



10

# **HOURRA MANAGER FOOTBALL**

**MANUAL**

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# BEGINNER'S GUIDE

If you've never played HOURRA we advise you to follow this guide to familiarize yourself with the principles and the course of the game. Make yourself comfortable and get ready to step into the shoes of the best football manager in the world !

## Official games hours :

- Monday, Wednesday, Friday and Saturday at 9 pm (Central European Time, UTC+1)

## Trainings hours (everyday) :

### *Morning sessions*




- **AM1** : From 8 am to 10 am
- **AM2** : From 10 am to 12 pm

### *Afternoon sessions*


- **PM1** : From 1 pm to 3 pm
- **PM2** : From 3 pm to 5 pm

## The manager experience badge

All managers have a personal page showing his performance and experience (just click on his name).

Experience is indicated with a color badge ,  or  depending on whether you have been connecting for less than a week, more than a week or more than two weeks.


You can only buy, sell or lend to another manager with the same badge color as you.

The badge  is obtained after 15 days of connection and you will keep it indefinitely if you connect at least once every 15 days.

## What to do with a blue badge the 1st week ?

You should consult free players without a contract, it's more than likely that you find players stronger than some of your starting lineup, you can offer them a contract for a free transfer. This applies to both senior players and young players under of the age of 17, you can start building a U17 team (Under 17).

Don't forget to check the contract of all players in the squad, maybe you need to renew some.

Terminating a player contract is only possible with the badge .

Choose your sponsor, it's one of the main source of income paid at the end of the season. Performance earnings bonuses are also paid at the end of the season. Other income is from ticket sales and player sales during the season.

Create a training planning with only "jogging" the first week, assign this planning to all your players until they reach 100% of **physical condition**. Then you will be able to vary the training plannings.

### **How my players progress ?**

Your players will progress with your training and when they will play an official game. Your players will never become better footballers without you !

### **Friendly games**

Friendly games only exist to test your tactics and your players. It doesn't matter if your players aren't on top form or injured, they will be able to play these games at 100% match fitness.

Every day you have the opportunity to play as many friendly games as you want, thanks to the "Quick Match". Else you are allowed to plan 3 friendlies at a desired date and time using the "Find Friendly Match" menu.

### **What happens if my balance is negative ?**

**BEWARE** if your balance is negative you will not be able to buy anymore players or contact a free player or renew your contracts, even build additional buildings before having healthy finances.

## How to earn credits ?

There are 3 ways to earn credits in the game :

- By winning a league match you automatically win **5 credits**.
- If you are voted best manager of the day in championship you win **5 credits** again.
- If you login 7 days in a row you win **5 credits**.

## What can you do with credits ?

Credits are very useful ! You can choose to :

- Turn them into game currency.
- Scouting for young players U17 ( under the age of 17 ).
- Buy items to personalize your club.

# THE PLAYERS

## Type

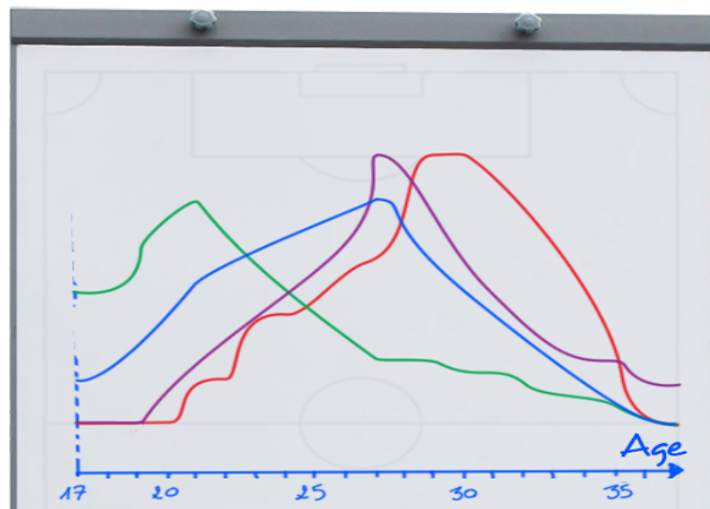
Each player has a progression curve from its creation, this hidden curve allows to attribute to the player a number of points after each official game or after each training session according to his age and the level of league in which he plays, these awarded points develop his skills.

**BEWARE** from 30 years old a player no longer earns points in an official game.

There are 4 types of player (**fig 1**) :

- Curve "**Young**"
- Curve "**Continual**"
- Curve "**Ordinary**"
- Curve "**Late**"

This curve decides the age of peak and decline of the player.



**fig 1** Approximate graphical representation of the 4 types of curve.

# Position

## The basic position

On a player's page you can assign him a basic position.

-  Defender
-  Midfielder
-  Forward

The last position is the goalkeeper , you can't change this position.

## Tactical position

In the tactical editor you must choose a position for each of the 10 field players.

The 23 positions :

- D (L) Defender left
- D (R) Defender right
- D (CG) Central defender left
- D (CD) Central defender right
- D (C) Central defender
- WB (L) Wing back left
- WB (R) Wing back right
- DM (C) Defensive midfielder center
- DM (L) Defensive midfielder left
- DM (R) Defensive midfielder right
- M (G) Wide midfielder left
- M (D) Wide midfielder right
- M (C) Midfielder center
- M (CL) Midfielder left
- M (CR) Midfielder right
- AM (C) Attacking midfielder center
- AM (L) Attacking midfielder left
- AM (R) Attacking midfielder right
- W (L) Winger left
- W (R) Winger right
- ST (C) Striker center
- FW (L) Forward left
- FW (R) Forward right





The choice of positions helps you to better manage your tactics and your team. The media will use this information for pre-match team presentation screens. A player's position doesn't change a player's game in a match, all the game instructions of a player will be defined later, but we will deal with that after.

## Temper

Each of your players has one of the following 20 tempers ranked from best to worst :

1. Ready to die for the club
2. Afraid of anyone
3. A leader of the locker room
4. Excellent leader
5. Proud of his colors
6. Work hard
7. State of mind exemplary
8. Show willingness
9. Serious professional
10. Courageous
11. Good teammate
12. Quiet reserved
13. Nonchalant
14. Lack of motivation
15. Moonstruck
16. Spirit of protest
17. Pretentious
18. Love the nightlife
19. Arrogant and uncontrollable
20. Capable of the worst

The temper is very important, without a good temper the player won't use the maximum of certain skills during games, on the contrary, with a super temper the player can play above its initial level !

# Skills

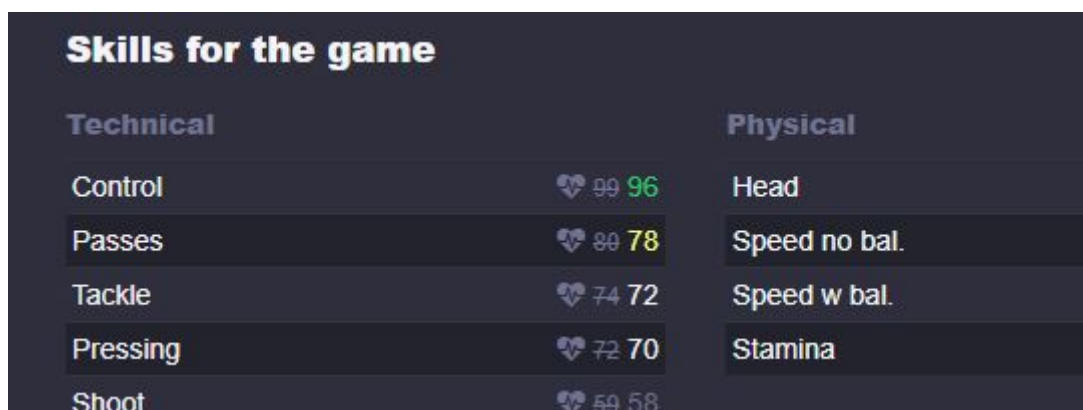
A manager must know how to observe the strengths and weaknesses of his team, HOURRA provides a lot of skills, you need to take this skills into consideration to build your team.

Each skill of the player is rated from 1 to 99, this is its natural level in the skill. With training and official games the level of each skill can increase. When a skill is at 99 the maximum level is reached and the player can no longer increase in it.



## Skills for the game

They are displayed on the player's page, these are the skills but impacted by the temper of the player. That's why a player with a natural skill of 99 in shooting can be awarded 94 in game, and 94 will be his maximum level in game.



For a better readability of the skills of the player in game the level is also displayed with an indicator (1 to 20) where 1 means *bad* and 20 *exceptional*. The score of 1 or *bad* is awarded when the skill level is 50 or less.

Skills for the game	
<b>Technical</b>	<b>Physical</b>
Control <b>18</b>	Head
Passes <b>11</b>	Speed no bal.
Tackle <b>9</b>	Speed w bal.
Pressing <b>8</b>	Stamina
Shoot <b>3</b>	
Dribble <b>18</b>	
<b>Mental</b>	<b>Health</b>
Positioning <b>3</b>	Injury
Brain <b>12</b>	Condition 
Creativity <b>19</b>	Match Fitness 
Anticipation <b>2</b>	
Call <b>6</b>	

## The skills of the field players

### Technical

- **Control** *The player's ability to successfully receive passes.*
- **Passes** *The player's accuracy when passing the ball.*
- **Tackle** *Dispossessing an opponent when he's dribbling.*
- **Pressing** *The player's ability to closing down and harassing opponents on the ball.*
- **Shoot** *The player's accuracy when shooting the ball and making it possible to aim for the corners of the net.*
- **Dribble** *Player's ability to keep possession of the ball when an opponent tackled him.*

## Physical

- **Head** *Winning a header in a direct contest with an opponent and the player's accuracy when heading the ball.*
- **Speed without ball** *The speed a player can move without the ball.*
- **Speed with ball** *The speed a player can move with the ball.*
- **Stamina** *Player's ability to maintain his level in "Speed with and without ball, Shoot, Dribble, Head, Call, Passes, Control, Pressing, Tackle and Anticipation", after 45 minutes of play and until the end of the game.*

## Mental

- **Positioning** *Ability of the player to respect the position defined by you in the tactic.*
- **Brain** *Player's ability to read positions of opponents and teammates, the ability to orient properly on the field.*
- **Creativity** *Player's ability to find passing movements dangerous for opponents and create goal opportunities by sudden crosses.*
- **Anticipation** *Player's ability to be the first on a ball that belongs to nobody.*
- **Call** *Player's ability to go into a free space to propose a pass solution for his team mate in possession.*

## The skills of the goalkeeper

### Technical

- **Reflex** *Speed to deploy his arms and legs.*
- **Catching ball** *Ability to block the ball rather than release it.*
- **Stretching** *Ability to push off the ground that allows the longest possible reach toward the ball.*
- **Control** *The player's ability to successfully receive passes.*
- **Hand distribution** *The player's accuracy when passing the ball with hand, and make longer passes.*
- **Foot distribution** *The player's accuracy when passing the ball with foot.*

### Physical

- **Speed without ball** *The speed a player can move without the ball.*
- **Speed with ball** *The speed a player can move with the ball.*

## Mental

- **High save** *Jumping high to make clean catch of the ball in the air in his area.*
- **Low save** *Ability to win the duel when an opponent who has dribbled the ball successfully past the last defender in a 1vs1 situation.*
- **Long distance** *Ability to play without hands outside of the penalty box.*
- **Positioning** *Aptitude à bien se positionner dans sa zone.*
- **Brain** *Player's ability to read positions of opponents and teammates, the ability to orient properly on the field.*

## Physical condition

The physical condition allows the player to handle an amount of work throughout the season, his role is to add points to the **match fitness** each night. Thanks to this, the player can train more during the day, but also to be 100% match fitness the day of the official game.

At the beginning of the season the physical condition is 50% for all players, the more the physical condition will be close to 100% and the more the player will get points of match fitness during the night.

To increase his physical condition the player must "jogging", a few days of intensive "jogging" allow to reach 100%, then one "jogging" per week approximately, it helps maintain the level.

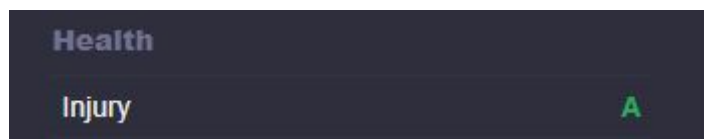
## Match fitness

The match fitness is paramount on official matchday, for example a player with 90% match fitness will have his skills decreased by 10% at the beginning of the game.

The match fitness is also important for training, the player earns more points in the skills worked when his match fitness is at its highest.

The only way to recover match fitness points is through rest (training card) and sleep (every night).

# Injury resistance



- A player can be diagnosed injured at the end of each game, depending on the severity of the injury he can be absent from 3 to 36 days.
- He can't train or play an official game until he returns.
- It can happen that the player is injured during training but it remains exceptional.
- Injuries during friendly games are never serious, the player will never miss the next official game.

The player is always declared injured at the end of the match, **no impact on his performance for the current match!**

## How does a player get injured?

The player is injured in an official game (only) or in a training session, when he receives a blow or if he suffers muscle fatigue.

All players without exception can receive a blow or suffer muscle fatigue.

## What is injury resistance A,B and C?

Injury resistance indicates the percentage of chance that a player will be injured when he receives a blow or suffers muscle fatigue.

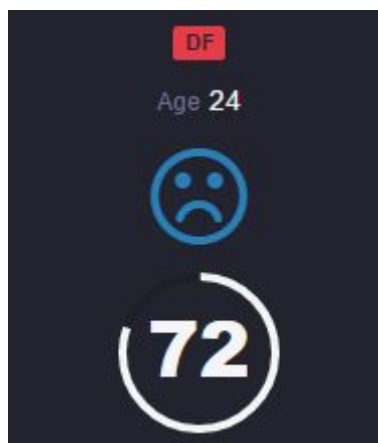
- Resistance **A** 5%
- Resistance **B** 10%
- Resistance **C** 15%

## Beware of energy supplements!

Energy supplements add an extra risk of injury!

- 100% Fresh **+5%**
- Enduronator **+15%**
- Speedazer **+15%**

## Mood



The mood is represented by a face icon representing the mood of the player in the team. Mood is only used when the contract is renewed. If the player is too unhappy then it will be difficult to renew his contract, the player will want to change club.

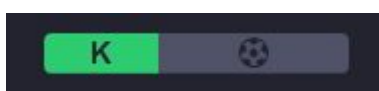
### How to make a player happy?

A player is happy if he plays the official games, the more he plays and the happier he will be. One game is not enough, it's with several games in a row that his mood will rise. When a player only plays for a few minutes it also counts as a mood booster.

### Beware

Mood is useless for official games. There is no impact on the player's skills.

## K-meter



The K-meter tells you if the player is more attracted to the money or the reputation of the club, useful during negotiations!

## How does it work?

On the picture you can see that the player is more attracted by money. The more the green cursor is on the right and the more the player looks at the FIHF rank of the club. The more the green cursor is to the left, the more the player looks at the proposed wage.

## Player value

The value of a player is calculated automatically and from the purchase values on the market. The system monitors players of the same age, general level and their selling price. The value can therefore vary and corresponds to their true price on the current market

*(\*) please note that managers reduce or increase this value (when they make an offer) according to the "temper" and "progression curve" of the player.*

## Contract

The contract determines how long you must pay the wage of the player. Player wages are paid on each championship day only.

When there is **1 year left** of contract to the player he can be contacted **for free at the end of the mid-season mercato by all the clubs!** Pay close attention to your players' contracts. If the player has several offers of contract, it's necessary to wait 3 days before he takes his decision.

Players without contracts and therefore without clubs are called "free players" and can be recruited without transfer fees, simply by offering them a contract.

## Terminate a contract

You can cancel the contract of one of your players at any time. In this case you must pay him immediately half of the remaining wages of the contract, the player will join the "free players".



## U17 (under the age of 17)

Things to know :

- Between 14 and 16 years old players don't lose points in skills that aren't trained.
- At this age the progression curve is the same for all young players.
- This is the best time to train the young player's weak skills.
- At 17 years this changes, the young player has a defined progression curve and can lose points in skills that aren't trained.
- At 17 you can sign a professional contract at the player of your young training center, you have the exclusivity.
- If nothing is signed before the age of 18, the player leaves the young training center and becomes "free player" on the market, at which point all teams can offer him a professional contract.

### U17 playing senior ?

It's important to specify that you have the possibility to bring as a senior a player of 16 or 17 years, he will be able to play in the first team in official game.

You have to know :

- It doesn't progress thanks to the official games.
- He doesn't have a wage.
- He will remain at the U17 training sessions.
- He'll lose "match fitness" in an official game.

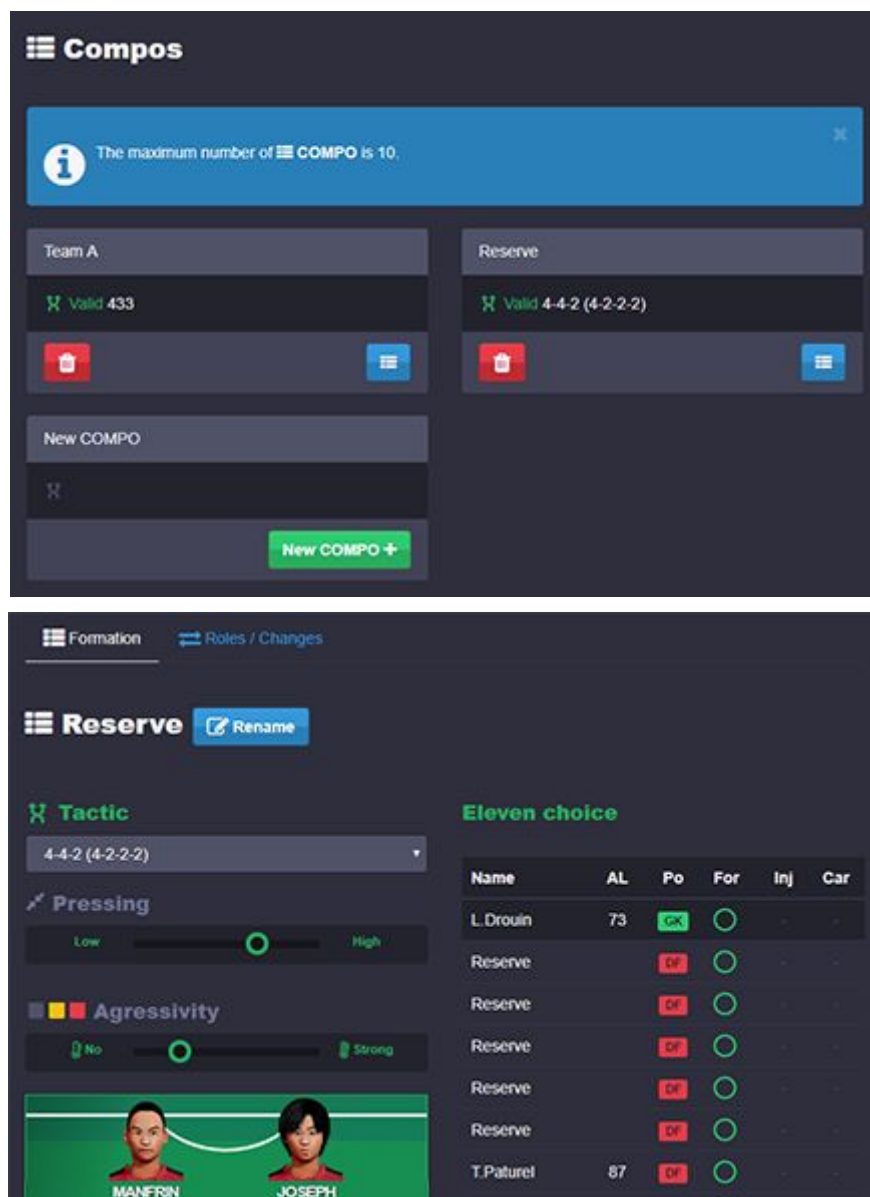
This allows testing before entering a U17 in the senior team and for clubs in difficulty to enjoy their U17 in official games.

Please note that it's not possible to switch a player who has already played an official game during the day.

# THE COMPO (Select his team)

## Create a compo

This is where you choose your players, your team composition ( The Compo ). First team players, substitutes, starting tactics, type of pressing, level of aggressiveness, captain, shooters of all set pieces and the programming of events during the game ( tactical change, pressing, substitution ), all this is programmable in a COMPO that you can rename.



To exchange position two players just click on the lines concerned in the list of players.

## Pressing

There are 4 levels of Pressing corresponding to the 4 columns of the tactical editor ( each half of field is divided into 2 columns ). If you choose to place the cursor as high as possible then your players will press the player on the ball all over the field, at the lowest then your players will do this pressing only in front of their goal.

Pressing means that your defender will come out of his tactical position to get closer and closer to the player on the ball, to try to provoke an opponent's mistake or directly recover the ball.

When your player doesn't have the "Pressing" order then he will keep his tactical position while positioning himself at best and at a distance to make the opponent move back.

## Aggressivity

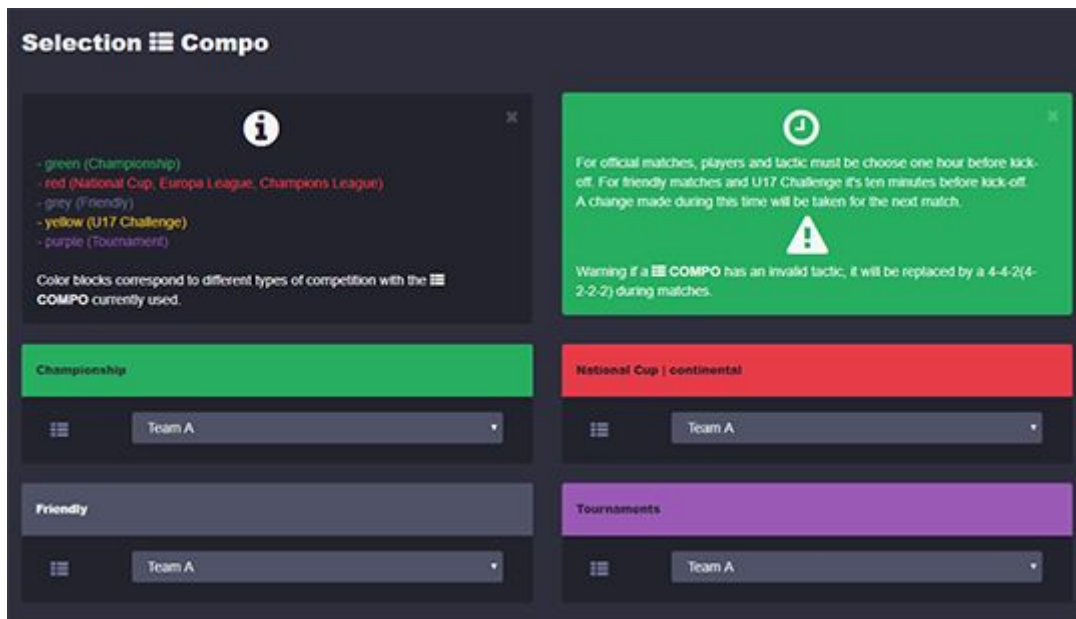
Aggressiveness at level 1 ensures that fouls are never made, it's the friendly game mode and the higher you move the cursor, the more you order your players to commit a foul on the opponent if he can dribble him.

If this is very useful to stop the opponent's actions and thus allow his team block to reposition itself defensively, you still have to be careful with the referees and their cards! The more aggressive your team is and the more likely it's to cause a penalty kick.

## Select his compos

You have the possibility to save 10 compos that you assign to the desired games ( Friendly, Championship, National and continental cup, Challenge U17 ).

Your compo must be chosen at least 1 hour before the kick-off in official game and at least 10 minutes before a friendly game or Challenge U17. A modification made after this limit will only be taken into account for the next match.



### What happens if you select an injured or suspended player in an official game?

- The case of the injured

The injured player is replaced by a reserve player “R” in the compo, the “R” is a very bad player. No fine in this case.

- The case of the suspended

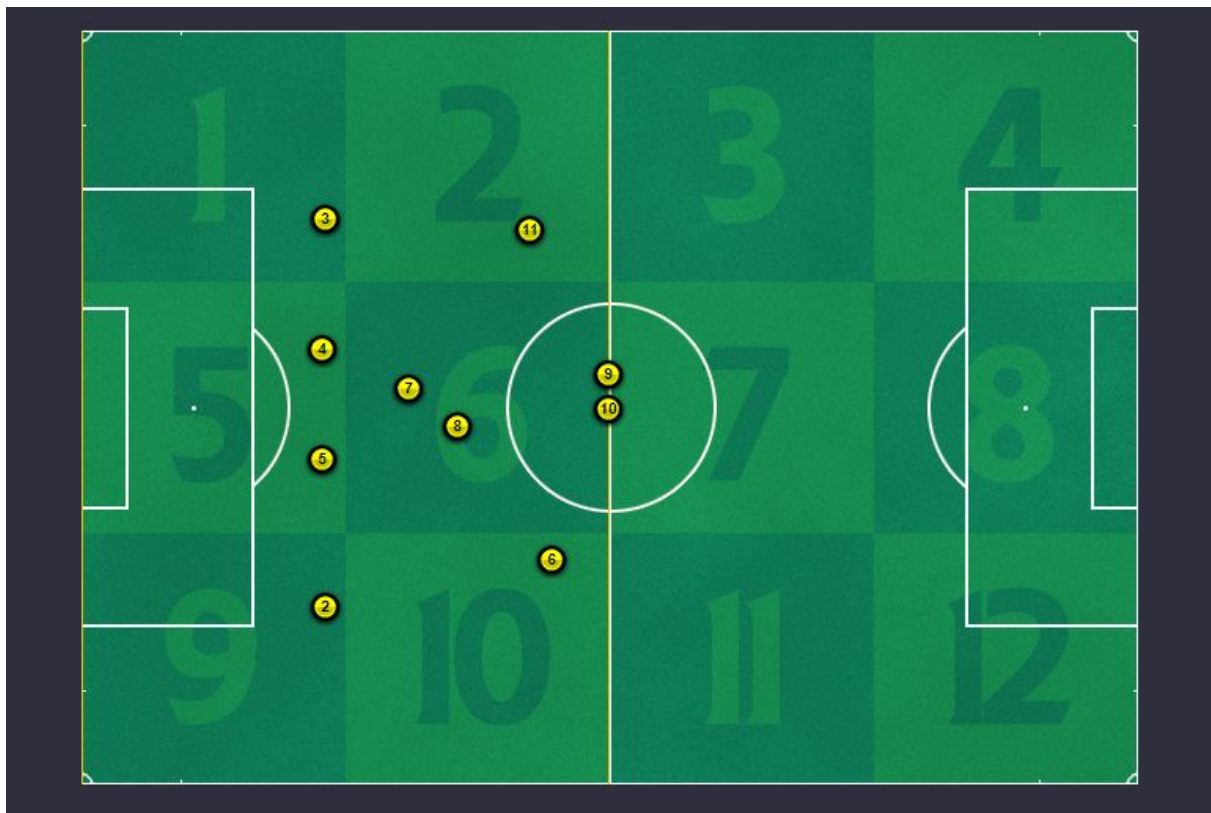
The suspended player is replaced by a reserve player “R” in the compo, the club will pay a fine.

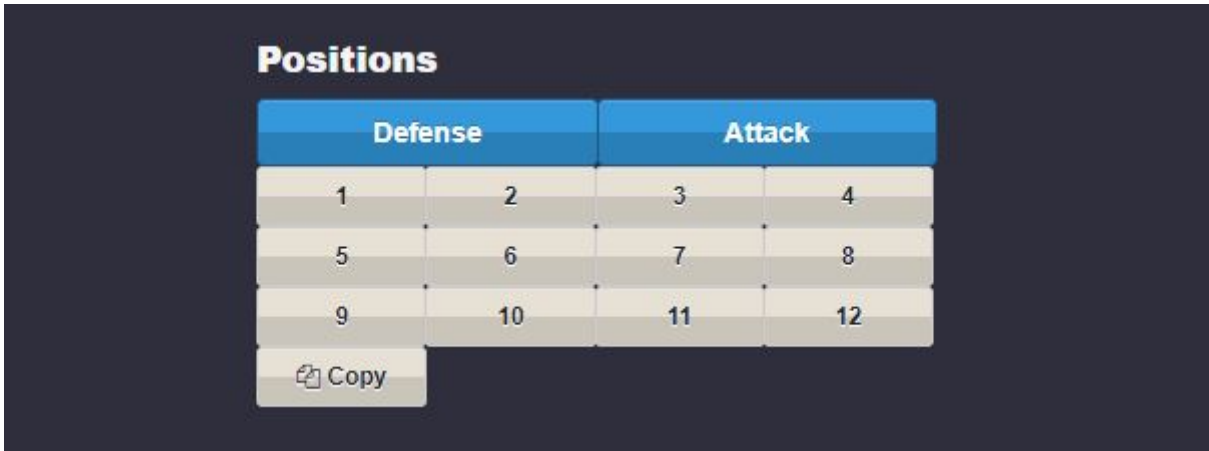
# TACTIC EDITOR

The most difficult thing about being a coach is undoubtedly creating his own style of game, his tactical approach. You need to use all your football knowledge to successfully develop an effective style of play. A tactic can work perfectly against a given team when the same strategy might seem useless against another team. With the 2D match engine you can see where your strategy hasn't been effective and make appropriate changes immediately in your current tactic. A simple change of position of a player on the field or a complete overhaul of the defensive line. Every coach knows it, every tactic has positive and negative points, it's up to you!

## Defensive / offensive positions

There are 10 predefined tactics in the game from which you can develop all possible tactics. Choose one, type the desired name for your new tactic and press the button "+", your tactic has been created, you can edit it, let's go!





The editor is composed of 4 columns and 3 rows or 12 boxes that make up the entire field. And two phases, one offensive "Attack" and the other defensive "Defense". You attack from left to right.

If you want to place your players on the field when they don't have the ball and therefore defend and when this ball is in box 6 then you just click on "Defense" (blue button) and the box "6" (grey button), then place your players by clicking and moving them.

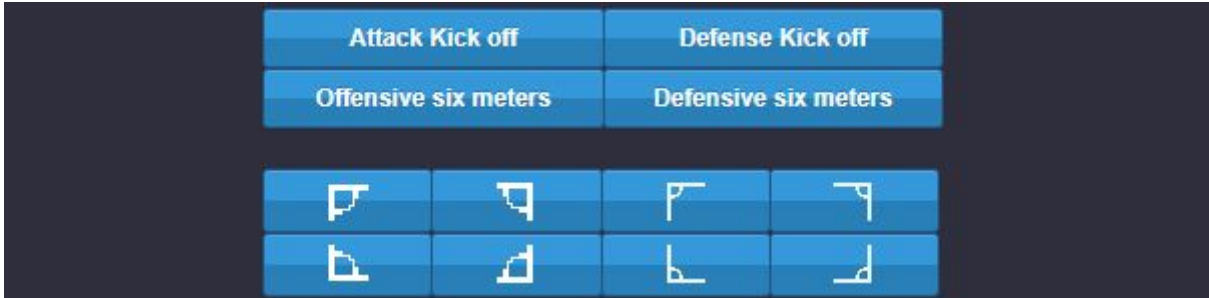
You can copy a box on another, for that click on the box to copy, click on "copy" (grey button) then click on the box where you want to paste.

By clicking on several players one after the other to select several you can move them all in one block.

You can't place more than 4 different players on a square, otherwise your tactic won't be valid and you can't save until you have corrected it. We advise you to save your tactic several times while editing it, so a message will inform you if a player has been placed incorrectly.

## Set pieces

You can also place your players on specific events when the ball is returned to open play, for example free-kicks and corners.



Here is the list of events corresponding to the buttons (from top to bottom and from left to right).

- Attack kick-off
- Defense kick-off
- Offensive six meters
- Defensive six meters
- Left corner kick defensive
- Right corner kick defensive
- Left corner kick offensive
- Right corner kick offensive
- Left indirect off-centre free kick defensive (Mini corner)
- Right indirect off-centre free-kick defensive (Mini corner)
- Left indirect off-centre free kick offensive (Mini corner)
- Right indirect off-centre free kick offensive (Mini corner)

## Individual roles

This table allows you to assign the tactical position of each of the 10 field players, his **passing style** and **game mentality**.

As you know the position helps you better manage your tactics and your team. The media will use this information for the teams pre-game presentation screens. A player's position doesn't condition a particular style of game, what conditions his playing is the **passing style** you choose for him and his **game mentality**.

## Passing style

For each player you can ask him to find priority solutions by short passes or long passes, the cursor in the middle means a short and long mixed game. It should be known that a short pass is easier to achieve than a long pass. There are 5 levels of pass styles.

## Game mentality

The first level **Possession** means a game with fewer risks, fewer dribbles when trying to keep the ball in priority, the game is less directed forward. The last level **total attacking** means fast attacking play with more risk and dribbling attempts, the priority is the attack, the game is directed forward. It's important to know that offensive risk-taking is often accompanied by more missed or insecure passes.

# TRAINING

## Physical preparation

As you know the **physical condition** allows the player to handle an amount of work throughout the season, cause its role is to add points to **match fitness** every night. Thanks to it the player can train more during the day, but also to be 100% **match fitness** the day of the official game.

At the beginning of each season it's important to always do the physical preparation of the team. The **physical condition** is at 50% for all players, the closer it will be to 100% and the more he will recover **match fitness** points at night.

To increase his **match fitness** the player must "jogging", a few days of intensive "jogging" allow to reach 100%, then one "jogging" per week approximately, it helps maintain the level.

## Plannings

The plannings are the training programs for the whole week, you have 8 available, programmable as desired. It's as if each club had 8 assistant managers capable of leading a session and a group of players.

For each planning you program the 4 daily sessions, for the 7 days of the week. You can change them at any time.

Here are all available sessions :

- Shoot
- Passes
- Head
- Sprint
- Jogging
- Match 5
- Tactic
- Tackle
  
- GK - Reflex
- GK - Catching ball
- GK - Stretching
- GK - Distribution
- GK - Breakaway long distance
  
- Rest



Each session allows the player to work on 2 skills. To have all the information on each session, you just have to click on the blue button “i”.



At the bottom of each column is the physical form that the day of work will take away from each player. Be careful not to tire your players too much on the day of the official games!

## The report

A daily report, after each session (AM1,AM2,PM1,PM2) is updated, that means that after PM2 the report is complete for the day. It's in this report that you also can assign your plannings to your players.

	Evo	Hea	Ant	Spe	Spe	Sta	Pos	Bra	Cre	Cal	Con	Pas	Tac	Pre	Shoot	Dri
▼	↓	-	-	-4.5	-4.5	-	-4.5	-4.5	-	-	-4.5	-	-	-	-	-
▼	↓	-	-	-1.5	-1.5	-	-1.5	-1.5	-	-	-1.5	-	-	-	-	-
▼	↓	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5
▼	↓	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3	-3.3
▼	↓	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5
▼	↓	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4	-4
▼	↓	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3	-4.3
▼	↓	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8	-3.8
▼	↓	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
▼	↓	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5	-3.5
▼	↓	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5	-4.5

You can see for each of your players the points earned and points lost in each skill. A drop-down list allows you to change a player's planning very quickly. A coloured arrow indicates the evolution of the general level of the player.

You can also observe the evolution of a player on his page in the tab "Training".



The blue bar is the level of the player before the session. Red means a drop in level. Green means a level gain.

# TRANSFERS AND LOANS

## The search

This page allows you to search the entire game database, you can search for players, clubs or managers. Each time you can use many filters to refine your search.

Lists in which you can perform your searches are predefined, here they are :

- List of transfers (players available for a transfer according to their manager)
- List of loans (players available for a loan according to their manager)
- Free player (players without contract and without club)
- U17 (players under 17 with no professional contract)
- Club / Manager

## The short-list (My selection)

On each player of the game you consult you have the possibility to select him.

So you find all your selected players in your own list "**My selection**".

This list is very useful for monitoring your potential future recruits, because not only will you be able to rank them in order of preference, filter them as desired but you will receive a message each time another manager makes an offer on them.

## My current offers

Every time you receive offers of transfers or loans, it's here that you must accept, negotiate or refuse.

A notification in the menu tells you when there is something new.

Attention all offers or negotiations without reply during 3 days are automatically cancelled. So you have 3 days maximum to respond.

## Buy and sell players

There are two periods of mercato for each season, the pre-season mercato and the mid-season mercato (end of the first leg games). The dates are indicated on the "rules" page of each competition.

Negotiations and transfers can take place throughout the season, however players only change clubs during a mercato period.

At each transfer concluded you will know the arrival date of your new player.

An exception you have the right to 1 joker player who can arrive during first leg games only.

If you hire a junior player (under 17) he will arrive at your training center the day after signing the contract, there is no mercato period for U17 players.

## Loan and get loan players

### When can I ask for a player on loan?

Only during the first part of the season.

After the mid-season mercato it's no longer possible to conclude a loan.

The loan is always for the entire season, the wage must be paid if you receive the player.

**Be careful** when lending your players. The manager that receives your players must be conscientious because he will manage the training of these players himself.

### The rule

- You have the possibility to receive a maximum of 3 loans, this rule is valid for all clubs.
- You can lend as many players as you want.
- If a club becomes inactive (without manager) then your loaned players return to your team automatically.
- Loans can only take place during first leg games.

## Reserve price

You can choose a reserve price for each player of your club, it's the price from which you wish to be informed of an offer. All offers below the selected reserve price will be automatically rejected without your intervention. The reserve price isn't displayed in game, only you have this information.

## Release clause

You can choose a release clause for each player in your club. This is the amount that your opponents must pay in order to buy the player automatically, be careful if the amount is paid you can't oppose the transfer. The release clause if it exists is displayed on the player's page and all managers have the information.

### **Advice**

With the player search tool you can filter players to display only those with a release clause. Thus you have the possibility by this means to buy players whose manager estimates being able to part from a certain price.

# INFIRMARY

## Infirmary

The infirmary allows you to treat your players when they are injured and therefore shorten the downtime.

There are 3 levels of infirmary, level 1 can't treat all injuries while level 3 can.

The cost of treating a player will vary depending on the nature of the injury and the doctor treating the player.

To increase a level of infirmary it will cost you **5 M €** then each season **500 000 €** per level built.

## Energy supplements

There are 3 kinds of energy supplements in the game :

- The "100% fresh"
- The "Enduronator"
- The "Speedazer"

You can give each of your players these supplements to boost certain skills but be careful the supplements add a risk of injury!

- "100% Fresh" adds **5 match fitness points** but increases the risk of injury by **5%** the day of taking.
- "Enduronator" adds **5 stamina points** but increases the risk of injury by **15%** on the day of taking.
- "Speedazer" adds **5 speed points** but increases the risk of injury by **15%** on the day of taking.

# STADIUM

## The stands

8 stands can make up a stadium, each with 10 levels. You can develop them all as you wish.

Attention during the duration of the works all the stands concerned will be unavailable for the supporters, that means that if you decide to build all the stands at the same time then your stadium will not be able to accommodate any spectator, think about it.

The bigger is your stadium, the more expensive maintenance will be for the season.

Depending on the league where your team is, your position in the league, the competition, the level of importance of the game, you can expect a more or less important number of supporters.

## Additional buildings

You can customize the surroundings of your stadium by building new roads, a forest, a lake, a beach, parking lots,... This is also where you can place your infirmary. These elements have only a decorative function for the moment.

## Ticketing

At the moment the ticket price is fixed for all clubs and all official games, it's 40 €.

# GAME MODES

There are 2 game modes on Hourra, the "**Friendly**" mode and the "**Official**" mode

## Friendly mode

This mode doesn't yield any ticketing revenue.

You can make as many "Quick match" as you want in one day and schedule 3 games at the desired times.

Players always play these games at 100% match fitness.

Injured or suspended players may play as well.

Tournaments, U17 games (Challenge U17) are all played in friendly mode.

The goal of a friendly game is to test your tactics with players in optimal conditions.

## Official mode

This mode is used in all official senior competitions.

The official games bring back ticketing with a particularity for the national cup, the ticketing is shared 50/50 for all the games.

Players play with % of their **match fitness**.

Injured and suspended players may not play.

# TWITTER

On the right of the game window there is a twitter list, if you have an account for your club and want to participate just send a message to FIHF to let you know, remember to save the address of your account in your settings.



