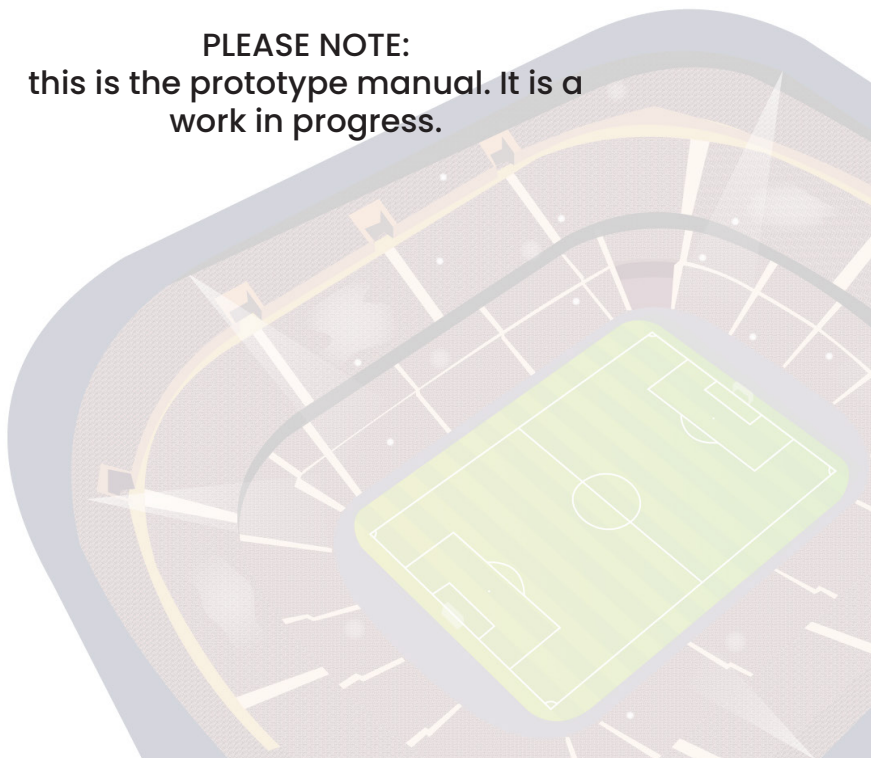




PLEASE NOTE:
this is the prototype manual. It is a
work in progress.



Welcome to Club Manager!

Club Manager is a football manager board game for 1-4 players. You start with a struggling Division 3 club and, over the course of 10 seasons, your goal is to take them to victory in the Euro Cup!

You'll cheer the goals and victories that come your way, but they will only materialise if you plan meticulously!

Prepare yourself for the most immersive football board game experience there has ever been...

Inside the box

1 main board	65 starting Set player cards
2 team formation mats	47 youth player cards
10 hexagonal staff members	97 transfer player cards
18 team counters	30 season 5+ player cards
20 paper money	37 scouting cards
1 calendar	34 tactical cards
1 marketing die (D6)	29 board meeting cards
3 team dice (D12)	37 chance cards
3 season number cards	22 season goals cards
	39 opposition cards
	2 reference cards

NOTE: because this is the prototype it only contains enough materials for a 1 or 2-player game. The finished game will allow up to 4 players to play simultaneously

A welcome from the Board



We're delighted to have appointed you as manager of our proud club! It is true that we've struggled for the last few seasons but I'm certain you are the right person to eventually guide us out of Division 3 and towards better things. The current playing squad might not be top notch but I am confident that your coaching will bring the best out of them.

Your goal for the season is simple: avoid relegation.

There are some funds available for transfers, but you might want to speak to the team in marketing about how we can grow our income.

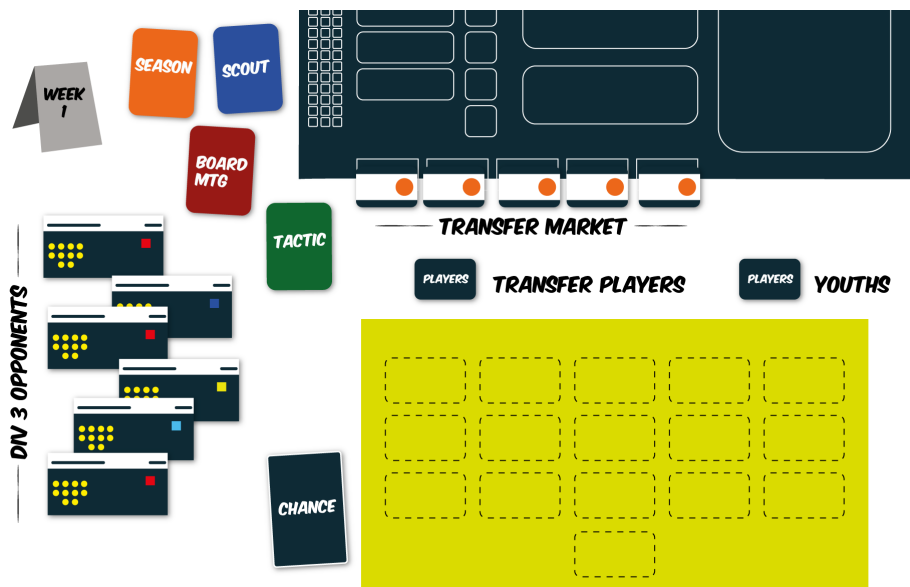
The fans are looking for excitement and winning football. Go deliver it for them!

THE BOARD

Getting started

When you start the game for the first ever time, follow these steps:

1. Pick which of the 4 clubs you'll each play as
2. Draft your squad
3. Give each manager 10 coins and 3 workers
4. Set the calendar to week 1
5. Lay out the Division 3 opponent cards
6. Set up the transfer market using Division 3 cards. These are the Transfer Market players with ability ratings up to and including 5. Place these five players in a row next to the game board
7. Each human manager replaces one of the Division 3 teams. If you have 3 human managers, you will replace teams 1-3 in Division 3. Remove those opposition cards from the game
8. In separate piles around the main board, stack the following cards face down: Tactical, Scouting, Board Meeting, Season Goals, and Chance cards



Drafting your squad

At the start of the game you'll need to draft your starting squad so you have some players to manage! Whether playing solo or multiplayer, always start by giving each club their fixed starting players:

Picton Albion

- Smith (GK)
- Higgins (CD)
- Slater (LD)
- McClusky (CM)

Oxton City

- Hudson (GK)
- Hugh (RD)
- Hall (RD/RM/CM)
- Campbell (CF)

Woodburn Rovers

- Kennedy (GK)
- Hulsen (RD)
- McCallum (LM/CM)
- Oni (LM/RM/LF/RF)

Fulwell United

- Roberts (GK)
- Hendon (LD/CD)
- O'Reilly (CM)
- Thompson (LF)

Next, to get to your squad of 15 players, randomly draw your remaining 11 players from the Starting Set cards.

A brief overview of a turn

This game has a simple structure to follow every game week:

1. Turn the page on the calendar
2. Place your staff on the board & resolve their actions
3. Play your match (if there is one)
4. Resolve the post-match actions
5. Repeat!

Determine who Player 1 is. They will be first to place their workers on week 1. For every subsequent week, rotate who starts. There are limitations to how many workers can be placed on particular areas of the main board.

A look at the player cards

Development potential

A player's current ability is upgraded through first team training. This player has the potential to improve by 4 ability points (+4), but only until the end of season 3 (s3)

Name

Nationality

Position(s)

A player can have multiple positions. You can play him out of position but he'll be uncomfortable and suffer a 2-point ability drop

Retirement

When a player retires they are removed from the game. This player retires at the end of season 7 (s7)

Characteristics

There are 6 potential characteristics which can have a huge influence over their career. A player can have 0-3 of these characteristics

Current ability

All players have a rating between 1 and 10. Upgrade a player's ability through first-team training

Player characteristics



Strength

These players are strong defensively. They are used in opposition to *flair* players during a match.



Flair

These players are great at creating chances. They are used in opposition to *strength* players during a match.



Injury prone

Players with this characteristic are more likely to suffer an injury post-match. If the post-match die shows this icon, all injury prone players in your line-up are injured for 2 weeks.



Leader

Only players with this characteristic can be made Captain. Your captain gets a +1 ability boost, no matter their potential.



Butcher

Players with this characteristic enjoy the dark arts, but occasionally they get caught! They will face more suspensions than most players. If the post-match die shows their icon, all butchers in your line-up will be suspended for 1 match.



Prima donna

These players are more demanding and can harm team morale, but they can boost your Marketing efforts. For every prima donna in your squad who doesn't get on the pitch on matchday, reduce team morale by 1.

If your club fails to finish in at least a promotion spot, your prima donnas will demand a transfer.

THE MAIN BOARD

Every week, managers will place their staff on the main board. Your staff have designated spaces on the board; once those slots are full no more staff can be placed there.

On week 1, player 1 is first to place all their staff. Player 2 is first to place staff next week, and so on. See solo placement rules on page XXX.

1. Marketing

You get a guaranteed income of £1 for every worker you place here. You have a chance of making more money by rolling the marketing die. The marketing die is a modifier: if you roll x2 then your income is [total number of your workers] x 2. If you roll the *prima donna* icon, your total income is [number of your workers] x [number of prima donnas in your squad].

If you have no prima donna players and rolled the prima donna icon, your income is zero.

2. Scout report

If you have a worker placed here, take a scout card. These cards can give you powerful advantages in your next match. The card has to be used in your next fixture. You may place more than one worker here, but you will only receive one report card.

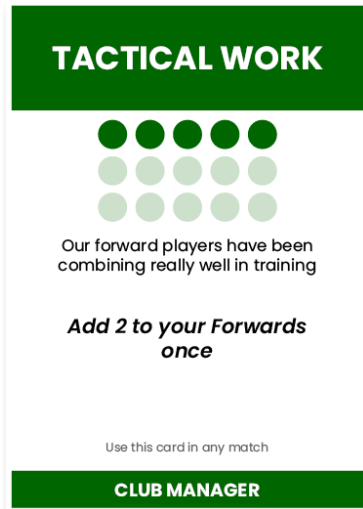


This scout report card increases your TOTAL Midfield score by 3 in your next match only. It does NOT increase the score of every midfielder in your team.

The diagram shows you which area of your team is affected. No other areas are affected.

3. Tactical work

Take a tactical card for every worker you place here. These cards give you advantages on matchdays. You can hang onto them and use them whenever you see fit.



You can save up Tactical cards and use them whenever you like. You might like to keep them hidden from your opponents until you use them.

4. Physio

For every worker placed here you can cut a player's injury time by 1 week. You may place 2 workers here in order to treat 2 players. A player with a 1-week injury cannot be healed by the physio.

A player who has only 1 week of injury time may be picked to play in your next match, but there are consequences.

- their ability is reduced by 1 point (by 2 points if in Div 1 or 2)
- if they get injured by the post-match die, or if you roll the injury prone symbol, they are now injured for 3 weeks.

5. Board meeting

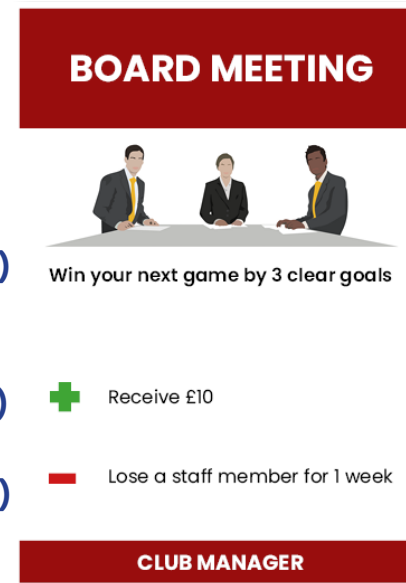
If you choose to place a worker here, take the top 3 Board Meeting cards. You *must* keep one of them.

Each card tell you:

- What your goal is, and when you need to achieve it by
- What your reward is for achieving your goal
- What the penalty is if you fail to achieve your goal

Shuffle back in the cards you choose not to take. You do not have to show your human opponents which card you chose.

Board Meeting cards are similar to the Season Goals cards you draw at the start of the season (from season 2 onwards), but they have a shorter timeframe for you to achieve your objective.



A Manager has selected this Board Meeting card from their 3 options. Every board game card contains

- (A) an objective
- (B) a reward if the objective is met
- (C) a penalty if the objective is not met

The Manager is responsible for tracking the objective

6. Speak to agents

For every worker placed here, take the top 3 cards from the transfer pile. You and only you may sign these players (at their correct value). You can only sign as many of these players as you have workers placed here.

You may visit this section during the season before the winter transfer window and reserve players for future purchase. Simply place your chosen player(s) face down near your playmat. If you eventually do not decide to purchase the player(s), you pay a penalty fee to their agent equivalent to 2x the player's ability (i.e. a 6 ability player will cost you £12)

If you place 4 workers here you have activated the Super Agent feature: you are permitted to go through the entire stack of cards and buy one of the players you find. No-one else may bid for them.

In all cases, shuffle the cards you don't want back into the pack once you are finished.

7. Transfer market

During the transfer window, ensure there are 5 player cards on display here. For every worker you have placed here, you may bid for 1 player. In multiplayer games opponents may try to outbid you. The first manager to have placed a worker here is the first to reveal which player(s) they are bidding for.

When the week has ended, always discard the rightmost player card and move the remaining cards along to the right. Repopulate the missing spaces using the transfer stack.

Transfer values

This table explains the cost of all the players in the game. You can only buy and sell players during the Transfer Window. The Selling Price is the price at which you sell players to the game.

The Buyout Clause the fee a human player will pay to purchase a player directly from you. You cannot stop this purchase going through, and cannot buy back that player until the next season.

Ability	Buying price	Selling price	Buyout price
1-5	ability x2	ability	[ability x2]+10
6	15	8	25
7	18	10	30
8	24	12	38
9	30	14	45
10	40	16	60
11+	45	20	75

Player abilities

Players know their value; they wouldn't contemplate playing in a league beneath them. As such, a manager in Division 3 can only have players in their squad between the ability ranges 1-5. Division 2 can go up to 7, and only players rated 8+ will play in Division 1.

You can train a player to be better than the ability cap in your league but they will leave your club if you don't win promotion. If you ever get relegated, you must immediately sell any players who are too high an ability for your league (even if you have the stadium upgrade).

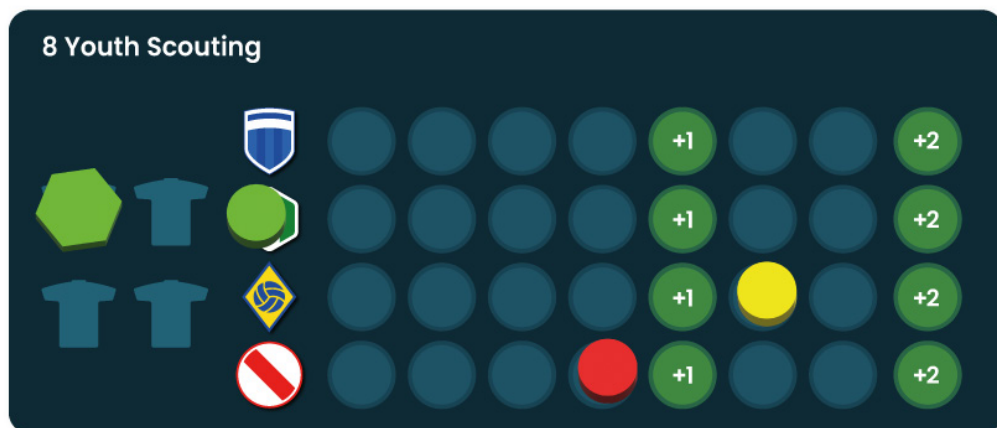
8. Youth scouting

For every worker you've placed here, move forward 1 step on the discovery track.

When you reach the +1 step you may choose to take the top card from the youth player stack. You can choose to keep or discard that card. Remove your counter from the track.

However, you could continue to the +2 step if you choose not to look at a player at the +1 stage. Take the top 2 cards from the youth player stack. You can only keep 1. You can choose to keep or discard the youth player you have discovered.

Put unwanted youth player cards to the bottom of their stack.



The Yellow manager chose not to take a card at the last marker and is moving towards the +2 marker where they'll get to look at 2 youth player cards.

The Red manager has progressed 4 steps along the track and will have a choice to make when they reach the +1 marker.

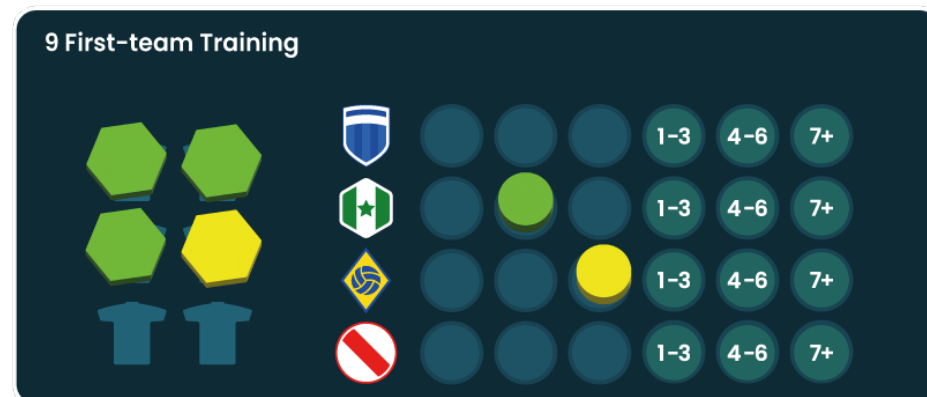
The Green counter is at the zero position. They have placed a staff member here so they will move into position 1 on the track.

9. First-team training

For every worker placed here, move 1 step forward on the development track. If you reach the 1-3 marker, you can upgrade a player's ability by 1 point, so long as their current ability level is between 1 and 3. Hit the 4-6 step or the 7+ step to upgrade a players who starts with those ability ranges. Reset your counter off the track when you have upgraded a player.

To upgrade a player's ability, place a new ability token on top of their ability rating on their player card.

You can only upgrade players who have the potential for improvement. You cannot improve injured players.



The Green manager has placed 3 staff here, so can move to the 4-6 marker and then upgrade a player with ability currently in the 4-6 range. OR they could pause there and wait to place a new staff member next week and move to the 7+ marker.

The Yellow manager has placed 1 staff here so could stop at 1-3 or wait to place more staff in the future.

10. Facilities management

You can move 1 space up a construction track in 2 different ways:

1. Place 2 workers and pay £5
2. Place 1 worker and pay £15

Choose which facility you will improve; you can be building towards more than 1 at any time. When you reach the top of a track you will be rewarded with a bonus. These are the bonuses for each facility:



Stadium

Take +£2 in matchday income.
You can now sign players with an ability rating of 8+



Recruitment

Take and keep 1 extra worker



Youth academy

All new youth players get an immediate +2 ability boost



Medical centre

Anyone injured in the post-match die roll is only out for 1 week



Club store

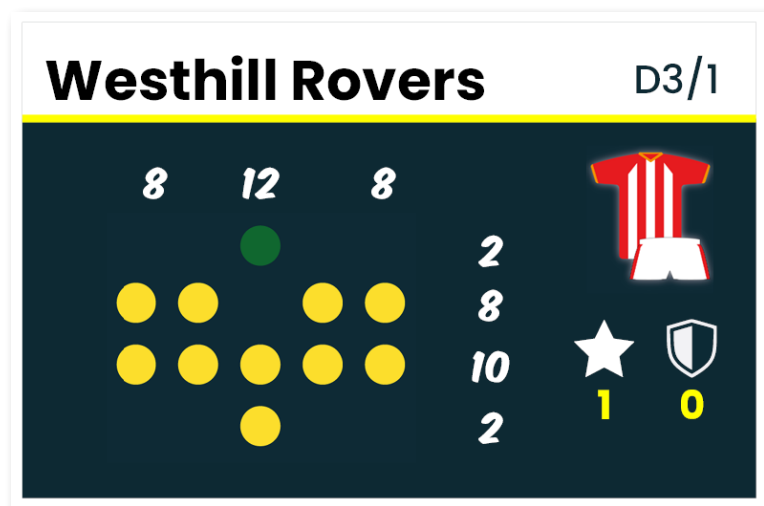
Take +£2 every time you use Marketing

MATCH DAY

Match day: this is what you've been preparing for!

During matchday you'll be trying to outwit your opponent's team and win the match.

Read on to discover more...



On matchdays you'll either take on one of your friends or the simulated teams. Refer to the calendar to work out who your opponent is each week.

In this example, Westhill Rovers are a Division 3 team, number 1 (as evidence by the marker 'D3/1'). Rovers' card shows their strength for every area of their team. You'll refer to these during a match.

The goalkeeper is shown at the top of the opposition formation cards. Rovers' goalkeeper has a rating of 2.

Now you know what your opponent's strengths and weaknesses are, line up your 11 players on your formation mat in a formation that will give you a chance of winning the match.

You'll need to calculate the total ability score of 6 areas of your team in order to compare them to your opponent.

You can do this in your head, on the provided notepad, or by using our online calculator by scanning the QR code.



When calculating your *LEFT* score, add up the ability points of all players in these 6 positions



When calculating your *CENTRE* score, add up the ability points of all players in these 9 positions



When calculating your *RIGHT* score, add up the ability points of all players in these 6 positions



When calculating your *FORWARDS* score, add up the ability points of all players in these 5 positions



When calculating your *MIDFIELDERS* score, add up the ability points of all players in these 5 positions



When calculating your *DEFENDERS* score, add up the ability points of all players in these 5 positions

NOTE: the goalkeeper is never included in any of these calculations

Resolving matches

To simulate the match you'll compare your first XI to your opponent's. You will compare 1 area of your team against 1 area of theirs, using the following sequence. Then both teams roll their D12 die & add the die roll to the team's area score. If you win that duel, flip over a Chance card!

The list below tells you the order of duels to compare (the home team is shown first):

1. left vs right
2. centre vs centre
3. right vs left
4. flair vs strength (do not use the dice)*
5. forwards vs defence
6. midfield vs midfield
7. defence vs forwards
8. away team choice**
9. home team choice**
10. home team takes card

For each challenge you win, immediately turn over a Chance card. You get 2 Chance cards if (a) forwards beat defence, (b) one team is already 12+ points ahead before the dice roll.

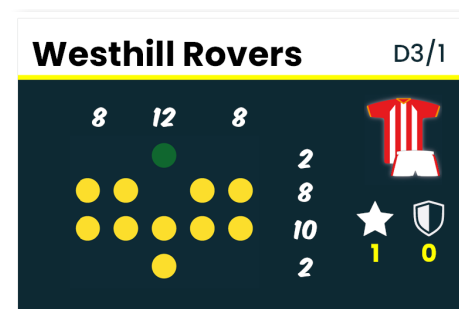
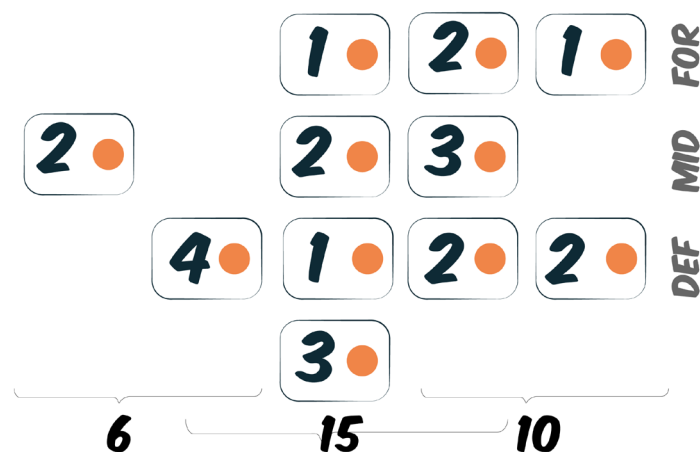
For flair vs strength – run the check for each team. If one team's flair beats another's strength they get a Chance card. If strength beats flair no card is drawn. Note you CANNOT choose this duel at steps 8 and 9.

* subs and position changes allowed (max 2 of each) after this point. A player may only change position 1 time during a match.

** you must always choose the duel that gives your simulated opponent their best chance of success

Example match

Jo's team in playing against Westhill Rovers. Jo is the home team. Her line up is shown below.



Jo's opponent is Westhill Rovers in this match.

Jo's total left rating is 6, while Westhill's is 8. Jo rolls a 7, Westhill roll a 2. When we add the dice rolls, Jo's total left rating is (6+7 = 13) while Westhill's total right score is (8+2 = 10). So Jo takes a Chance card!

Next they compare centres. Jo is on 15; Westhill are 12. Jo rolls a 4; Westhill roll 7. It's a tie, so no-one takes a Chance card.

Jo's right is 10; Westhill's is 8. They both roll a 5, so Jo takes a Chance card!

They carry on to resolve the remaining 6 duels...

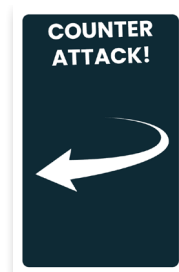
The Chance cards

Every time you win a duel, flip over a Chance card. It'll tell you the outcome of a moment in a match, and could result in a goal!

Here are some Chance cards to look out for:



If you draw this Chance card, roll your D12 die. If your roll is higher than the goalkeeper's ability rating, it's a goal!



If you draw this Chance card, your opponent now takes a Chance card!



If you draw this Chance card, it's a GOAL! Or is it...? This one mentions VAR...

At the end of the match, shuffle all the Chance cards in preparation for the next match.

Post-match checklist

When a match finishes, follow these steps:

1. Roll post-match die & take any relevant action
2. Take gate money (if you were the home team)
3. Alter your league points
4. Adjust your team morale
5. If you had any players injured or suspended, slide them forward 1 week

Read on to discover how these all work.

The post-match die

Roll the post-match die after a match to see if your players have picked up any injuries or suspensions.

If you played against a human opponent, both managers roll the die.

Here's what each symbol means:



All players who played for you in this match with the injury prone characteristic are injured for 2 **weeks**.



All players who played for you in this match with the butcher characteristic are suspended for 1 **match**.



One player will be suspended for 2 **matches**. Roll the D12 to find out who (read on)



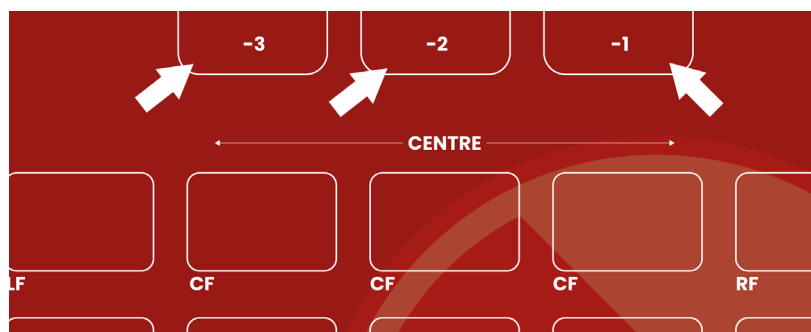
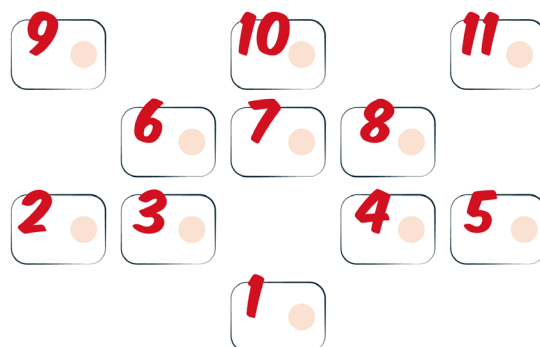
One player will be injured for 3 **weeks**. Roll the D12 to find out who (read on)

If you roll the red card or plaster symbol then you will need to roll a D12 to calculate who is affected.

If you roll, say, a 7, start counting from your goalkeeper player card then up from left to right until you reach your 7th player. If you roll a 12, no player is affected!

Place an injury token or suspension token on the affected player, and then put that player into the relevant slot (-3, -2, -1) above your formation mat. You will move that player along that slot every week until they clear of their injury or suspension.

If you roll the red card or plaster symbol on the post-match die, roll the D12 to determine which player is injured or suspended. Here's how to number your players to identify who is affected.



Your injured and suspended players sit in these slots above your formation mat. Move them along when weeks and/or games pass.

Why the distinction between *weeks* and *matches*?
Because injuries heal over time, while suspensions have to be served by missing games.

If you have a week where you have no match (say, it's the winter transfer window), then your injured player will heal and you should move him along the track. But your suspended player will not move because he did not miss a match.

Gate money

You can increase gate money from home matches if you manage to develop your facilities to the indicated levels. The basic level of income you'll get on home matches depends on which division you are in:

- Division 3: £1
- Division 2: £2
- Division 1: £3

See the *Bonus money* section (page 33) for details of cup income.

League points

If you played a league match, alter league points in the following way:

- the winning team gets 3 points
- the losing team gets 0 points
- in a draw, each team gets 1 point

Do not keep track of points for simulated teams.

Team morale

Team morale is affected by the matches you play.

Here's how your team morale is affected post-match:

- If you win, move up 2 spaces
- If you win by 3+ clear goals, move up 3 spaces
- If you draw at home, move down 1
- If you lose home or away, move down 2

CUP MATCHES

- If you lost to a higher division opposition, you do not move your morale marker down
- If you beat a higher division opposition, move up 3, rather than 2, spaces
- If you lose to a lower division opposition, move down 2 extra spaces

HOW PRIMA DONNA PLAYERS AFFECT MORALE

For every prima donna player who didn't play any part of the match, move 1 space backwards

If your team morale takes you into a + or - position for attack or defence, take the appropriate marker and place it on your formation board so you don't forget to add that in while calculating your team ability on matchdays.

...so if your team lost 2-0 at home in Division 3, and you rolled the red card on the post-match die, here's how it affects you:

1. Team morale drops by 2 places
2. Move an additional team morale space back for every prima donna player you have who didn't play in the match
3. Take £1 gate money (£3 gate money if you have the stadium upgrade)
4. You have a suspended player. Roll the dice to discover who.

THE CUP, WAGES, END OF SEASON

How the cup works

Cup matches get played on dedicated weeks. If you have been knocked out of the cup, treat it as a week without a match – i.e. you get to place your staff and advance injuries.

To work out who your opponent is in Round One, shuffle all Division 1–3 cards together and take 1 at random. Roll the dice to determine who is the home team – an even number means you are at home, an odd number means you are away.

Round Two works the same except you remove all Division 3 clubs.

For the semi-final and final, remove all Division 2 clubs.

In all cases, remove teams you have already defeated.

You can draw human opponents in the cup. If you draw the club they have replaced in their division then you'll play a human opponent!

There are no cup replays. If a match ends in a draw, extra time consists of:

1. ATT v DEF
2. MID v MID
3. DEF v ATT

If the game goes to penalties, take turns rolling the D12 dice against the opposition goalkeeper's rating. If your roll is higher than the keeper's rating, you score!

Remember: team morale is not affected if you lose to a *higher division opponent*.

How the Euro Cup works

Only the winners of Division 1 get to play in the Euro Cup! Games are played on a one-off basis in a neutral venue (no home advantage).

Euro Cup games are played in midweek, and there is no opportunity for anyone to place their staff before the match. Take a free Scouting card just before your Euro Cup game.

In Round 1, draw a card at random from the Euro club options.

Round 2 is the quarter final. Remove Euro cards numbered 10–14 and then draw your opponent.

For the semi-final and final, remove cards numbered 7–14

In all cases, remove teams you have already defeated.

There are no draws. Extra time and penalties work in exactly the same way as the Cup.

Final league position

If you finish in the 'Champion Zone' then you are the league champion and have won automatic promotion! If multiplayer opponents also finished in this zone, then the highest placed team wins the league. The others join those who finished in the 'Promotion Zone' in a playoff match against a team from the higher division.

Promotion playoffs work by each human manager picking at random a card from teams 1, 4, 6 and 8 from the league above. The match is played in a neutral venue (no home advantage).

There are also relegation playoff spaces: in that case, you will playoff against a team from a division below. Pick at random a team from numbers 2, 3, 5 and 7 from the league below and play the match as described above.

The playoff match is played on the same week as the cup final.

- There is no promotion from Division 1.
- There is no relegation playoff in Division 3
- If you finish in the Relegation Zone in Division 3 you get sacked...

PLAYOFF ZONE	14	28 ▲	42
	13	7 ▲	41
	12	26	40 ●
	11 ▼	25	39
	10 ▼	24	38
	9 ▼	23	7 ●
	8	22	36
			CHAMPION ZONE

The season has finished. Both the Green and Yellow team have finished in the Champion Zone. Because Green are higher placed, they win the league!

The Yellow team will go into the play-offs (assuming they are in Div 3 or 2). The Reds also qualified for the play-offs.

End of the season

When the season comes to an end it's time to turn to your Season Goals card. You must take your reward or suffer the consequences printed on your Season Goals card you drew at the start of the season (note: you did not draw a Season Goals card at the start of your first season).

You must then calculate and pay your wage bill. Simultaneously, you also collect whatever bonus money is due to you (read on to see how to calculate these).

The new season

At the start of a new season, *except for season 1*, follow these steps:

- Scrap any players who have retired
- For players in their final season, reduce their ability by 2 (min rating: 1)
- Ensure the correct transfer market players are being used
- Sell any prima donnas if your club did not finish in a promotion playoff spot as a minimum
- Sell any players whose ability rating is higher than your division (see page 13)
- Prepare your opponents by selecting the correct cards
- Take 1 youth player card each
- Draw 3 Season Goals cards. Keep 1 and discard the others to the bottom of the pile
- Set the calendar to week 1

See pages 4 & 5 for how to set up the game in the first season.

Wages

At the end of the season, add up the ability of each of your players to calculate how much money you need to pay in wages. If you cannot afford to pay these wages then you are forced to immediately sell players in order to settle this bill.

Ability total	Div 3	Div 2	Div 1
30-50	8	15	30
51-65	12	20	35
66-75	20	25	40
76-90	25	35	50
91-115	35	40	55
116-130		50	60
131-140		80	70
141-150		110	100
151+		150	140

Note that Division 2 wages are sometimes higher than those in Division 1. That's because players who could play in a higher league demand more to play in a lower league.

Bonus money

This table shows you how much bonus money you make according to your circumstances.

Outcome	Div 3	Div 2	Div 1
Relegation	10	15	55
No change	15	40	80
Promotion	25	55	100
Champions	40	65	150
Playoff final income	5	8	

Outcome	Div 3	Div 2	Div 1
Cup r1&2 home vs	3	5	8
Cup r1&2 away vs	1	2	4
Cup semi-final	10	10	10
Cup runner-up	25	25	25
Cup winner	40	40	40

Outcome	Div 3	Div 2	Div 1
Euro Cup r1&2			10
Euro Cup semi-final			15
Euro Cup runner-up			15
Euro Cup winner			25

Frequently asked questions

Can I sell players?

Yes, but only during the transfer windows. Refer to the transfer values table on page 13 to calculate the value you can sell your players for.

Can my friend buy a player from me?

Yes, but only during the transfer windows. You can negotiate the price with no limitations, but might want to use the transfer values (page 13) as a guide. Your friend can also trigger your players' buyout clause. See page 13.

What happens if me and my friend both want to buy the same player?

Whoever placed their staff member in the transfer market first gets to make the first bid, based on player values (page 31). You can both continue to try to outbid each other.

What happens if I draw a counter attack card and then my opponent does?

You would then take a Chance card.

What happens if I have no goalkeeper available to play?

Leave the space blank. Act as if your goalkeeper has a rating of 0.

What happens if I don't have 11 players available to play?

Act as if you have replacement players with a rating of 0.

Can I play someone out of position?

Yes, but see page 10 for the effect that has on them

Some of my players retire at the end of season 1. Do I reduce their ability?

No. The game has already done that for you.

What happens if I don't have enough money to pay wages?

You must immediately sell players until you have cleared your debt.

Where should I do with my injured and suspended players?

First, place the relevant token on their card (plaster or red card). Next, place the player in the relevant slot above your player mat. These slots indicate the number of weeks or matches your player is out for. Slide them along these positions when weeks or games pass.

How do I keep track of the effect morale has on my formation totals?

Use the relevant marker next to your defence or attack.

What happens if my friend gets promoted but I do not?

Continue to play the game but in separate divisions. You'll need to run two transfer markets, and ensure you are each using the correct opponent cards.

When do I take a season goals card?

You take 3 at the start of every season, pick 1 and shuffle the rest back. The exception to this is season 1 when you do not take a season goals card. Your goal for season 1 is to avoid relegation.

What do I do with used Scouting, Tactical, and Board meeting cards?

Shuffle them back in at the end of the season.

If I win the Euro Cup in this game should I apply for the Manchester United manager position?

No, you are over-qualified.

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