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## Football Manager 2019 Touch Portable Edition

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### About This Game

Slicker and smoother than ever before...

- 51 playable nations
- 116 of the top leagues
- ~~200,000~~ fully modelled players

Title: Football Manager 2019 Touch

Genre: Simulation, Sports

Developer:

Sports Interactive

Publisher:

SEGA

Release Date: 1 Nov, 2018

English,French,Italian,German,Czech,Danish,Dutch,Greek,Korean,Norwegian,Polish,Portuguese,Russian,Simplified Chinese,Swedish,Traditional Chinese,Turkish

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Addictive!!!. Have been a manager of a team for over 20 years so Design a Son should unlock but doesn't. Contacted support on 8th of January and still haven't received a response. No surprise that you have to buy the most desirable "unlockable" as how else can they milk more money from their customers. Shame! The game is fine though, more like Champ manager from back in the day so good for a more casual play through without all the stupid extra bits that just slow you down.. this is totally ridiculous, i downloaded this game on my mac 10 minutes ago and it is already not working, there is no possible way to even start a new game, can you believe this even though this is a beta version. Strange balance - I just beat Barcelona (at full force) with KV Mechelen (2nd division BE) This this the first review I've ever written on Steam, and I'm ancient on this platform. Also ancient in FM. I've been playing FM/CM for a verrrry long time, when Eric Cantona, Gianluca Vialli, Fabrizio Ravanelli were the bomb. But now, I've seen it all. Since I'm getting older, 2 kids, full time job and home to maintain and thus don't have time to play all nighters, I'm playing FM touch. I choose my favourite Belgian team: KV Mechelen. They relegated last year after a tough battle (and apparently some unsuccessful matchfixing, shame on us) from 1st division. They decided to try to promote as quickly as possible and go for the strategy to maintain a team, worthy of 1st division. So my goal is to get them there as quickly as possible and build for the future to challenge for the title in Belgium. Right now I'm in my first season and it's winter break. We're not doing bad, but not doing great either. We just missed the first chance to qualify for the promotion playoff. Due to the strange Belgian competition structure, this is already decided before winter break. That's where I am now. I was really surprised to see my assistant arranged a home friendly against no team less than Barcelona. Also 1 against Wolfsburg, but I still need to play that. I thought playing those games I would be destroyed and it would be disastrous for team morale. Nevertheless, I decided not to cancel and arrange new friendlies, but take these games for fun, as playing them for real later, I probably needed to play another couple seasons. So I just played the first game against Barcelona, and here it comes: I won, 1-0 on a penalty. I had more possession on the ball, more shots and more chances (CCC's, yes), a 2nd division Belgian team against the mother of all possession play Barcelona. No kidding. you think they were playing B-team players who needed match fitness? Think again, Messi player, Suarez played, they were at full force. I'm honestly totally clueless on how to play this game. I'm struggling with an A-force team to make decent consistent results in the B-league, but I just won against frigging Barcelona. How does this game work? How is it balanced? Of course you can say that it was because of motivation, but still, they should brush me aside at least by 2 goals. Only thing I can think of is a misbalance because of team reputation globally, even though KV Mechelen is the last team that won a European trophy (around 30 years ago). Then motivation against smaller team really drags down performance, but apparently too much. I'm used since CM changed to FM that results could be really illogical (just like real life, you can have offdays), but this is is crazy, I can't say I won't play anymore, but if I would say the games credibility was at a low point for me, it has reached the Mariana depth now. Feel free to have a look at the game, you can download the file here: FYI: if anyone thinks I restarted, I swear I did not. This is the first save I play where I decided to accept things how they go, At least more/less, I have to admit I had 1 restart after the 1 signing I made (Anthony Vanden Borre) was injured for 6 months. I really wanted him to be successful and him being injured took away the fun in this save. I'll now play against Wolfsburg, let's see how that goes, Cheers.. Corner Simulator 2019. Scripted piece of garbage that uses same cheating techniques for the last 10 years. Your opponent has red card and it is 90th minute, with you leading 3-2? No worries, opponent will equalize with ease with their player beating 7 of yours to score "wonder" goal.. No improvement at all over the last 5-6 years at least in FM. Oh, excuse me, the 3D matches have. But if you only care about it, think about Fifa or PES, not FM, that's not the goal of this game. So it's still as predictable, unrealistic and unresponding as it was. The Touch version? A 30u20ac demo. It's not a simplified FM, it's FM with less options and less players. So a demo. That you pay 30u20ac.. No improvement at all over the last 5-6 years at least in FM. Oh, excuse me, the 3D matches have. But if you only care about it, think about Fifa or PES, not FM, that's not the goal of this game. So it's still as predictable, unrealistic and unresponding as it was. The Touch version? A 30 demo. It's not a simplified FM, it's FM with less options and less players. So a demo. That you pay 30.. Online servers are a disaster and doesnt work!!!!. CA: 200 ; PA: 200

Patch 0.9.1.6 is bringing you Russian voiceovers at last! : Hello to all our fellow followers and customers! We are happy to say, that we finally deployed a large patch, with Russian voiceovers. We also now added achievements, both returned old ones, and added new. And even fixed a few bugs we missed earlier: 1) In the very beginning: two hibernation pods

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that started closed, now start open. 2) In the very end, final videos couldn't be skipped, now they can. 3) Ending scene was earlier getting stuck, now a proper Beta ending window appears. 4) Many errors in Russian translation also were fixed. Yes, there might be more bugs or text errors, so please notify us if you have something wrong. But the most important part - creating Russian voiceovers is now done, and we will now concentrate of final version with full content starting from tomorrow.. Patch version 0.8.0.3 (still Alpha) : Patch version 0.8.0.3 was released in reply to another bug report. Estimated changes: Less RAM consumption Cutscenes now should play correctly West bedroom no longer gets stuck.. A patch will be released in a few days : I found a few weird bugs that were missed earlier. I am fixing them now, and want to release a patch fixing them in a few days. I also will add two hidden achievements.. Patch 0.8.0.2 (Updated: October 27, 2017) : 1) One more cutscene (two variants) for one missing death movie - fixed. 2) Videos volume was impossible to change - fixed, now same as voice volume. 3) When opening doors, controls are now disabled for about a second, without it, player could move too fast between areas and it caused some scripts to work incorrectly. 4) The right door in Kitchen area is interact-able only in generic 1600x900 resolution - fixed. Now I'll concentrate on update 0.9 that will have a major content addition, and will be treated as Beta.. Estimated time of Beta release : Estimated time of Beta release By the end of February, 2019. We hope to not just to finish thorough testing, but also to make full Russian translation.. Pumpkin Run Reality Incognita Some update information : Everything is going smooth with the development of the final version. I am writing the code, and other members of the team make visual assets. I have some good news: in the end, I will make last chapter have TWO possible storylines, so you'll have to play it twice, to see the whole content. As it's a tradition in similar cases, one ending will be shorter and less satisfying, while another will be much more interesting.. Reality Incognita will be converted to Unity : Hello to all my followers, For a specific reason, I have no choice, but to fully convert to Unity. Even now, I and my freelancers are transferring all materials to new engine. The bad side of this, that the beta, and final version will be released later than I would expect. The good side - unlike generic Visual Studio, Unity allows to run games on all systems, not only Windows, including Mac, Linux and even Android. Again, full conversion will take some time, hopefully not very long. I apologize for that, and will do my best to do everything as fast as I can.

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