenly as possible so that the team can find good solutions for a wide variety of situations.

In any case, always make sure that at least one of the basic player types - leader, artist, team player and analyst - is always on the pitch. Otherwise you will be at a serious disadvantage. It is better to forego 2 or 3 levels of playing strength.

Leader

Leaders are determined and focussed, but also dominant and often impatient. It is important to have a few in the team so that the team has the right attitude. However, too many will cause arguments among themselves and suppress the rest.

Artists

Artists are imaginative and enthusiastic, but often hectic and unstructured. They are the ones who provide the creative moments in the game. But if you have too many of them, this can lead to problems. The team then lacks structure and defensive vulnerability increases.

Analysts

Analysts are precise and detail-orientated, but also cool-headed and rather slow to make complex decisions. They are tactically strong and bring discipline to the game. But without creative and emotional players, it will still not work.

Team players

Team players are loyal and harmonious, but also evasive and sensitive. They need leaders, but can't cope if there are too many of them. They work well when things are going well for the team, and they also do the dirty work - but cannot turn things around on their own in a crisis.

There are six basic character traits for categorising player types.

There is no good or bad, each attitude has its advantages and disadvantages.

Openness	<p>Conservative, cautious - Inquisitive, imaginative</p> <p>Open-mindedness is always important when the manager wants to motivate the player or when there are innovations. For example, open-minded players are more likely to be inspired by speeches, take risks or learn new tactics more easily. Artists often have high values here.</p>
Extraversion	<p>Thoughtful, reflective - Sociable, active, optimistic</p> <p>Sociability is a risk factor, as the player may like to party. On the other hand, you need players like this to have a good team spirit. A high sociability score makes a player more likely to be a leader or a team player.</p>
Perfectionism	<p>Easy-going, flexible, spontaneous - Efficient, organised</p> <p>Perfectionism ensures that no carelessness creeps in during training and matches. A certain amount of basic ambition is always there, but the team's success also requires a certain amount of relaxed behaviour. Perfectionism is indispensable for analysts.</p>
Confidence	<p>Sensitive, touchy - Secure, confident, calm</p> <p>Self-confidence ensures that the player doubts his team-mates rather than himself and always leads the way. However, this does not go down equally well with all colleagues. Without a high level of self-confidence, a player will certainly not become a leader.</p>
Agreeableness	<p>Competitive - Altruism, co-operation, compassion</p> <p>Compatibility ensures that the player gets on well with his team-mates and puts himself at the service of the team. However, too much harmony is extremely detrimental to a successful team in the long run. So you also</p>

	need players who get on people's nerves and occasionally get loud.
Negotiation	<p>Clever, demanding - Honest, modest</p> <p>The Negotiations characteristic indicates how hard a player negotiates. It therefore tends to be more expensive for the club. Analysts are often the toughest negotiators.</p>

The player types and a series of special internal player designations are derived from these characteristics. The player types are important for the line-up, the internal player designations are important for events, training, decisions, etc.

Examples include "Difficult player" or "Positive type".

In WAF2024, this information is now revealed step by step as you get to know the club and is available in an overview under "1st team":

Fan favourite
 Difficult player
 Player willing to learn
 Top character
 Positive type
 Anxious player
 Unpunctual player
 Dreams of big club
 Over-motivated player

You can shorten the time to detection by improving your manager skill "Player evaluation".

The mix makes the difference

Every team should have at least one player of each type on the pitch. Otherwise, certain impulses are simply missing. Two of each type is ideal. If the team does not have a healthy mix, problems will arise in certain phases of the game. Each type of player also has a negative side, so the right mix is crucial to prevent certain negative influences from getting out of hand.

Difficult players

Players with special combinations of character traits are internally labelled "difficult" by the game. This is the most important special status in the game.

Until this is revealed, you can either draw your conclusions directly from the characteristics - or you can quickly see from the events who is causing trouble and should therefore perhaps be sold. If necessary, keep a small list of negative incidents or enter them in the player profile. Difficult players have a negative effect on team spirit, among other things.

By carrying out a psychological analysis of your squad, you can find out how many such players you currently have in your squad. Under "What is good? What's bad?" the situation is also analysed and you receive praise or warnings.

Tactical education

The foundations for this are laid at a young age and then further refined.

Tactical training can be encouraged from the age of 10. If you want to support this in the best possible way, it is advisable to prioritise "Tactical training" as much as possible at youth level.

It also exists as a team value (see below) and determines the speed at which tactical training goals are achieved.

Tactical training	Bonuses when learning tactics Bonuses for learning game systems
Running and fighting	Bonuses for fitness values
Technical skills	Bonuses for learning skills



If a player has played for a big club at youth level, this is often an indication of a high level of tactical training.

Fitness

Fitness describes the body's ability to perform. It describes the ability to withstand stress. Fatigue (or a lack of energy) prevents the body from fully utilising this fitness or is susceptible to injury when it is called upon.

Your team's fitness is made up of the stamina and energy values.

Stamina and energy are simply multiplied together. If both are at 80%, this results in a fitness of 64%.

The actual performance of a player is calculated using the formula

$\text{Stamina} * \text{Energie} / 100$

General information on fitness

The fitness of your players increases during training and, above all, during matches.

Make sure that you provide additional support for players who are not playing by organizing a special training session.

You can limit the individual training sessions to certain players. There is a setting option for this at the bottom of the unit display.

With WAF2024, you can also easily do this by using the training groups. You have various options here, e.g. you can reintroduce players who have been injured for a long time to the squad much more quickly.

General information on energy

The energy of your players is reduced by hard training and matches. Weeks with matches at the weekend and another game during the week have a very negative effect.


You can increase the energy of your players through breaks and active recovery.

You need to pay particular attention to players who were still involved in one of the national team tournaments in the summer and were therefore unable to regenerate.

When it comes to energy, there are short-term effects and long-term effects. There are fixed effects (which last as long as the conditions are met) and a special counter for additional factors, which gradually resets over time.

Short-term effects of training sessions (stress for players)

When you select a training session, you can see how stressful it is for your players. Depending on the plus or minus sign, this has the following effect on their energy.

	10 points loss.
	6 points loss.
	3 points loss.
	2 points loss.
	1 point loss.

The intensity levels act as a multiplier: 0.8, 1, 1.2. These are displayed in the training plan at the bottom of the units. Recovery normally takes place within about three days.

Short-term effect of games

If the player plays for longer than 10 minutes, he loses 1 point approximately every 3 minutes. This may vary slightly depending on the match philosophy.

These points apply to a stake of 5. 6% is added or subtracted for every point above or below this. Activated pressing or counter-pressing have the same effect as staking, but with 4%.

Active regeneration

A regeneration unit helps the team to regenerate more quickly. This is only possible once a day. This is a good way to combat player fatigue.

Grit

A player's grit depends on their age, character traits and previous successes. The character is the most important factor for a permanently high value. Otherwise, the player quickly loses the absolute will to succeed after the first successes and becomes tired and listless.

A team value is also generated from the values of the individual players.

For the grit, the player's mental values are determined first:

Base: 2

Agreeableness: 0 +4, 1 +3, 2 +2, 3 +1

Perfectionism 3 +1, 4 +2

Openness 4, +1

Confidence -2 to +2

Age<22 +3

Age<26 +2

Age<30 +1

Age >28 and nothing won -1, if by character>4, +1

Relegation last season -1, if by character>4, +1

Promotion last season +1

Barely not champion/barely not promoted -1 each, if by character>4, +1

Cup/continental cup final lost -1 each, if by character>4, +1

Deductions are also made for titles won in the last four years:

Championships -2, -1, -1, -1

Cup wins -1, -1, -1, 0

Continental cup wins -3, -2, -2, -1

Transfer to a new club +3/2/1 (if improved), then -1 per year

Transfer to a new club Otherwise -1

Injury in the last year (>120 days) +1

The points then lead to the following categorisation:

Result	Text
>3	Ravenous
>1	Hungry
-1,0,1	Needs motivation
-2,-3	Slightly tame
<-3	Tame

Example:

Player with good character, after character 4.

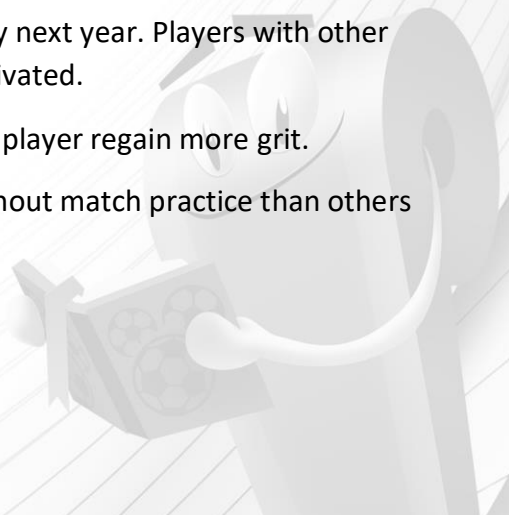
Young => 5.

Has won everything for two years, so -10! => -5

This player is fed up at first, but this changes again the very next year. Players with other character traits may cope better with this and remain motivated.

In the worst case, investing an action point can also help a player regain more grit.

Players with a strong grit can cope better with periods without match practice than others who are more likely to throw in the towel.



Happiness



A player's happiness is made up of a wealth of factors. For most of them, there is a specific issue that makes a player permanently happy or annoyed. In addition, there are the three factors "Personally important events", "Sporting events" and "Manager communication". Here, positive and negative events are automatically forgotten by the player after a while.

A summary of the various factors can be found in the player profile.

From WAF2024, happiness has an additional direct effect on the player rating. This is described above under "Increased effects of dissatisfaction on the rating".

As this deduction is not included in the normal display of the player rating (this would be extremely confusing, e.g. on the transfer market), you must always take happiness into account when making your line-up. The summarised effect is displayed separately on the line-up screen, as well as in the match.

Motivation

Motivation is made up of half the grit and half the happiness of a player.

Pre-match motivation bonuses

In WAF, these were a guarantee for success. From NT onwards, they are much more realistic and less effective. If you choose a bonus in the lower-middle range, you're not doing anything wrong.

Special substitutes

From WAF2024 onwards, there are two special types of players who are particularly suitable as substitutes, although they themselves probably see it very differently.

You can find information on this in Part 3 under "Fortress" and "Joker". While the fortresses are particularly useful in helping to hold on to an existing result, the strength of the jokers is to bring a surprising element into the game and hopefully improve the result.

Players who don't play become dissatisfied

Of course, you can't please everyone in a large squad, but it's a good idea to give as many players as possible a few minutes of playing time from time to time. Even a little effort helps. Goalkeepers are tougher than outfield players, by the way, but they are also happy to get some match time.

Until NT (still available as an option at WAF2024):

Please note that you can see from the facial expression of the players in the portraits drawn whether they are particularly happy or unhappy. In principle, this is also possible with WAF2024, but you must have the corresponding photos, see section 3: Modifications - or

you must switch specifically to the portraits as the display form. I am sure that a lot will happen here in the next few years thanks to AI technology.

Scouting

The better known the player, the more accurate the information, e.g. on level, character and player type. Scouting can further improve this.

All players who have not been fully scouted have a corresponding question mark symbol above their level.

This symbol disappears as soon as the highest scouting level is reached - or when the player's re-evaluation after signing has been completed (see above under "Player upgrades and downgrades").

If the player has not been fully scouted, a "?" is also displayed for certain character values. The player type can then either not be determined (a dark symbol with a "?" is displayed) or is provisional, i.e. the system checks whether the known character traits already lead to something. However, the player type can still change until the end if new characteristics are revealed.

As soon as initial scouting has been carried out, the player's form development can also be viewed in the player profile.

Detailed information on this topic can be found in Part 3 under "Scouting".

Market value

The market value is the fair amount that can be demanded for a player in a sale at the moment. It takes into account level, age, skills, etc.

Very important: It also includes the remaining term of the contract, so that the market value is significantly lower when the contract expires.

Player development

Players have good and bad years. Therefore, pay attention to the development of your players during pre-season. If you see that a player is making good progress, you should take the opportunity to give him special support through boosts and in training (selection at the start of the week). The younger the player is, the more it pays off to improve him as quickly as possible to the point where he is at least a candidate for substitutions. This also accelerates development.

Very important: As soon as you notice an accelerated development, extend the contract immediately if necessary. It becomes significantly more expensive after a level promotion.

Once a player has passed the age of 30, it becomes extremely difficult for him to develop further. You then have to reckon with a loss of level every 1-3 years and should therefore only ever extend in the short term, otherwise you will pay too much salary.

From WAF2024, you have the option of obtaining more precise information about the current progress of youth players by taking them to a training camp. A training camp at the start of the season is particularly helpful.

Change player name

Until NT, this option was only available for new youth players.

As of WAF2024, it is permanently available in the player profile for all players. First name, surname, pseudonym, hobby and appearance can now be changed at any time.

When determining the appearance, you have various options for selecting a real or generic image.

The age cannot be changed, as this would have too great an impact on the game. However, you can still select a suitable portrait with a different birthday using the picture name.

You can find more details on this in Part 3 under "Editing names".

End of career

Each player has an internal value for when he ends his career:

Goalkeepers: 35-40

Defenders: 34-38

Midfielders: 33-36

Strikers: 33-38

This is determined at the start of the game. Players who are already too old at the start of the game still fulfil their contract, but then end their career at 50% or add another year at 50% (end year is set accordingly).

If the player negotiates a new contract beforehand, the years beyond this are assessed with a deduction of 10%, 20%, 30%, 40% from the total contract. The planned career end is then also shown in the player profile.

If the player is a regular and had fewer than 42 injury days in the last year, he is 50% willing to add another year. There are two variants: One with a direct extension option (50%) and one in which only the end date is extended.



2.2. Club values (TBD)

The most important club values are described next.

Reputation

The reputation of a club is between 1 and 20.

A distinction is made between national and international reputation. In smaller countries, for example, clubs can have a very high national reputation, while this is significantly lower internationally.

The value is always calculated relative to the top team. Internationally, all teams are included, nationally only the teams of the respective country.

The following factors influence the reputation:

Continental titles

International points (which have been included in the continental ranking in the last 5 years)

Domestic titles

Domestic cups

Domestic league positions

Current league

Financial situation

City (media pressure)

Current success status

Club assets

The club assets are the money that your club currently has. This includes the money in the bank and the investments, loans and fan bonds are deducted.

It is not the money you are allowed to spend. However, your budgets depend heavily on the club's assets. If you generate surpluses, your financial possibilities will also increase in subsequent years.

Willingness to invest

This has a significant influence on your budgets. So before you sign up, make sure that you find a club that is as generous as possible. The following characteristics exist:

Extremely limited

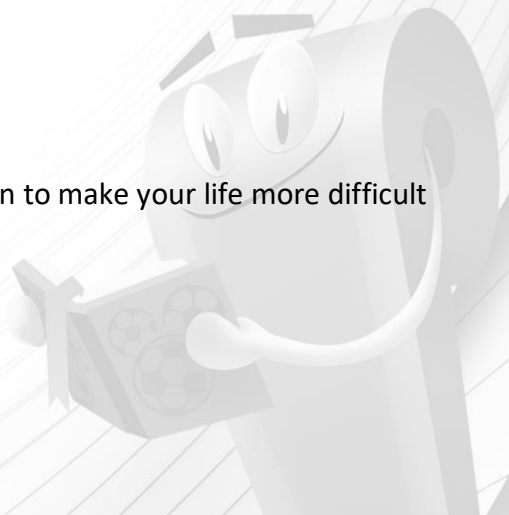
Limited

Normal

Ambitious

Extremely ambitious

If you set up a club yourself, this is also an important option to make your life more difficult or easier.



Attendance data

The basic values are taken from the editor. They are of great importance for the long-term development opportunities of a club and should therefore be edited with particular care. See also chapter 4.

Media pressure

Media pressure primarily influences the club's reputation and the frequency of interviews. It also has an impact on comments in the social media.

There are 6 levels. In the normal game, this depends on the setting in the editor.

From WAF2024, the media pressure in the game can also increase if the club has won a corresponding number of titles.

When founding a club, you can set the media pressure yourself. So if you want to have peace of mind, set it to a low level.

Members

A high number of members guarantees you stable additional income per year. This can be a significant competitive advantage. However, not all clubs have members.

Ultras - from WAF, is constantly being expanded



The Ultras have an influence on various events and, from WAF2024, also on the Bengalos in your stadium. You can influence the latter via the 3D match options.

Other values

There are a whole range of other club values, but these are largely self-explanatory and affect the board and sponsors, for example.

2.3. Team values (TBD)

To be translated.



2.4. Manager values (TBD)

This chapter is work in progress, there is more to come.

There are also some key values for you personally in the game. These are briefly presented here.

Manager level

As a manager, you can advance to level 15. You can normally see your current level and your progress to the next level in the top left-hand corner.

WAF		WAF2024
Level 1	From 0 points	0
Level 2	From 50 points	100
Level 3	From 125 points	200
Level 4	From 250 points	350
Level 5	From 400 points	550
Level 6	From 700 points	850
Level 7	From 1,000 points	1,200
Level 8	From 1,500 points	1,600
Level 9	From 2,000 points	2,200
Level 10	From 3,000 points	As before
Level 11	From 5,000 points	
Level 12	From 8,000 points	
Level 13	From 12,000 points	
Level 14	From 18,000 points	
Level 15	From 25,000 points	

Punktevergabe

Points are awarded for the following events:

Event	Points
Championship	250
Promotion	100
Domestic cup win	125
League cup win	60
Continental supercup win	30
Supercup win	10
Main continental cup win	600
Second continental cup win	300
Third continental cup win	200
League: Win against the table leaders or (in lower leagues) a relegated team	2
League: Win against the title holders	2
Points in the league	Positive match performance * 2 (up to 6 points)

Cup round domestic cup, every additional +5	5, *2 if opponent>10% stronger
Cup round domestic league cup, every additional +3	3
Cup round main continental cup, every additional +20	20, *2 if opponent>10% stronger
Cup round other continental cups, every additional +10	10
Successful qualification round	50% of the regular 1 st round
Player improvement (level)	3
Player improvement (skill)	2
Contract extended	1
Signed a top 10 player for the team	1
Winning a friendly	1
Season objective reached	10 (depending on the time at the club)
Each level above agreed season target at the end of the season	10 (depending on the time at the club)
Profit in % of the turnover	1 per 1 %
Department head level increase	1 per level
Membership increase	1 per 1%
Stadium extension	1 per +1.000 capacity
Club grounds improvements	1 per 1 million investments



3. Part 3 – LEXICON (TBD)

This chapter is work in progress, there is more to come. Not all key word mentioned in other parts of the guide are already translated.

3D match options – from WAF2024



You can use this button to open the options screen at the bottom left during the match. There you have a wealth of options to optimize the game display for you.

In the "Keyboard layout" section below, you will find an overview of the keys that you can use to change settings during scenes.

ABBA mode – general

This is a penalty shoot-out mode in which one team starts and then each team has two shots in a row. It balances out the psychological unfairness that ensures that the team that has the first shot wins 60% of the time in the current system (see tiebreak in tennis).

Additional mouse buttons - from WAF2024

The 4th and 5th mouse buttons (usually on the side) are assigned the functions "Back" or "Cancel" and "Next" or "OK".

You can deactivate this in the options if this function causes problems.

The mouse wheel is used to move within lists and to change menu items in the main menu. If you press the mouse wheel in the main menu, the wing menus open (from Update 1).

Analysis of potential opponents – from NT

If you have a country or club monitored ("Analyse potential opponents"), you will always receive a bonus for the next match. You should use this for national and international cup matches in particular.

2-3 points	1%
4-6 points	2%
7-8 points	3%
9 points	4%
10 points	5%

You also receive a starting bonus on the respective players when scouting.

Important: The AI clubs also use the analysis of potential opponents.



All options for preparing for the next opponent can be found in the "Preparation for opponents" wing menu. The current status is also noted there.

Bastion and Super-bastion - from WAF2024



Players with special skills can be given the title of Bastion or Super-bastion. These players receive a special bonus when they are substituted in the game. The following attributes are important. The attribute is awarded as soon as at least 4 (Bastion) or 6 (Super-bastion) points are available:

- Tackling
- Header
- Robustness
- Ball wins
- Marking
- Acceleration

The point requirements are reduced as follows:

<i>Level</i>	<i>Bastion/Super-bastion</i>
Level <4	1 2
Level <7	2 3
Level <10	3 4

Benches in the stadium – from WAF2024

These change automatically with the stadium size in 5 stages and become increasingly luxurious. The limits are 10,000, 20,000, 30,000, 40,000 and more than 40,000 stadium capacity.

Bribes – from WAF2024

It can happen that you are offered money during transfer negotiations. Here's to a Kir Royal. In the end, it's up to you to decide which car you want to drive.

BTTS quota – from WAF

The abbreviation BTTS stands for "Both teams to score". The odds indicate the proportion of matches involving one team in which both teams scored at least one goal.

Cameras – from WAF, extended for WAF2024

With WAF2024, you can select a camera during the scenes in the match using the keys 1-9. This is also possible in the 3D match options. You can also use 0 to change the header.



The first 3 cameras show the pitch from the side with relatively tall players. For a better tactical overview, we recommend cameras 4-9.

No.	Name	Description
1	TV	The camera is at the height of the centre line and pans from left to right.
2	On the ball	The camera moves with the ball, as is typical for a football action game.
3	Penalty box	Like TV, but the camera is positioned at the front line of the penalty area.
4	Behind goal	The camera is fixed behind the door and does not pan with it.
5	High behind goal	Like 4, but slightly higher and with a better overview.
6	Entire pitch	The camera shows the entire pitch at a glance and offers a particularly beautiful view of the fan stands in 21:9.
7	Half pitch	The camera only shows one half of the game.
8	Above centre circle	The camera shows the pitch from the centre circle towards the goals.
9	Slanted	The camera is located at the point where the centre and outer lines meet. It allows a diagonal view of the action from above.

A random camera is always used for replays, but not the camera of the normal setting.

With "Z" (zoom), the focal length of the first 3 cameras can be changed in 3 stages.

The default setting is camera 1 with the smallest focal length (for a better overview).

Chance flickering – from WAF2024

When there is a chance, the background of the badge of the corresponding team now turns white at the top. The longer it remains white, the greater the chance of a goal. This can be selected as an alternative game mode at the bottom left of the scene selection in the match. It takes a little longer than the simple calculation, but is much more exciting.

Chances – from WAF2024

What is a chance? It's not that easy to define. For WAF2024, all attacking actions with an xG value of at least 0.1 are considered chances. This also includes all goals and own goals scored by opponents, even if they are not your own chances.

Cloud Sync – from WAF

No badges are synced here (unfortunately this sometimes goes beyond the scope), i.e. these may have to be copied manually into the corresponding \Badges directory when transferring scores to another computer. This also applies to self-founded clubs.

Club film – from WAF2024

In the club profile, you can watch a promotional film for each club that provides you with comprehensive information. You always have this option immediately before signing a contract.

Combo box convenience function – from WAF2024 Update 1

If you click on a combo box with the right mouse button, it switches to the next element.

This is particularly practical on the Steam Deck, where the selection is more demanding than on the PC.

Combo boxes (combo boxes) and lists – from WAF2024

Entries can now be selected using the arrow keys and ENTER.

Depending on the content of the box or list, it is even possible to select an item using the first letter.

Deadline Day – from WAF

The transfer window ends on Deadline Day.

You receive new offers every few hours and have to react quickly, whereby you can change the speed of the process directly on the screen.

In rare cases, it can happen that there are no reasonable offers. In this case, you will be informed of this with a special message from WAF2024. WAF2024 also offers you further possibilities to better assess the offers with the player comparison and the squad analysis.

Distances – general

The distances between the clubs and stadiums are calculated using geo-coordinates. These indicate the exact position of the location on the globe. Only the entry on the map is not sufficient for the calculation, as this does not take into account the (approximate) spherical shape of the earth.

Advanced knowledge:

The distance between two degrees of longitude (west/east) at the equator is a constant 111 kilometres. At 60 degrees, this is roughly halved. In France, Germany or England, the distance between the longitudes is approximately 70 kilometres.

For the latitude (north/south), on the other hand, the distance per degree is a constant 111 kilometres to the poles (Earth's circumference/360). This is not too surprising.

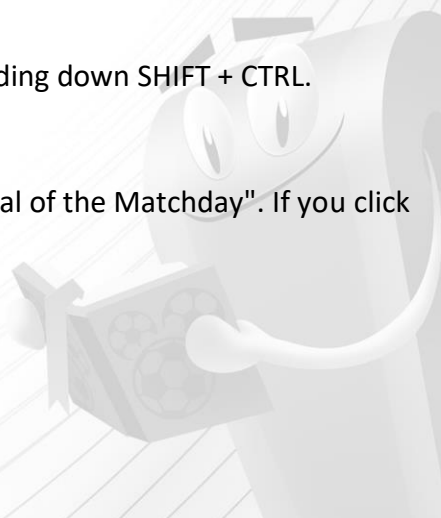
Game start options – from WAF, improved for WAF2024

If you have problems, you can start WAF in the lowest possible resolution by holding down the SHIFT key during the start process.

As of WAF2024, you can also start the game in 21:9 by holding down SHIFT + CTRL.

Goal of the matchday – from WAF2024

In the newspaper after the matchday there is now the "Goal of the Matchday". If you click on the button, you can watch it.



Goal of the month – from WAF2024

The goal of the month is determined every month. You can view the best goals via the camera symbol.

Goal of the season – from WAF2024

At the end of the season, the goal of the season is chosen from the best goals of the months August-May.

Goalkeeper problems – from WAF

It is important that you always have two goalkeepers ready for action. If you do not take care of this, a replacement goalkeeper will automatically be signed if there is no alternative in the 2nd team. This keeper is given a 1-year contract. It's not for nothing that football clubs usually have three goalkeepers, just like national teams at tournaments.

At WAF, by the way, a goalkeeper could not get injured during the game, which is different at WAF2024.

Going public – from WAF

After two years with a club, you should go public or sell shares in order to have money for further investments. It is a good idea to start talking to investors or start preparing for the IPO a few months in advance. If an investor shows little partnership during the negotiations, let them fall through. You will not completely lose your progress in the search and will quickly receive further opportunities.



Of course, it's smarter to go public if your club is doing well and you can get more money. But sometimes you also need financial support to get to the top in the first place.

Home screen – from WAF2024

The control centre is the first of the three important screens at the start of the week: Control centre - Weekly planner - Training planner.

Here you get an overview of the status of the club and can access the individual departments via the menu bar at the top.

From WAF2024 onwards, you can also start and configure the simulation from here. With WAF you still had to call up the options.



10 Rolf Langerberg 50 Statistikzentrale

Favoriten

Kategorie Statistik

Hierhin können Sie Ihre Lieblingsstatistiken ziehen, damit Sie diese immer schnell erreichen können.

Vollständige Liste

REKORD CHAMPIONS

Auf- und Abstiege

Land

Stand Pokal

Stand Ligapokal

Rekordmeister

Rekordpokalsieger

Spieler des Jahres

Rookies des Jahres

Rookies des Monats

Historie: Meister

Historie: Pokalsieger

Historie: Supercup-Sieger

Historie: Ligapokalsieger

Stadien

Pokalortjäger

Teamstärken Pokal

Tore der Saison

International

Stand Meistrunde

Stand Internationaler Pokal

5-jahres-Wertung

Rekordsieger Int. Meistrunde

Rekordsieger Internationaler Pokal

Rekordsieger Int. Supercup

Historie: Sieger Meistrunde

Historie: Sieger Internationaler Pokal

Rekordmeister

Pl.	Verein	Zuletzt Meister	Vize-meisters.	Meisterschaften
1.	Bayern München	97/98	8	61
2.	Stuttgart	98/99	10	16
3.	Borussia Dortmund	80/81	20	15
4.	Borussia Mönchengladbach	50/51	5	13
5.	Hamburger SV	95/96	4	11
6.	FC Nürnberg	67/68	0	9
7.	TSG Hoffenheim	69/70	2	7
8.	Borussia Mönchengladbach	76/77	0	5
9.	Hansa Berlin	57/58	2	5
10.	Werder Bremen	03/04	1	4
11.	1. FC Kaiserslautern	97/98	1	4
12.	1. FC Köln	77/78	2	3
13.	FC Fürth	28/29	0	3
14.	Hannover 96	53/54	0	2
15.	FC Schalke 04	49/50	3	2
16.	VfL Wolfsburg	38/39	0	2
17.	FC Magdeburg	58/59	0	2
18.	Eintracht Frankfurt	58/59	6	1
19.	Bayer 04 Leverkusen	81/82	3	1
20.	SC Freiburg	64/65	4	1
21.	FC Augsburg	35/36	1	1
22.	1. FSV Mainz 05	78/79	0	1
23.	RB Leipzig	66/67	2	1

Kontinent Land Liga Verein Saison

Europa Deutschland

Record champions after simulating until 2100

A new feature of the simulation is the option to also display the table screen. The display duration can also be influenced. Details can be found under "Simulation".



The simulation allows you to play in a completely new way. You can set the date far into the future and then start. Then wait for the results. As soon as you realise that there are problems, you stop and make your settings. Then continue the simulation. That can be really cool!

Keyboard layout – from WAF, is extended frequently

The following keys can be used in the game:

SHIFT	Game start	Starts in the lowest possible resolution, can also be used in the event of starting problems
SHIFT+STRG	Game start	Starts in 21:9
ALT+ENTER or F11	Everywhere	Switches between full screen and window
F8	Everywhere	Activates and deactivates the performance display in the game
ESC	Pop-ups	Closes a screen; Cancel
ALT + LEFT ARROW	Main screens game progress	“Back” between screens (also possible with 5th mouse button)
ALT + RIGHT ARROW	Main screens game progress	„Next“ between screens (also possible with 4th mouse button)
TAB (or 3 rd mouse button)	Main menu	Opens and closes the wing menus, if available
F1	Planning	Opens the general help
F2	Help for screen available	Opens the help related to the current screen and closes it again; can also be pressed and held and released again after reading
F3	Main menu	Calls up the line-up in the main menu
F4	Main menu	Calls up the tactics in the main menu
ENDE	Interface	Skips song
POS1	Interface	Restarts current song
SPACE	Match	Pauses the game outside of scenes, but can also be pressed within a scene, in which case it pauses after the current minute of play
ESC	During a scene	Cancels the current scene
1-9	Match	Changes the camera perspective
0	Match	Changes the result display, the camera perspective is automatically adjusted
F3 (WAF2024); T in the demo	Match	Displays the table in the game (if you press "F3" during a scene, it pauses and then continues)
S (WAF2024)	Scene	Changes the strength of the tail behind the ball (5 settings: 100%, 75%, 50%, 25%, Off)
B (WAF2024)	Scene	Activates or deactivates the output of a note change in a scene
Y or Z (WAF2024)	Scene	Switches between three zoom levels for the cameras
F4 (WAF2024); in the demo N	Scene	Switches between different displays above the players:

		<p>No displays</p> <p>Full names, all players</p> <p>Last names, all players</p> <p>Shirt numbers, all players</p> <p>Full name, player with ball</p> <p>Last name, player with ball</p> <p>Shirt number, player with ball</p> <p>The selection is saved in each case.</p>
SHIFT – left (WAF2024)	Scene	Slows down the playback speed while pressed
SHIFT – right (WAF2024)	Scene	Speeds up the playback speed while pressed
ESC	Scene after a match	Cancels the current scene; if there are several scenes, the entire process is cancelled
SPACE	Scene after a match	Jumps to the next scene if there are several scenes to be displayed; if it is the last scene, the scene display ends
ALT or STRG + Y or Z	Editor Stadium/Club grounds	Cancels the last change in construction mode
Q + E	Editor Stadium/Club grounds	Rotates a selected object (also works with the mouse wheel)
STRG + 1-7	Editor Stadium/Club grounds	Changes the weather
Arrow keys	Editor 2D club grounds	Scrolling
N	3D club grounds	Switches between night and day mode
WASD	Stadium/Club grounds/ Museum	Movement forwards, left, back and right
RF	Stadium/Club grounds/ Museum	Movement up and down
SHIFT – left (WAF2024)	Stadium/Club grounds/ Museum	Slows down the movement speed in conjunction with WASD as long as pressed
SHIFT – right (WAF2024)	Stadium/Club grounds/ Museum	Speeds up the movement speed in conjunction with WASD as long as pressed
F9	Stadium/Club grounds/ Museum	Define tracking shot (from NT) for video creation or enjoyment

L	Stadium/Club grounds/ Museum	Switches off the display of the controls for particularly beautiful screenshots
Various keys	Stadium/Club grounds/ Museum	All controls are directly displayed on the screen
SHIFT	Training	In conjunction with drag & drop, this allows you to swap training sessions instead of copying them; in the case of intensities, you can change them all at the same time
1-3	Cup draw	Changes the display speed
1-3	Rookie of the month and of the year	Changes the display speed
SHIFT – left (WAF2024)	Tasks with time pressure	Slows the procedure down
SHIFT – right (WAF2024)	Tasks with time pressure	Speeds up the procedure
CTRL+P	Various places	Prints the respective list

Level boost – from WAF

The level boost can only be used in the control centre and only for the player who has the most level progress. It can be used as often as necessary until the level is completed or the action points are exhausted.

With top stars, you should do everything you can to ensure that they can use the level boost as often and as quickly as possible (see also "Action points").

Line-up 1st team – from WAF, improved for WAF2024

In WAF and NT, the line-up of the 1st team was available in the main menu under "1st team". In WAF2024, the line-up (as well as the tactics) is arranged more centrally and has its own button at the top centre.

If you don't want to make the line-up yourself, you can give your assistant coach precise instructions for the line-up ("Rule-based line-up"). You can also tell him not to change the formation.



If you move the mouse pointer over a player on the field in WAF2024 and wait a moment, you will receive suggestions for alternative players in this position. You can then select the replacement directly.



Here is an overview of the colours used in the line-up:

White position	Player plays on main position
Blaue position	Player plays on secondary position
Red position	Players plays on new/wrong position
Green level	Player is fit
Yellow level	Player is tired
Red level	Player urgently needs a break

Match options – from WAF2024

See 3D match options.

Maximum number of search results – from WAF2024

See „Options“.

Mole hunt – from WAF2024

If you have a mole in the team, you quickly realise this from the corresponding newspaper reports. These have a very negative effect on team spirit, as nobody trusts each other anymore.

The mole is integrated into the "cabin seismograph" area. If there is a mole, a button there can be used to open the screen for hunting. Otherwise it is locked.

A player becomes a mole if he has certain character traits and is unhappy.



This means that you can rule out all happy players during the hunt.

Then there are players whose character tends to favour such acts, but this is where your task begins.

There can be up to two moles at the same time.

If you have a reasonable suspicion, you can confront a player and impose a corresponding penalty. Let's hope you've got the right one.

You can also sit out the mole problem, at some point they will stop. Maybe their discontent will simply end. But doing nothing is painful.

Music control - from WAF2024 Update 1

You can skip a song with the END button and restart the current song with the POS1 button.

Network - from WAF

For each country you can improve your knowledge in 5 levels. These are represented by increasingly larger flags. From WAF2024 you will also find the exact level in the tooltip above the flags.

Nicknames - from WAF2024 Update 1

Some players earn special nicknames. You can find these in the club profile above the large player graphic.

Notes - from WAF, extended from WAF2024

WAF already allowed you to save notes on players.

As of WAF2024, you can also display these specifically via the data analyser.

To do this, you can make notes in WAF2024 using the "Set reminder" function. You can find this at the bottom centre of the weekly planning. Here you can also create templates for frequently recurring reminders, which you can then use again and again.

Player comparison – from WAF2024

Players can now be moved or swapped using drag & drop.

Previous matches – from WAF

The five diamonds show the tendencies of the last five matches from right to left. Green stands for a win, yellow for a draw and red for a defeat. If the diamond is at the bottom, this indicates that it was a home game. For away games, the diamond is shifted upwards.

Rotating ad-boards – from WAF2024

This investment pays off quickly. If you are planning to stay with a club for a longer period of time, you should definitely invest the money here before the first upcoming negotiation. These ad-boards will give you 5% more income in this area.

Scene speed – from WAF2024

This is set to 100% by default, but you can also slow down or speed up the display of the scenes. For example, if you set it to 110%, the players will run a little faster.

The game also uses this setting internally to create a subtle difference between low and high leagues. The multiplier you set is then simply used in addition.

Search – from WAF




A search function is available at the top right of the main menu, which you can use to quickly find a specific player, for example.



Short motto - from WAF2024

From WAF2024, a short motto for the club can be entered under "Fans" and "General". This will then be used in the game on the video scoreboard and as perimeter advertising. Of course, other locations are also possible in the future.

Simulation – from WAF, improved for WAF2024



Simulation (Schnellberechnung)

Zieldatum

1 ▼ Januar ▼ 2030 ▼

- ☒ Automatische Vertragsverlängerungen
- ☒ Tabellenbildschirm nach Spielen zeigen
- ☒ Verlängerte Anzeigedauer von Ergebnissen und Tabellen

By "simulation" we mean the prediction of the current game state without the possibility of intervention.

You can start this in WAF and NT from the options, in WAF2024 it is integrated directly into the home screen and offers further options.



Please note that you can also be dismissed during the simulation if you have activated dismissals. If you do not want this, you must deactivate this option before starting the simulation.

The option "Automatic contract extensions" refers to the players. Perhaps you only want to "fast-forward" a few match days and don't want your team to be changed by the assistants. In this case, you should switch off the extensions beforehand to be on the safe side.



Make sure that you haven't made any settings in the rule-based line-ups that could drag your team down in the long run.

Before starting, you have to select a target date up to which the calculation should continue. Of course, you can pause at any time and then continue the simulation.



The simulation is ideal for testing your own databases. Simply let the computer simulate overnight and take a close look at the individual statistics the next day. This will quickly show you whether everything works.

10 Rolf Langenberg 50 Statistikzentrale

Favoriten

Kategorie Statistik

Hierhin können Sie Ihre Lieblingsstatistiken ziehen, damit Sie diese immer schnell erreichen können.

Vollständige Liste

Stand Meistrunde
Stand Internationaler Pokal
5-Jahres-Wertung
Rekordsieger Int. Meistrunde
Rekordsieger Internationaler Pokal
Rekordsieger Int. Supercup
Historie: Sieger Meistrunde
Historie: Sieger Internationaler Pokal
Historie: Int. Supercup-Sieger
Törjäger Meistrunde
Teamstärken Meistrunde
Törjäger Internationaler Pokal
Teamstärken Internationaler Pokal
Historie: Europameister

Historie: Weltmeister

Jahr	Sieger	Finalist	Ergebnis
2098	Marokko	Ägypten	2:1
2094	Island	Russland	4:0
2090	Spanien	Mexiko	2:1
2086	Italien	Mexiko	3:1
2082	Deutschland	Schottland	1:0
2078	Polen	Türkei	3:1
2074	Frankreich	Brasilien	3:2
2070	Frankreich	Argentinien	1:0
2066	Serbien	Portugal	3:2
2062	Spanien	Chile	3:0
2058	Uruguay	Marokko	3:0
2054	Brasilien	Uruguay	7:1
2050	Russland	Spanien	2:1
2046	Italien	Uruguay	2:0
2042	England	Brasilien	3:1
2038	Schottland	Chile	6:2
2034	Deutschland	Tunesien	5:0
2030	Uruguay	Schottland	3:2
2026	Frankreich	Spanien	2:0
2022	Argentinien	Frankreich	
2018	Frankreich	Kroatien	
2014	Deutschland	Argentinien	
2010	Spanien	Niederlande	

Kontinent Land Liga Verein Saison

World cup winners in a simulation until 2100

It is advisable to always play without dismissals in simulations. If you have forgotten to set the options and the game stops because your contract is not extended, you can continue with your club if you select the last autosave in May. At this point, no final decision has been made about your future.

Speeding up the game - from WAF or NT

There are various ways to speed up the game:

Weekly progress

The time for the weekly progress can be set in the options. If you are in a hurry, you should select the fastest setting, which is already preset.

You should also select the fastest option for the text speed.



Simulation

From the control centre, you have the option of simulating the current game world further into the future without your involvement. You will then only be informed about certain results and can otherwise sit back and relax.



Saison	Meister	Tore	Punkte	Vize-Meister	Tore	Punkte
98/99	Stuttgart	71:33	72	Raute Hamburg	62:37	64
97/98	Bavaria München	69:29	66	Preussen Dortmund	56:31	63
96/97	Stuttgart	73:39	70	Kaiserslautern	56:44	57
95/96	Raute Hamburg	66:41	65	Stuttgart	67:43	65
94/95	Bavaria München	49:36	61	Stuttgart	50:40	57
93/94	Bavaria München	62:31	66	Gelsenkirchen	58:30	66
92/93	Bavaria München	57:43	64	Einheit Frankfurt	59:45	61
91/92	Bavaria München	62:29	70	Einheit Frankfurt	75:47	66
90/91	Bavaria München	65:37	70	Primera Köln	59:33	67
89/90	Raute Hamburg	70:35	72	Bavaria München	62:27	70
88/89	Bavaria München	69:28	68	Preussen Dortmund	59:33	60
87/88	Bavaria München	46:28	66	Stier Leipzig	58:37	60
86/87	Stuttgart	57:29	68	Freiburg	52:32	66
85/86	Raute Hamburg	67:24	70	Bavaria München	55:24	63
84/85	Bavaria München	69:34	67	Preussen Dortmund	66:37	65
83/84	Raute Hamburg	65:35	70	Preussen Dortmund	59:31	63
82/83	Raute Hamburg	66:37	65	Preussen Dortmund	58:43	62
81/82	Leverkusen	59:38	65	Düsseldorf	65:44	62
80/81	Preussen Dortmund	69:46	64	Freiburg	49:39	59
79/80	Bavaria München	61:27	72	Einheit Frankfurt	50:37	62
78/79	Mainz	53:42	60	Dresden	52:41	57
77/78	Preussen Dortmund	57:38	61	Einheit Frankfurt	55:42	58
76/77	Bavaria München	64:42	60	Preussen Dortmund	62:42	58

Champions in a simulation until 2100

If you are particularly interested in something, you can pause the game at any time using the "Pause" function.

Match

In the combo box at the bottom left during a match, the shortening of the game scenes should be activated. With this setting, the first actions of the attacks are skipped. These are often passes in midfield that are not that interesting. Of course, the players still receive the bonuses for their marks.

You should also switch off the info boxes during the scenes and, if necessary, increase the general playback speed of the match as far as is acceptable for the players.



Of course, the match can be further shortened by switching off the scenes and maximising the speed of the game minutes.

Reduce screens

Many screens are activated by default, but perhaps not all of them are relevant for you. You can check these in the options.

Sponsor gifts - from WAF2024

You can make sponsor gifts directly in the "Sponsors" section. They are particularly well received if the sponsors are currently satisfied, i.e. if there is sporting success. Otherwise you should refrain from doing so, as there will be little interest.

Sponsors' Day - from WAF2024

The sponsors' day is a must. The location should be suitable, otherwise it will be embarrassing. The effect of your speech is divided into an immediate effect and correspondingly increased or decreased effects in the further course of the season. Here you have to make a decision or choose the neutral solution.

Sports psychologist - from WAF2024 Update 1

In principle, the psychologist can help players in crisis to get back on track. He or she works independently, i.e. you don't have to worry about anything after the appointment. As soon as the psychologist has been successful, you will receive a corresponding notification. The higher the level of your employee, the more frequently this happens. If everything is in the green anyway, he or she will not contact you, but will make sure that it stays that way if possible.

Examples:

Player is injured => increases motivation

Player is unhappy => helps to improve the situation

Player is in poor form => direct effect through reinforcement and specific tips

Player lacks the final grit and form is suffering => direct effect through constructive criticism

Youth player is stagnating => year as a whole is improved, development accelerated; the psychologist can even follow up here if successful

Steam Deck – from WAF, improved for WAF2024

The Steam Deck is a very important platform for us and we are constantly endeavouring to improve its operation. For WAF2024, this includes the following measures:

- No more mini fonts
- Full use of 16:10

We recommend the following controller configuration:

Steam Deck	Normal key	Effect
Left controller	Mouse	Mouse movement
Right controller	WASD	3D controls
Control pad	Mouse wheel	Movement in list, switching between departments
A	Left mouse button	Select
B	ESC	Cancel

X	ENTER	OK, Continue
Y	Rechte MT	Opens profile screens
L1	Pfeil runter	Jumps one tab to the left, changes the zoom modes in the 3D match
L2	Mouse button 5	„Back“ in the normal UI (e.g. from Training to Planning); camera control in the 3D match
R1	Arrow up	Jumps one tab to the right; changes the ball trace in the 3D match
R2	Mouse button 4	„Forward“ in the normal UI (e.g. from Planning to Training); camera control in the 3D match
R4	F2	Help on the current screen
R5	Previously T => Now F3	Opens Tactics in the main menu; opens the table during the 3D match
L4	TAB	Opens and closes the wing menus
L5	Previously N => Now F4	Opens Line-up in the main menu; switches the information displayed above the players in the 3D match
LIST	Space	Pauses the game (see „Keyboard layout“ for details)

Further improvements are being planned.

Sub and Super-sub – from WAF2024



Players with special skills can be given the title of Sub or Super-sub. These players receive a special bonus when they are subbed-in during the match.

The following attributes are important for a Sub or Super-sub. The attribute is awarded as soon as at least 4 (Sub) or 6 (Super-sub) points are available:

- Finishing
- Header
- Dribbling
- Speed
- Acceleration
- Creativity
- Crossing

The point requirements are reduced as follows:

Level	Sub	Super-sub
Level <4	1	2
Level <7	2	3
Level <10	3	4



Table during the match - from WAF2024

With "T" you can view the complete current table. Otherwise, a section will also be displayed in the wing menu, which must be opened beforehand with TAB or the left arrow field if you are not playing in 21:9 mode.

Table in the menu - from WAF2024

Under the menu items "1st team" and "2nd team" there is a table button at the top right for quick access to the complete table.

Taxes – from WAF

At the end of the season, 20% of the annual profit is due as tax. It is therefore worth investing the money beforehand, e.g. for an expansion of the youth centre or improved medical care for your team. From 20 or 60 trophies won, you should expand your museum so that the surplus does not have to disappear into the cellar.

As this tax is very low, there is also a wealth tax.

Wealth tax rate

>1 billion	30%
>500 million	25%
>300 million	20%
>200 million	15%
>150 million	10%
>100 million	7.5%
>50 million	5%

Both taxes also affect AI associations.

Team hierarchy - from WAF2024

Here you can see at a glance which players set the tone for both the 1st and 2nd teams. You can also see the player types and their happiness at a glance.

Texts on stands - from WAF2024

You can enter a text for your stadium under "Infrastructure" and "Details" for both the main and opposite stands. This is free of charge!

As every stadium is a little different, you can write the text on the stands in three sizes. The text can also be combined with a logo, for example, whereby you can use spaces in the centre to write around the logo.

Spaces also help you to optimise the placement of the text so that the steps are as unobtrusive as possible.



Transfer list - from WAF2024 Update 1

This optional screen is displayed directly after the current transfers.

All players who are currently due to be transferred from their current clubs are listed here. The most important column shows how long the players have been on the transfer list.

This allows you to see the new arrivals at a glance, but you can also look for players who have been on the transfer list for a long time and are therefore potentially available at a much lower price.

Work hours – from WAF

The working hours are not just the actual appointments. There is also the training, but also additional travelling time and, of course, the time on match day.



4. Part 4 – MODIFICATIONS

This chapter gives you an overview of all the ways in which you can extend WE ARE FOOTBALL 2024 for yourself, in particular you will learn all about the necessary user directories and formats. If you pass on extensions, you must not infringe the rights of third parties (e.g. by passing on photos from the Internet).

This is followed by various notes on editing. After all, a manager is only as good as the data available to the game. The transfer fees, for example, are based on clear rules, but if a player deviates from the expected level by just 1 or 2 levels, you immediately have unrealistic values. It is therefore important to take a close look at the data provided and, for example, to create a reference list for players first.

It is also important to think about the strength of a league in advance so that it matches the rest of the game.



For emergencies, we have built a function into WAF2024 that allows you to upgrade or downgrade all players in a team at once.

The directories must be copied into the game directory ("We Are Football") under "Saved games" (next to the savegames).

WAF, NT and WAF2024 access the same graphics directories and use the same formats. However, there are various new options for WAF2024 (see "From" column below).

4.1. Overview of user directories and formats

The directories must be copied to the game directory "\\We Are Football" (next to the game saves).

Type	From	Directory	Format	File name
Fan banner	PLANNED	Banner	Various. NOT DEFINED YET.	NOT DEFINED YET.
Family pictures	WAF2024	Family	160x160, transparent.	As player name.
Familie pictures big	WAF2024	Family big	320x320, transparent.	As player name.
Fan area pictures	WAF	Fans	616x264, not transparent.	See "Badges".
Generic player pictures	WAF	Generic players	160x160, transparent.	See below.
Big generic player pictures big	WAF	Generic players big	512x512, transparent.	See below.
Hero generic player pictures	WAF	Generic players hero	472x712, transparent.	See below.

Yearly club assembly (for clubs with members)	WAF2024	Assembly	720x592, not transparent.	See “Badges”.
Mascots	WAF	Mascots	160x160, transparent.	See “Players”.
Media logo (for the sponsors in the UI)	WAF	Media logos	160x160, not transparent.	Standard format like all companies, see sponsors.
Media boards (ad boards)	WAF	Media boards	1024x128, not transparent.	For the future also for the background in the media area (interviews) etc.
Staff members	WAF	Staff	160x160, transparent.	See “Player”, but with special characters.
Music	WAF2024 UPDATE 1	Audio\Music	Audio, ogg.	Details are work in progress
Videoring panels	WAF2024	Panels	1024x128, not transparent.	See below.
Manager shouts	WAF2024	Shouts	Audio, wav.	See below.
Referees	WAF	Referees	160x160, transparent.	See below. Like players but without birthday.
Seating patterns in the stadium	WAF2024	Patterns	576x576, transparent.	See below.
Players	WAF	Players	160x160, transparent.	See below.
Big player pictures	WAF	Players big	512x512, transparent.	See below.
Hero player pictures	WAF	Players hero	472x712, transparent.	See below.
Player agents	WAF2024	Player agents	160x160, transparent.	Like players. Used in negotiations.
Sponsor boards medium	WAF	Sponsor boards	512x128, not transparent, png.	Name visible in the editor.
Sponsor boards big (ad boards)	WAF	Sponsor boards big	1024x128, not transparent, png.	Name visible in the editor.
Sponsor logo	WAF	Sponsor logos	160x160, not transparent, png.	Name visible in the editor. The graphics of the suppliers are also copied in here, but only for the logos.

Stadium	WAF	Stadiums	616x264, not transparent.	Like fans. Displayed as header of "Infrastructure".
Cities	WAF	Cities	616x464, not transparent.	See "Badges".
Team pictures	WAF2024	Team pictures	1024x512, transparent.	See below. Used in the museum.
Goal anthems	WAF2024 Update 1	Goal anthems	Audio, wav.	Can be activated in the 3D match options.
Kits (3D match)	WAF2024 Update 1	Kits	Noch offen.	These are used in the 3D match.
Shirts (UI)	WAF	Shirts	256x256, transparent.	See below under badges. These are the shirts that are used in the UI.
Badges	WAF	Badges	160x160, transparent.	See below.
Badges big	GEPLANT, OHNE GEWÄHR	Badges big	512x512, transparent.	See below.
Home	WAF	Headquarters	616x264, not transparent.	Like fans. Displayed as header of "Board".
Newspaper	WAF2024	Newspapers	1024x152, not transparent. 1864x224, not transparent.	See below. There are 2 different graphics per country: -1 is the texture of the small 3D newspaper (during the week). -2 is the large newspaper background in the "Media" screen.



4.2. General rules for file names

General

Men and women are listed together in the respective directories.

Suppliers are considered sponsors and are also used separately, e.g. as partners for ad boards.

Naming conventions

Names or corresponding dates of birth are used to recognise the graphics, not IDs.

All special characters must be "normalised". Example: ä => a. é => e. "ß" is converted to "s".

Characters that cause problems with the file names are filtered out. Example: ".".

Exception: Cities. Here, the German city name from the editor with special characters is always used as the file name.

The search sequence of the game for the image source can be defined in the options.

Automatic usage of big pictures

If you play in a resolution higher than HD, the "Players big" will be used automatically as far as possible in order to achieve the highest possible image quality. This also happens if the images already require a higher resolution under HD, e.g. for the end-of-season honours.

Happiness of players and staff

The game takes into account the mood of players and employees, but appropriate photos must be available (see below).

4.3. Special rules for file names

Own picture – from WAF



The name format of your own photo corresponds to the players, but with special characters.

The directory is: Staff

There are also variants with an appended -1, -2, -3 and -4.

- 1 Normal
- 2 Cheering
- 3 Angry
- 4 Sad

Example: KöhlerGe30031969-2

The selection is made as follows:

If (depending on popularity) and (employee image 1-4 available)

KöhlerGe30031969-1-4

Else (employee picture normally available)

KöhlerGe30031969

Else (employee picture without date of birth available)

KöhlerGe

Else

As before

Endif

Fans – from WAF

We do not provide any images of the fans ourselves, but we look in the user directory Fans when the "Fans" screen/menu item is called up.

If a suitable graphic is found there, we display it instead of the default graphic.

The name of the file corresponds to that of the badge.

Example: 1.FC Düsseldorf => 1FCDusseldorf

If there is no graphic, everything is displayed as normal.

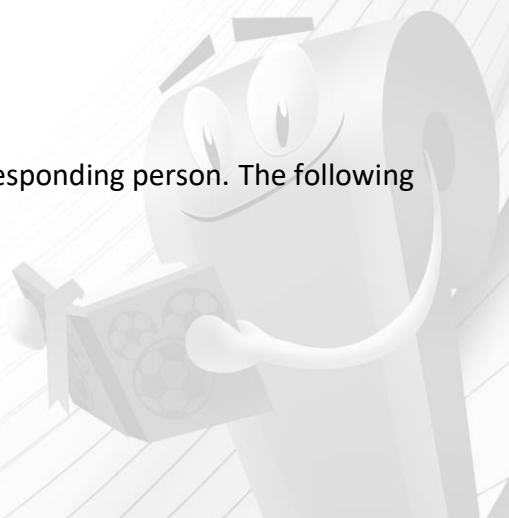
Generic player pictures

The images in these directories must be numbered consecutively.

The first number in the file name stands for the group of images.

- 01 Male players
- 02 Female players
- 03 Male staff
- 04 Female staff

The second number stands for the appearance of the corresponding person. The following numbers are available:



Upper group	Basic group
1	1
2	2
2	2
3	3
4	4
4	4
4	4
5	2
1	1
1	1
6	4
1	1
7	5
8	6
9	6
10	6
11	6
4	4
4	4
12	7
13	8

This is followed by consecutive numbering. For your own images, you must start with the ending 10001 in each category and can then continue counting as you wish.



The first 10,000 numbers in each category are reserved for us so that we do not overwrite any user data during updates!

Example for the first image:

01-10-10001.png Player, top group 10, first image

You can also add optional age information after the file name. Here is an example with 3 photos for one player:

01-10-10001-15.png This image is displayed from the age of 15, with the silhouette in front of it.

01-10-10001-25.png This image is displayed for the same player aged 25 and over.

01-10-10001-35.png This picture is displayed from the age of 35 until the player leaves the game.

Youth players – from WAF2024

The system for youth players is similar to that for generic players, only the first number is different.

05 Youth players

06 Youth players

We use three age groups for our supplied youth players: -10, -20, -30.



For example, if you integrate yourself as a youth player, you can integrate photos from your individual years of life and then age accordingly from year to year in the game. We're already looking forward to the screenshots with the long hair.

Music

The music must be in .ogg format and is located in the \audio\music directory. There are various directories there, see the following overview.

The names of our music tracks are derived from the category and the number.

Example „anger“:

We have four files here (see table column "Number"). These have the following names (see column file names):

Wut1.ogg

Wut2.ogg

Wut3.ogg

Wut4.ogg

Category / Directory	Number	File names
Tense	4	Angespannt
Fear	4	Angst
Christmas	Christmas	Christmas
Credits	Song2	Credits
Sad	4	Deprimiert
Intimidated	3	Eingeschuechtert
Unemployed	5	Einsamkeit
Euphoric	5	Euphorisch
Happy	4	Froehlich
Hopeful	4	Hoffnungsvoll
Aggressive	5	Kampfbereit
Country	1-SPA, 2-SPA 3-GRI, 4-GRI 5-ITA 6-IRL 7-FRA, 8-	Landestypisch

	FRA 9-TSC 10-OES 11-DEU	
Ease	7	Leichtigkeit
Melancholy	3	Melancholisch
Normal	8	Normal
Suspense	4	Spannung
Theme	Song1	Start (Thema)
Proud	3	Stolz
MaxEuphoric	3	Total euphorisch
Negotiation	5	Verhandlung
Depressive	3	Voellig deprimiert
Anger	4	Wut
ClubVideo	45-All-Sides- Closing-In- FULL-SM426	Vereinsvideo

Normally, you simply have to copy your music into one of the directories so that it appears in appropriate places in the game.

The name doesn't matter, but to be on the safe side you should avoid umlauts and other special characters. If you want to overwrite our music, simply create a file with the same name.

The country directory is an exception. Here you can define music that is played against teams from this country. To do this, simply create a directory that corresponds to the country number. You can find out which country has which number in chapter 4. There you will find a complete list of countries. For example, Germany has the 43, Spain the 172.



You then copy your music into these directories.

To replace our music, you must create files with the following names:

Country	Filename
---------	----------



43	Landestypisch11-DEU
56	Landestypisch7-FRA and Landestypisch8-FRAU
63	Landestypisch3-GRI and Landestypisch4-GRI
76	Landestypisch6-IRL
79	Landestypisch5-ITA
139	Landestypisch10-OES
172	Landestypisch1-SPA and Landestypisch2-SPA
193	Landestypisch9-TSC

Videoring panels

File names are club + endings from -1 to -8.png or .jpg.

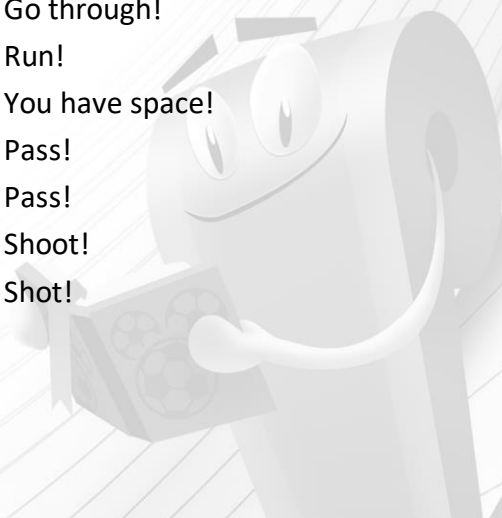
-6 to -8 are actually reserved for the club's main sponsors, but can also be replaced. The short motto is normally used for -2. If you want to use this, you should not replace it either.

If you create .PNGs, you can even let the existing panels show through and only create overlays (frames or special elements).

Shouts – from WAF2024, not in the demo

Here you can create your own calls for the match. To do this, simply name the files accordingly and record the respective texts. Your own voice will then be used for the decisions in the match.

ID_MATCH_REINRUFEN_DRIBBLING_1	Dribbling!
ID_MATCH_REINRUFEN_DRIBBLING_2	Dribble!
ID_MATCH_REINRUFEN_DRIBBLING_3	Pass by!
ID_MATCH_REINRUFEN_FLANKE_1	Cross it!
ID_MATCH_REINRUFEN_FLANKE_2	Cross!
ID_MATCH_REINRUFEN_FLANKE_3	Into the box!
ID_MATCH_REINRUFEN_FLUEGELWECHSEL_1	Other side!
ID_MATCH_REINRUFEN_FLUEGELWECHSEL_2	Change sides!
ID_MATCH_REINRUFEN_FOUL_1	Knock {FF#him her} over!
ID_MATCH_REINRUFEN_FOUL_2	Foul!
ID_MATCH_REINRUFEN_FOUL_3	Killer tackle!
ID_MATCH_REINRUFEN_KLAEREN_1	Clear the ball!
ID_MATCH_REINRUFEN_KLAEREN_2	Clear it!
ID_MATCH_REINRUFEN_LAUFEN_1	Go through!
ID_MATCH_REINRUFEN_LAUFEN_2	Run!
ID_MATCH_REINRUFEN_LAUFEN_3	You have space!
ID_MATCH_REINRUFEN_PASS_1	Pass!
ID_MATCH_REINRUFEN_PASS_2	Pass!
ID_MATCH_REINRUFEN_SCHUSS_1	Shoot!
ID_MATCH_REINRUFEN_SCHUSS_2	Shot!



ID_MATCH_REINRUFEN_SCHUSS_3	Shoot!
ID_MATCH_REINRUFEN_STEILPASS_1	Through pass!
ID_MATCH_REINRUFEN_ZWEIKAMPF_1	Challenge!
ID_MATCH_REINRUFEN_ZWEIKAMPF_2	Go for it!
ID_MATCH_REINRUFEN_ZWEIKAMPF_3	Challenge {FF#him her}!

Seat pattern in the stadium – from WAF2024

In addition to logos and texts, seat patterns in different colours can also be displayed across the entire stadium. If possible, these should not be too complicate, otherwise they will look very confusing.

You can create new patterns by copying the corresponding graphics into the Patterns directory. These must be numbered consecutively and start with the number 76.

76.png

77.png

etc.

Referees – from WAF

No referee images can be set in the editor. However, they are displayed.

The game can then use the referee images.

To do this, the "Referees" directory is checked to see if a picture is available. This is used in the referee info.

The pictures must be named with "Name + 2 letters first name" (i.e. like the players, but without date of birth).

Players – from WAF

These are divided into three areas. Normal, Big and Hero.

' and - are permitted for player names.

Big is used for large resolutions and e.g. at the end of the season for honours.

The Hero pose is used in the player profile, for example.

The name format is as follows (special characters must be converted):

Example: Thorsten Müller, born 1 May 2000:

MullerTh01052000.png



Player agents – from WAF2024

The first number of the file name stands for the gender so that the texts in the game match the photos.

01=Male

02=Female

The second number is the number of the picture. The numbers simply have to be counted up in sequence. A maximum of 50 player agents are used by the game.

In addition, -1, -2, -3, -4 can be appended.

- 1 Normal face
- 2 Happy face
- 3 Surprised face
- 4 Angry face

Example:

01-001-1.png

01-001-2.png

01-001-3.png

01-001-4.png

Team pictures – from WAF2024

The team name is used in the usual format, to which -1, -2, -3, -4 is appended. A maximum of 4 team images are used in the museum.

Example:

Stuttgart-1.png

Stuttgart-2.png

Stuttgart-3.png

Stuttgart-4.png

Goal anthems – from WAF2024 Update 1

These must be saved as .WAVs with the same name as the club names.

Shirts (3D match)

In your WAF2024 folder you will find the three files template_1.png, template_2.png and template_3.png. You can use these to design your own kits and integrate it into the game later after Update 1 via the "Kits" directory under "Saved games" and "We Are Football 2024". Important: The pixel at the top left of the graphic (0,0) determines the colour of the shirt numbers.

Shirts (UI)

The names of the shirts correspond to the badges. _1 is added to the home shirt and _2 to the away shirt.

Badges

The name is derived from the German club name.

The club name is edited as follows: Spaces, hyphens, dots etc. are removed. Numbers and letters are retained. "ä" etc. becomes "a". "ß" becomes "s", see above.

Example: 1.FC Düsseldorf => 1FCDusseldorf



Newspaper (per country)

Naming is done with the help of the country number:

COUNTRYNUMBER-1.jpg

(3D newspaper)

COUNTRYNUMBER-2.jpg

(newspaper on the media screen)

Nr.	Land	Nr.	Land
1	Afghanistan	107	Libya
2	Egypt	108	Liechtenstein
3	Albania	109	Lithuania
4	Algeria	110	Luxembourg
5	American Samoa	111	Macau
6	U.S. Virgin Islands	112	Madagascar
7	Andorra	113	Malawi
8	Angola	114	Malaysia
9	Anguilla	115	Maldives
10	Antigua and Barbuda	116	Mali
11	Equatorial Guinea	117	Malta
12	Argentina	118	Morocco
13	Armenia	119	Mauritania
14	Aruba	120	Mauritius
15	Azerbaijan	121	Mexico
16	Ethiopia	122	Moldova
17	Australia	123	Mongolia
18	Bahamas	124	Montenegro
19	Bahrain	125	Montserrat
20	Bangladesh	126	Mozambique
21	Barbados	127	Myanmar
22	Belgium	128	Namibia
23	Belize	129	Nepal
24	Benin	130	New Caledonia
25	Bermuda	131	New Zealand
26	Bhutan	132	Nicaragua
27	Bolivia	133	Netherlands
28	Bosnia and Herzegovina	134	Niger
29	Botswana	135	Nigeria
30	Brazil	136	Northern Ireland
31	British Virgin Islands	137	Norway
32	Brunei	138	Oman
33	Bulgaria	139	Austria
34	Burkina Faso	140	East Timor
35	Burundi	141	Pakistan
36	Cayman Islands	142	Palestine
37	Chile	143	Panama
38	China	144	Papua New Guinea
39	Cook Islands	145	Paraguay
40	Costa Rica	146	Peru



41	Curaçao	147	Philippines
42	Denmark	148	Poland
43	Germany	149	Portugal
44	Dominica	150	Puerto Rico
45	Dominic. Republic	151	North Macedonia
46	Djibouti	152	Rwanda
47	Ecuador	153	Romania
48	El Salvador	154	Russia
49	Ivory Coast	155	Salomonen
50	England	156	Zambia
51	Eritrea	157	Samoa
52	Estonia	158	San Marino
53	Faroe Islands	159	Saudi Arabia
54	Fiji	160	Scotland
55	Finland	161	Sweden
56	France	162	Switzerland
57	Gabon	163	Senegal
58	Gambia	164	Serbia
59	Georgia	165	Seychelles
60	Ghana	166	Sierra Leone
61	Gibraltar	167	Zimbabwe
62	Grenada	168	Singapore
63	Greece	169	Slovakia
64	Guam	170	Slovenia
65	Guatemala	171	Somalia
66	Guinea	172	Spain
67	Guinea-Bissau	173	Sri Lanka
68	Guyana	174	St. Kitts and Nevis
69	Haiti	175	St. Lucia
70	Honduras	176	St. Vincent and the Grenadines
71	Hongkong	177	South Africa
72	India	178	Sudan
73	Indonesia	179	South Sudan
74	Iraq	180	Suriname
75	Iran	181	Eswatini
76	Ireland	182	Syria
77	Iceland	183	São Tomé and Príncipe
78	Israel	184	Tajikistan
79	Italy	185	Tahiti
80	Jamaica	186	Somaliland
81	Japan	187	Tanzania
82	Yemen	188	Thailand
83	Jordan	189	Togo
84	Cambodia	190	Tonga
85	Cameroon	191	Trinidad and Tobago
86	Canada	192	Chad
87	Cape Verde	193	Czech Republic



88	Kazakhstan	194	Tunisia
89	Qatar	195	Turkey
90	Kenya	196	Turkmenistan
91	Kyrgyzstan	197	Turks and Caicos Islands
92	Colombia	198	Uganda
93	Comoros	199	Ukraine
94	Kosovo	200	Hungary
95	DR Congo	201	Uruguay
96	Republic of the Congo	202	USA
97	North Korea	203	Uzbekistan
98	South Korea	204	Vanuatu
99	Croatia	205	Venezuela
100	Cuba	206	United Arab Emirates
101	Kuwait	207	Vietnam
102	Laos	208	Wales
103	Lesotho	209	Belarus
104	Latvia	210	Central African Republic
105	Lebanon	211	Cyprus
106	Liberia		



4.4. Data editor

Create new database

Our supplied database cannot be edited, as it should always be available to you as a backup.

We also overwrite it when updates are made.

To create your own database, click on the current database at the top and then on "Create new database" in the combo box.

You can then give your database a name.

It is not a problem to manage several databases in the editor at the same time, but only the last export will be available in the game alongside the official databases and can be selected when the game is started.

You can export via the "Integrate data into the game" button at the bottom and then by clicking on "Export". Before doing so, you should use "Check data" to ensure that no errors have crept in.

In rare cases you can't see the Export button on this screen. In this case press TAB + TAB + ENTER.

Add new countries

If you add your own countries with clubs and players, it is generally important that the financial multiplier of the league is set so that the youth camps also cost money accordingly.

When setting the financial multiplier, please follow our guidelines for the leagues provided, otherwise this can lead to considerable distortions later in the game.

Improved player generation

In WAF2024, you can now specify 10 countries per country from which the foreign players are favoured (in WAF there were only 5 countries). Please note that you must also enter the corresponding percentage values for the passports because of the nationalities.

You can also generate random other nationalities. The frequency depends on the size of the player pool of the respective country. The other nationalities are not used when generating youth players.

Modify league systems

Please make all changes directly in the editor. Working directly in the database is risky and can lead to all kinds of errors. Typical problems with incorrectly edited leagues are

- Seasons end prematurely
- There are no longer enough teams for leagues
- Promotions and relegations are broken
- Season statistics are counted over several seasons



When making changes, we recommend that all editors with the changed data test the game thoroughly over several decades overnight using the simulation and then check all countries in the statistics.

In particular, it should be noted that all clubs in branched league systems must have a bottom league. Appropriate checks have also been integrated into the export for WAF2024.

Financial multiplier

The financial multiplier in the editor generally determines the financial level of a league. This includes the amount of player salaries as well as offers from sponsors etc. This is a key value for the game!

As a reference value, we initially set the 1st league in Germany to 1.0, but over the years this value has increased to 1.3. All other leagues are then derived from this value. For example, the multiplier for England is higher, while that for Belgium is lower. The multiplier can be set for each league. It is therefore important to set correspondingly lower values for the lower leagues.



We are working on making the multiplier more finely adjustable in the future (not just in steps of 0.1) in order to be able to display deeper leagues even better. This is not easy at the moment, as otherwise problems with older databases may occur.

Champions and relegation round

From WAF2024, the league can now also be split at the end of the regular season. It will always be halved.

League calendar

In countries with a final championship round, it is important to set the exact match days in the league calendar. If this is not done, the seasons will be played incompletely. Here, too, it is advisable to check the correctness with the help of the simulation before playing seriously with a new database.

Club data

Translated club data only need to be entered if they differ from the German version. If nothing is entered, the German version is automatically adopted.

Attendance

The most important value for setting the number of spectators in the editor is "Fan attendance at regular first division match". This is the number of spectators who would go to the stadium for the midfield home match in normal weather.

Another important value is the fans. The less sensitive these are, the fewer spectators will return in the event of relegation. In this way, it is possible to increase the number of spectators at traditional clubs in the lower leagues.

Sponsor data

In general, all sponsor values are calculated relative to the main sponsor. This is therefore the starting point.

The base value is 5 million.

This is multiplied by the financial multiplier of the league, whereby values <1 are slightly increased.

Then the club's reputation plays an important role... For clubs with the highest values, this rises steeply.

A club with a reputation of 20 therefore goes up from 5 to 25 million.

{0.7, 0.73, 0.76, 0.79, 0.82, 0.85, 0.88, 0.91, 0.94, 0.97, 1, 1.15, 1.3, 1.4, 1.55, 1.75, 2, 2.5, 3, 4, 5}

If you negotiate later, it is also important that you have just reached or exceeded your season target. You can then receive another bonus.

{0.7, 0.75, 0.8, 0.9, 1, 1.05, 1.1, 1.15, 1.2, 1.3, 1.4}

If the editor settings deviate too drastically, the game automatically performs a gradual adjustment towards the normally calculated values so that there is no hard break and the club can adjust to it.

The suppliers in the game are always around 50% of the main sponsor.



Create stadiums

Please note that stadium 1 of the stadium list is always used for clubs in which no stadium has been set. We have taken precautions here and created a neutral mini stadium in Germany that will be used in this case. If this is deleted, another stadium may be used (possibly the first stadium of the first simulated country in the alphabet). It is important that you either keep this system or make a deliberate choice.

Youth players

If you assign clubs to youth players, they will be assigned to a pool of players who will gradually appear at the club you set. This does not necessarily have to be the case at the start of the game.

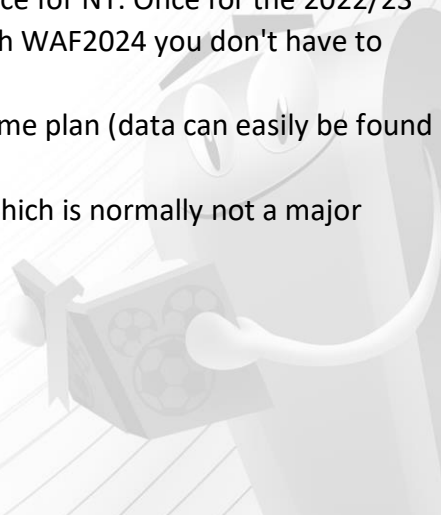
Prepare the game for a new season

To do this, it is first important to set the starting year. All the important information about this can be found directly on the screen as soon as you have selected this point.

Then you should gradually edit all the countries. You could start by entering the title holders from the previous season.

The next step is to work in the league editor:

- Firstly, check whether you have all the clubs available for the leagues. You often need additional clubs for the lowest league level because they are not yet available in the database.
- If this is the case, these must be created first. The best way to do this is to start with the city and then create the stadium so that this is not forgotten later. For the clubs in a split league system, you must not forget to set their lowest league.
- If there are not enough clubs, you can see if there are pure men's or women's clubs and set them to "men's and women's". This is much quicker than creating completely new clubs.
- If 2nd teams are allowed in a league, you should set the corresponding box so that you can also access these teams.
- Then bring the league composition up to date and set promotion and relegation etc.; the correct order of the clubs according to the performance of the clubs in the previous season is particularly important; you can move the clubs up or down using the arrow fields.
- If you have added a new league, you must now create the league calendar.
- Please note that the league calendar must exist twice for NT. Once for the 2022/23 World Cup season and then for the later years. With WAF2024 you don't have to worry about this. 2034 is still a long way off.
- If all this is correct, the next step is to adjust the game plan (data can easily be found on the Internet).
- Finally, the last step is to adjust the other values, which is normally not a major effort.



- If there is a problem, you cannot leave the editor and save. It is therefore usually a good idea to leave the editor briefly after making changes to the league season in order to save them temporarily.
- For generic leagues, there is one last step: the players should be regenerated for the entire league. This adjusts their ratings to the new order in the league composition. If you do not adjust the ratings, the teams will simply continue to play as before. This method is not available for original data, in which case the respective transfers must be carried out and then adjusted accordingly for individual players if necessary. Important: As of Update 16 of WAF or NT, the function to generate all players of a league in one go is also available in the editor. WAF2024 goes one step further and also offers you an option to create the players for all clubs that do not initially play in a simulated league in one go in the league editor.
- Note that the players in a data set age if only the starting year is incremented and no age adjustments are made by editing or regenerating. After a few years, the age structure of the squad will be destroyed.

That was it. Now nothing stands in the way of a game with the updated league in the new season.

Converting the WAF database to NT

If you have created your own database for WAF, you must call up the editor and save it again for NT. Please note that different countries must be added for the European Championships and World Cups:

New Zealand, Cameroon, Nigeria, Ghana, Senegal, Angola, Thailand, Iran, Iraq, Saudi Arabia, Canada, Jamaica, Honduras, Costa Rica, Cuba, Panama, Uruguay, Colombia, Venezuela, Chile, Paraguay, Peru, Qatar, Egypt, Liechtenstein, Ecuador and Tunisia.

Converting the NT database to WAF2024

If you have created your own database for NT, you must call up the editor and can save it again for WAF2024.

Error messages during export

We recommend copying the error messages from the text box (click + CTRL+A) and then copying them to a word processor for printing or further processing (CTRL+C).

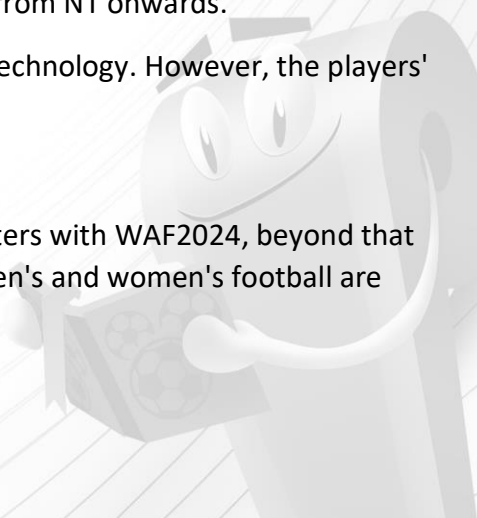
5th league level - from NT

If you wish, you can create a 5th league level in the editor from NT onwards.

Further league levels are possible with external database technology. However, the players' ratings will be so similar that this may cause problems.

Recommended maximum number of leagues

100 or 150 leagues should still be feasible for most computers with WAF2024, beyond that you will need appropriate hardware or a little patience. Men's and women's football are separate and do not influence each other.



Countries that are only switched off during the game still require a certain amount of computing time and the player search and match days run more slowly as a result. In some areas (such as the transfer market), the computing time even increases exponentially, which is particularly noticeable during the course of the week (we have now also set the default setting to full speed).

For additional speed, all but the following countries can be deleted. This ensures that the European club competitions and the national team competitions can be played.

Europe (all countries)

Cameroon, Nigeria, Algeria, Morocco, South Africa, Ghana, Senegal, Angola

Japan, South Korea, China, Thailand, Australia, Iran, Iraq, Saudi Arabia, New Zealand, Qatar

Mexico, USA, Canada, Jamaica, Honduras, Costa Rica, Cuba, Panama

Brazil, Argentina, Uruguay, Colombia, Venezuela, Chile, Paraguay, Peru

Otherwise, we are focussing on continuity with the editor. We have already anticipated many changes for the future with National Teams. In particular, all graphical elements will remain 100% compatible in the future, although there will of course be some nice new features.

Locking competitions

As of WAF Update 16 or NT Update 1, competitions can be locked for editing directly in the editor. The field responsible for this is called "IsLocked" under "Competition". Clubs and players can then be edited, but not the league system.



This field can only be changed directly in the database and is therefore reserved for experienced users.

Fan chant integration

You can enter these in the editor. If you activate "Audio" there, you can select a file name. This must then be available under "Chants" in the usual directory and will then be called up under the set conditions.

Editing player names in the editor and in the game

When editing player names, it often happens that you have to enter special characters that you can't find on the keyboard.

Maybe it's old hat for you, but that's how it works:

You can normally just press and release the Windows key and then press "Z". You will then probably be shown the character table, which you simply have to start. The desired special characters are usually available there.

It's even easier from Windows 10 onwards, where you press Windows+. (i.e. the dot) at the same time to call up a window with which you can then select emoticons. Click on the omega symbol to access the special letter characters.

In practice, we have seen all possible variations, sometimes it works, sometimes not. Sometimes the omega is there, sometimes not.

If it works for you, it also works directly in the game when you switch to windowed mode. The letters are then displayed at the top left. As soon as you close the letter window again, the generated characters are copied into the current text field, provided they are supported by the game character set, which is normally the case with typical special characters for names.

Another option could also be Quick Accent:

<https://learn.microsoft.com/en-us/windows/powertoys/quick-accent>

File types

For transparency reasons, all images are .png, except for the city images and the graphics for the newspaper (.jpg).

Naming conventions

There are no IDs that can be used.

All special characters are normalised where possible. Example: ä => a. é => e. "ß" is converted to s.

Characters that cause problems with the file names are filtered out. Example: ".".

We use for the normalization of special characters:

<https://docs.microsoft.com/en-us/dotnet/api/system.text.normalizationform?view=netcore-3.1>

FormD

```
str = string.Concat(str.Normalize(NormalizationForm.FormD).Where(c =>  
CharUnicodeInfo.GetUnicodeCategory(c) != UnicodeCategory.NonSpacingMark));
```

Exception: Cities. Here, the German city name is always used as the file name.

Important: Be sure to check the special characters used in the file names to ensure that they all work.



Search order

Players

1. Photos from the user directory "Players" under "We Are Football"
2. Photos from our DLC directory "Players"
3. Silhouettes or cartoon, depending on the setting

Special cases are large player pictures (512x512): => Use for Fan Favourite, Player of the Year, Goalkeeper of the Year, etc. The other special case concerns hero shots.

1. Photos from the user directory "Players big" under " We Are Football " (or "Players hero")
2. Photos from our DLC directory "Players big" (or "Players hero")
3. Otherwise like normal player pictures, these will of course also be displayed in small size

Clubs

1. Badges from the user directory "Badges" under " We Are Football "
2. Badges from our DLC directory "Badges"
3. Badges from our normal "Badges" directory

Changing the search order in the "Options"

In the game you can change the order of 1 and 2 (see above) in the options.

Automatic usage of the big pictures

If you increase the resolution beyond HD, "Players big" is automatically used instead of the regular pictures as far as possible to achieve the highest possible quality.

4.5. How to create events...

General

Events have conditions and effects. There are events with and without decisions, and for events with decisions you can choose between 2 and 3 alternatives.

Furthermore, events always have a heading and a text. In addition, there are texts for the decisions and texts for the reaction to the decision.

Every few weeks, an event from the event editor is selected in the game. A relative frequency can be set for each event, but the total number of events remains the same.

Thus, the more events are entered, the less frequently they occur.

Abbreviations

Various abbreviations can be used in the text, e.g. to display player names:

{playerid1:PLAYER} First and last name of the 1st player (optional).

{playerid2:PLAYER} First and last name of the 2nd player (optional, 1 must be present)

To make a text work for men and women, you can include a case distinction.

{FF#He|She}

{FF#him|her}

This can also include complete sentence parts.

Furthermore, you can use the following abbreviations:

{cityname:CITY} Name of the city

{amount1:MONEY} An amount of money, it automatically includes the currency

{teamid1:_of_club} Club name with corresponding pronoun, just try it out

{teamid1:_club_has} Club name with corresponding verb, just try it out

{staffid1:STAFF} Name of the assistant manager

{staffid1:STAFF#your co-coach|your co-trainer} {staffid1:STAFF} > Assistant manager + name

{age_playerid1:INT} years, {pos_playerid1:POS}) > Player description: age + position.

Hints:



In order to have events turn out differently depending on the player type, these must be entered several times. Then the corresponding player types are entered as conditions and the reactions can then turn out differently. Check your events again very carefully before using them in the game. The abbreviations must be exactly right, otherwise errors may occur. Also make sure that every open bracket must also be closed.



The export is separate from the rest of the database. This means that you can play with your own events without any problems even if you use other databases. You are welcome to build on our example events in German and can translate and modify them.



5. Part 5 - DEVELOPER STORY

5.1. Milestones (TBD)

To be translated.

5.2. Developer story (TBD)

To be translated.

5.3. A look into the future (TBD)

To be translated.

5.4. Acknowledgements

At the time of the completion of WAF2024, more than 200 of you were still playing WE ARE FOOTBALL simultaneously almost every day after more than 30 months since the release.

Over the course of the week, there were still several thousand active players, some of whom have many hundreds of hours of play under their belts. That's not something that can be taken for granted after such a long time and we really appreciate it. Thank you very much!

My thanks go to Caro and Paul, who have embellished this guide with graphic material.

A big thank you also goes to everyone else who has supported us so far with so much commitment and believed in WE ARE FOOTBALL.

In addition, there are all those who have left us speechless with over 1,000 hours of play, who have surprised us with elaborate tools and tables or who have made other users happy with game content they have created themselves. Maybe we'll see you at Gamescom or in a stadium.



Finally, we would also like to thank our publisher THQ Nordic, especially Jan Binsmaier, who believed in us back then, and our long-time producer Pan Schröder. It was a lot of fun!

Florian Kattner
Harald Zillekens
Henning Assfalg
Jona Fuchs
Martin Willoughby
Matthias Mayerhöffer
Michael Renner
Mike Hoffmann
Stefan Sewenig

6. FAQ

Why can't you go back from the team comparison?

It has to do with the timing of the matchday. You told the team who was playing and discussed the tactics beforehand. That's a separate appointment to prepare for the game. At this point, you also don't know the opponent's line-up yet.

That's finished with the line-up and you go into the dressing room. Now you can see the opponent's line-up, but only final instructions are possible.

Why doesn't training have an extra menu item?

We assume that training is important every week. We have integrated it into the weekly progress so that it is not forgotten. It is always the last decision before the week starts. Otherwise, we would always have to send a message to remind our managers if they haven't done anything yet.

It is also the philosophy of the game that you can play it almost without the main menu, i.e. purely via the assistants. The most important exception is, of course, the transfer market.

"T" and "N" no longer work in the game. Why is that?

It's a long story. It started with the fact that we had assigned "T" and "N" to two buttons for the Steam Deck and wanted to use them in the main menu in addition to the 3D match (to quickly call up tactics and line-up). Unfortunately, they collided with "T" and "N" for jumping within lists. This was criticised. So a new solution had to be found - and "T" and "N" became F3 and F4.

I take out a loan. So why don't I have more money available?

The loan only reduces your interest burden, because otherwise you would have to pay the overdraft interest from your normal account. The money you can spend is determined by your budget and cannot be changed in this way. You will need to speak to your board about this.



7. Appendix: Changes

Version	Datum	Änderungen
0.10	20.03.2024	This is the first version! There is still a lot of work to do.
0.11	24.02.2024	Added Update 1 entries to the lexicon
0.12	04.04.2024	Added entries to the lexicon and explanations to the training groups, bug fixes
0.13	08.04.2024	Added entries to the lexicon, fixed "Set reminders", replaced icons

