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## Championship manager 93/ 94 manual

----, 94 codes, use these codes to access the game. If the tables for this file are not displayed correctly, open the file in Windows Notepad. To start the game, type 'cm' or 'cmexe a' at the DOS command prompt. Please enjoy this nostalgic game! Ola Nymo Trulsen, otrulsen@powertech.no CM site: ---- RESULTS Page Res #1 Res #2 Res #3 Res #4 Res #5 1 3-0 0-2 4-1 2-1 1-3 2 1-0 3-1 1-5 0-0 2-2 3 0-0 2-1 3-3 1-2 6-3 4 1-1 2-1 2-3 2-4 1-0 5 2-0 0-3 1-0 1-1 2-3 6 2-1 3-0 7-1 3-2 4-1 7 1-0 1-2 3-0 2-0 3-1 8 2-3 4-1 2-1 2-0 1-0 9 2-1 1-3 3-2 4-2 2-0 10 3-0 0-2 2-1 4-1 3-1 11 2-1 3-0 4-1 0-2 1-3 12 0-2 2-1 1-3 4-1 3-0 13 3-0 2-0 4-1 2-1 1-3 14 1-4 0-2 2-1 3-0 3-1 15 3-0 4-1 2-0 1-3 2-1 16 2-0 0-3 2-1 3-1 4-1 17 3-0 2-1 1-3 3-2 1-0 18 1-3 0-3 3-2 3-3 1-0 19 3-0 1-3 4-0 3-2 1-0 20 3-1 5-1 6-2 3-3 1-0 21 1-0 2-1 3-2 4-1 3-0 22 0-1 3-2 4-2 2-1 3-0 23 2-3 1-2 1-0 2-4 0-3 24 4-0 3-1 2-3 4-2 4-3 25 3-0 2-1 3-2 4-1 2-5 26 2-0 3-2 3-4 1-6 4-27 1-0 2-1 -3 2-3 4-0 28 9-1 1-0 2-1 6-3 2-0 29 3-1 2-4 1-5 1-0 2-1 30 3-0 2-1 3-4 0-2 0-0 1 31 1-0 1-2 2-3 2-0 2-4 32 2-1 3-2 1-0 1-2 4-2 33 3-0 2-3 1-4 2-0 2-1 34 6-2 3-0 1-2 2-3 1-4 35 2-0 2-3 2-4 2-1 1-3 36 0-1 1-2 3-1 4-1 2-0 Championship Manager ---- is a registered trademark of Eidos Software and Interactive Sports. This CM version was published by Domark in 1993. Design and programming: Paul and Oliver Collier. Graphic: The Kremlin. Sound: Allistor Brimble. Produced by Kris Hall. ---- © 2000 – 2020 The good days want more? Advanced embedding details, examples and help! Publishers Domark developer Intelek, Abersoft release date 1994 genre sports game rating 5/51 championship manager's success rating '93' spurred the release of two updated discs, the first containing all transfer, promotion, drop and manager changes for the start of the '93/94 season which is known as the 1993/94 season data up to date. The update required the original '93,' three blank discs and the Championship Manager's season data disc '93/94. It was published around September 1993. The second of the two update discs is named the latest disk of the end of the 1994 season which includes all the latest player transfers. All playoff results. Player end-of-season stats for the 1993–94 season. It was released around the end of the 1993–94 season. The game may be available on more than one platform. Championship Manager: Late 1994 Disk Updated Data Season is now available on these platforms: DOS (1994) Championship\_Manager\_End\_of\_1994\_Season\_Data\_Up\_date\_Disk\_DOS\_Files\_EN.zip (2.20MB) How to play Windows Download and Extract Championship\_Manager\_End\_of\_1994\_Season\_Data\_Up\_date\_Disk\_DOS\_Files\_EN.zip DOWNLOAD AND INSTALL DOSBox and put an icon for it on the desktop Find the CMEXE file. EXE in the Game Files folder, and then drag it onto the DOSBox icon and start the game Note: If you are prompted to emulate copy protection codes from use the following copy protection codes: Page Match 1 Match 2 Match 3 Match 4 Match 5 1 3-0 0-2 4-1 2-1 1-3 2 1-0 3-1 1-5 0-0 2-2 3 0-0 2-1 3-3 1-2 6-3 4 1-1 2-1 2-3 2-4 1-0 5 2-0 0-3 1-0 1-1 2-3 7 1-0 1-2 3-0 2-0 1-0 8 2-3 4-1 2-1 2-0 1-0 9 2-1 1-3 3-0 2-1 3-0 4-1 0-2 1-3 10 3-0 0-2 2-1 4-1 3-1 11 2-1 3-0 4-1 0-2 1-3 12 0-2 2-1 1-3 4-1 3-0 13 3-0 2-0 4-1 2-1 1-3 14 1-4 0-2 2-1 3-0 3-1 15 3-0 4-1 2-0 1-3 2-1 16 2-0 0-3 2-1 3-1 4-1 17 3-0 2-1 1-3 3-2 1-0 18 1-3 0-3 3-2 3-3 1-0 19 3-0 1-3 4-0 3-2 1-0 20 3-1 5-1 6-2 3-3 1-0 21 1-0 2-1 3-2 4-1 3-0 22 0-1 3-2 4-2 2-1 3-0 23 2-3 1-2 1-0 2-4 0-3 24 4-0 3-1 2-3 4-2 4-3 25 3-0 2-1 3-2 4-1 2-5 26 2-0 0-3 2-3 4-1 6-4 27 1-0 2-1 1-3 2-3 4-0 28 9-1 1-0 2-1 6-3 6-3 6-3 2-0 29 3-1 2-4 1-5 1-0 2-1 30 3-0 2-1 3-4 0-2 0-1 31 1-0 1-2 2-3 2 2-0 2-4 32 2-1 3-2 1-0 1-2 4-2 33 3-0 2-3 1-4 2-0 2-1 34 6-2 3-0 1-2 1 2-3 1-4 35 2-0 2-3 2-4 2-1 1-3 36 0-1 1-2 3-4 4-1 2-0 Additional files, repairs and repairs charging and saving Insert Disk 1 into the internal drive. The game will then be autoboot. If you have an external drive, you can insert Disk 2 into it. When you're done playing, always save the game and exit using the Quit option. Printer option If you have a printer attached click Printer on, if you don't click Printer Off you can print most screens by clicking 'P' on the screen you want to print. New game, continue season or quick start new game if you want to start a new game click on this icon. If you want to play with real player names and data, click '1993 Players'. If you want to manage using computer-generated player names and data, click Create Players. You can play with a maximum of 4 players. Select the number of players who want to participate, and then select the teams you want to manage and enter your names and select your personality (be honest). The computer takes about 30 minutes to generate your game data. Quickstart 'If you've read the 'new game' information and are eager to play without a 30-minute wait, this is the option for you. This will allow you to play a previously created game (with real player names and data), with a club already selected. If you don't want to run this club, it's possible once in a game to resign and add yourself as a new player with the club of your choice. (See Manager/Jobs and Board/Resignation.) Continue the season if you want to load a previously saved game select this option, and your game will load. The following options main menu are available from the main menu screen. (i) The rest of the season continues to the next set of fixtures. (ii) Show tables and a variety of club tables/players to look at. Remarks:- In the case of the league tables, click [-DIV] or [+DIV] to change the division. When you view the manager ratings table, click [-SCR] or [+SCR] to display another part of the table. When viewing the group tables, click [-GRP] or [+GRP] to display other tables. Click PRT from the league to print the currently displayed league table. Click a players' name to reveal their fact file (see player fact file). Click a team name to update the squad details screen (see Squad Details). (iii) Facility details. Provides information about past results and future accessories and allows you to view past winners of all competitions. You can also see which teams have been seeded in Europe. (4) Club details allow access to any of the club unit's 80 screens (see Squad Details). (v) Arrange friendly pressure on the friendly order icon from the main menu. Mark a week for it where on the way to organize a match by clicking the week number. Click Select Opponents, and then select the team you want to play for (teams from that division are less likely to accept your offer,) then let you know whether they accept or not. You have to pick a place. If you want to change the place, click Select a place and rearrange it. You can cancel a facility by clicking Cancel Facility. Details of your opponents can also be viewed here by clicking on Opponents Details. (vi) Match reports Check the game stats for the latest games in each competition (see game). (vii) Find a player giving a facility to help find a player to buy. (see Transfers.) (viii) board/resignation to discover the board's level of trust in you, and resign if you can't take the pressure off. (ix) Manager tasks allows you to add another player to the game, and see which managers are facing the axe. You can also see which administrative tasks are currently available and view your admin history. (x) The national teams feature the most senior teams in English, Scottish, Welsh, Irish and Northern Ireland. (xi) Change a picture Select a new background picture or change the color and brightness of the current background image. (xii) Game Save saves the current game mode to disk. Squad Details Screen The team details screen and options available from it provide detailed information about each club - from its ten-year history to its current playing staff. (i) The list of teams the following abbreviations can appear on the left and right of any player name:- [I] currently injured [SU] currently suspended [U] not satisfied [L] transfer registered by the club or available for transfer [R] listed by request [C] out

of contract [1-GK] Selected for matchday squad to the right of each name are letters indicating its location Of the player [S] the goalkeeper [D] can play defensively [M] can play in the center of the field [A] can play in attack [R] can play on the right [L] can play on the left [C] can play center clicking on where players will read his factfile screen (see Factfile.) The names of the players indicated in Cyan indicate players promoted to the roster at the beginning of the season from the youth team. (ii) The following options are available:- [TRNS] displays a list of recently purchased/sold or loaned players for the current season. I don't know what that means. Details about your back room We'll never be Tom and not change them in any way. A chart showing the club's league position after each league game. I don't know what to do. Displays the list of accessories for clubs. The next facility to be played is highlighted in green. Clicking on an opponent's name from the past schedules the game statistics screen for the game (see Adjusting Statistics). [ACCS] Be pressured on the club's revenue and expenses over the past week. Computer-controlled clubs are unlikely to allow you access to this confidential information. What are you doing in here? Displays a reserve team and allows selection (see Teams and tactics.) [Information] leads to the General Information screen. From here, you can click the following three subheadings :- [PRINT] to print your team and the transfers and results of the current seasons. What are you doing in here? Showcase the club's achievements over the past 10 years. [RECS] What are you doing? To view club records (e.g. clubs the biggest win.) I don't know what to do. Table showing the average season match ratings for each player. [DSP] What are you doing? Table showing the disciplinary seasons earned by each player. [GLS] What are you doing? Goals scored by every player this season. [Mom] What are you doing here? A table featuring your players in the awards game man. [Pen] What are you doing? Allows you to select your penalty recipients, click on the players' name and then move forward until he is in position. (iii) Additional options If the club is computer-controlled, another option is available:- [TEAM] shows the computer team, the tactics and style of football. For human-dominated clubs there are a number of other options:- [PRV] reads the latest game statistics. (See Adjust statistics.) What are you doing in here? Call the tactics editor (see Teams and Tactics). What are you doing in here? If you are about to play a game, this option will read your opponent's team screen from which you can view their team etc[DEFS] displays a table showing the players in the team who can play defense, along with their strengths and weaknesses, and the average game ratings of the current season. [MIDS] What are you doing? As we said before, but for the middle players. [ATTS] What are you doing? As we said before, but for the attackers. [O2] What are you doing? [CLR] etc. These icons are associated with team selection and described [SWP] under teams and tactics. For clubs without a manager [APPL] allows you to apply for the manager's job and/or see who else is considered for the job. Teams and tactics just before the game, the team details screen is displayed 'allowing you to select/match your team, its tactics and style of play. You can also communicate to the screen from the main menu (see Main Menu). 1. Select a team to select a player:- (i) Click on the shirt number (ii) Click on the name of the player who will wear the shirt to change the shirts of two players (i) Click on the first shirt number (ii) Click on [SWP] (iii) Click on the second shirt number to select a reserve player (i) Click on [RSRV] (ii) Click on the shirt number (iii) Click on the name of the player who will wear the shirt 2. Tactics/ Style of Play Click on [TCT] from the class details screen to view the tactics editor screen. Diagrams assume that the session moves from bottom to right up (for example, the left wheel is located in the lower-right corner). To assign a shirt to a position (i) click the shirt number (ii) click the position icons (e.g. for right-clicking [DEF] and [Right] Note: You can't be more than a certain number of shirts assigned to a given location. If you try to assign a shirt to a location you will not be able to exit this screen. On the second shirt number. To select the captain (i) click on the shirt number of the player who is to be captain. (ii) Click [CAPT] to use predefined tactics: There are several predefined tactics available. (i) Click [New Formation] (ii) Select the new tactics from the submenu that appears. To change the style of play (i) click on [Style] Styles of the game the manager's choice of style of play is a key part of the team he is trying to build. Different styles of Test playing different features, for example a striker who plays under a long ball style needs good title ability: playing a small striker in such a team will not fulfil his potential. There are some skills needed regardless of the style of play: defenders and midfielders have to cope well, and a certain level of passing ability is required by all members of the team. The title is always important to central defender broomsticks, and a certain degree of talent and creativity is required by any wide man. The pitching anchor man effectively performs the broom role, but in front of the defense. He helps take the pressure off the defense and also provides vital contact between defense and center field. The anchor man needs all the attributes of a broom but passes more important as he often attacks from behind. The support man as his name suggests, the support man aids the attack by giving them through bullets. He needs to be creative, as part of his job is to create opportunities for the frontline people. Because it also helps in the center of the field, some mid-type features are useful (tackling, passing, etc.) and long-ball style transfer capabilities are important for teams to play in the long ball style. Defenders are aimed at areas of the pitch rather than individual players, for example the penalty area or the flanks. Front men need the ability to beat those high balls, or the pace to run at them. This style of football has received a lot of criticism that is unattractive to watch - but no one can deny its effectiveness within the English game. Examples of today's match are Sheffield United and Wimbledon. This direct ball style differs from the long ball style in that the ball is played longer but more accurately to players. There's often a target man who's constantly aiming. Dedication is more important throughout the group, it's actually A refined version of the long ball style. Example in today's game: Leeds United. Ground transfer style This style involves a ball worn to the legs with 1.2 of the smart and movements used to create openings. That's why players need technical ability (e.g. talent, creativity and dedication) especially middle players and attackers. Example in today's game: Norwich. The style of attack against a 'break' game relies on the speed and quick thinking of players to convert defensive mode into attack mode. Therefore pace is essential throughout the team as all players will try to move forward to support the cause. Because the counterattack relies on fast and accurate passes, passes and creativity are important, if the offense is to be sharp. Example in today's game: Nottingham Forest. Continental method This method involves building an attack patiently and waiting for the right moment to strike the killer blow. All players are expected to progress at some point (with the exception of the broom) so talent and creativity are a must for the entire team. This is the most skilled and fun type of football to watch. Examples of today's game are Manchester United and AC Milan it is the manager's job to get the best out of his players. Playing Peter Beardsley as a target for high balls won't bring the best out of him. (ii) Choose the new style from the submenu that appears. To push a player forward (i) click on the player's shirt number to be pushed forward. (ii) Click the [FORW] box. An inward-facing arrow appears in the diagram. Note: You can't push your broom, goalkeeper, support person or anchor man forward. To pull a player back (i) click on the player's shirt number to pull back. (ii) Click the [BACK] box. A face-down arrow appears on the Note diagram: again the broom, doorman, support person, or anchor man cannot be pulled back. To stop a player pushing forward/pulling back (i) click on the player's shirt number. (ii) Click the [NORM] box. General note: Pushing a player forward means he will spend more time in a more forward position and less in a defensive position. A similar system applies to players who try backwards. Adjusting the adjustment screen provides the following information; The competition, the place, the elapsed time, the result, the performance of the defense, the middle and the offense (like small bar charts) goal attempts by each team and an indicator of which team is currently on offense. Any important incidents during the game are shown (goals, penalties, bad fouls, bookings, send-offs, etc.) to make a trade/tactical move in the event of two human-dominated clubs playing, press the left mouse button or hold the H for a home swap/tactical move or right-click or hold A for a switch away/tactical move. In the case of one human-dominated club playing against a computer team, press a mouse button ready for a switch/tactical move. A menu then appears, allowing you to prepare Move/Replace, see your opponents' team or view the game statistics. (See Adjust statistics screen.) 1. To make a switch and choose a tactical move, the tactics editor is then displayed. (i) Click on the player's shirt number to be removed. (ii) Click [Replace with]. (iii) Click the player's shirt number to come: 12,14 or GK (GK Premier League or Euro Competitions only) Diagram confirms the exchange. 2. To make a tactical move choose a tactical move. The Tactics Editor screen is then displayed. Adjust your tactics as described in the Team and Tactics section to speed up the game use this option when you are 6-0 down with 20 minutes still to go !. Hold down the spacebar and the minutes will pass faster. Match Stats Screen Game Stats screen provides you with information about team performance and also tells you how well individual players played. Each player receives a match rating from 1-10 (10 is the highest). These are displayed to the right of each player's name. Additionally, the following abbreviations may appear to the immediate right of each player's name:- IJ Player went injured C captain then the player sent from BK player booked ' may also have a small number displayed to the right of the player's rating for example. T COTTEE IJ 10 3 I points to the number of goals the player has scored, in this case T COTTEE played out of the skin (ranking of 10) and scored a hat-trick, but was taken injured. Below the player ratings are percentages indicating control of defense, center field and offense, and the number of goal attempts each team has made. Use them to judge overall team performance. The presence is displayed at the bottom. Finally the highlighted player was voted man of the match. Buying players There are six main areas here : the usual search ) scout search ) foreign player search ) transfer news transfer list transfer list to buy player report scout (i) search player search facility player is designed to help you find players to buy. It's called by selecting Find Player from the main menu (see main menu.), and then clicking Normal Search. You'll be presented with a series of menus asking you to specify: required positions, attributes, value ranges, age range search divisions. For Scout to search for players, you must click Scout Search. You will be prompted to select Explorer to perform the search. You'll be presented with a series of menus asking you to specify: 'Location', attributes, value ranges, age range search distribution. A list will be displayed. Click an actor's name to view their fact file (see player fact file) Click [-SCR] or [+SCR] to view more of the list, and repeatedly click [RECS] to see if any of your scouts recommend one of the players shown (see Backroom Staff). Click on foreign players, it's You are to view a pool of players from different countries who wish to play in England. To buy the players' employee file click [BUY]. All you have to do is agree on a scout contract. The first is to assign Scout to a player already on the shortlist. View your shortlist, click [WCH] and select a player, and then select Scout to watch it. The second method is to view a player fact file, click [ADD] and select a short, floating list. This will shorten the player and allow you to assign Scout. To read a report, click Viewers, mark the scout whose report you want to read, and click [Last Report]. His report will display all relevant information. (2) The shortlist is a list of possible acquisitions that amounted to by the manager. To view your shortlist, click Find Player from the main menu (see Main Menu), and then in a short list. Click an actor's name to view their fact file (see player factfile) and then click [RECS] repeatedly to see if any of your scouts recommend all the players on your shortlist. [WCH] : See Buying a player and scouting to rate a player, read his case of facts (see player fact file) and click [ADD]. To remove a player from your shortlist, call your shortlist, click [DEL], and then click the name of the player you want to remove. (3) The transfer list is a list of players available for sale or loan. Call him by selecting Find Player from the main menu (see main menu), and then clicking Transfer List. The list will be displayed. Click an actor's name to view their fact file (see player fact file). Click [-SCR] or [+SCR] to view more of the list, and repeatedly click [RECS] to see if any of your scouts recommend one of the players shown (see Backroom Staff.) (4) Buying a player to buy a player must display his or her fact file screen. 1. Coming up click on [buy] to access the player. You will then be notified how much money you have available and asked to confirm if you want to access a buy or loan. The club then decides whether it is willing to release him, and if so, the player will decide if he wants to join you. If the player is in a human-dominated club, a menu will appear allowing you to accept or refuse access. You can't refuse access to a player who's out of contract. 2. Offer others all other clubs who have the player on their shortlist they give the opportunity to join the offer. In the case of human-dominated clubs, a menu will appear giving him a chance to access the player. If he's interested, he can bid for a player. 3. Negotiating the fee assuming the player is not on a free transfer, the clubs subsequently agree on payment for the player. First, each of the bidding club offers an offer (see negotiating screen) again, the selling club Asking price (see Negotiating Screen). The process repeats itself until :- (1) an agreed payment or, (b) no agreement has been reached after several rounds of negotiations. If no payment was agreed and the player is out of contract, the independent tribunal has ruled the payment. 4 Contract negotiations After the payment is agreed, the new player and club must negotiate a contract. The length of the contract and weekly wages are in negotiations (see Negotiating Screen). If both are agreed, the player will join the club. Negotiating screen The negotiating screen is used to set prices for a player requesting, making offers and negotiating a player's contract. You can click [-] to decrease the number that is played in one. [+] to increase the digit that is activated in one. [Digit] to activate that digit. [Fact File] What are you doing? to view the player's fact file (see Players' Fact File). [We'll do] what are you doing? When you're done. The box above contains all the responses to your actions (player/club refusals, etc.) the Player Status menu The Player Status menu is read by clicking [STA] from each of your player's fact file documents (see Player Fact File). The following options are available :- (i) List him/loan him that puts the player on the transfer list. You have to decide on a asking price for him. As a guide, see the value of the transfer -- which is displayed on its fact file screen (see Fact File). Show transactions to the Asking Price screen from which you can set its valuation (see Asking Price). (2) Remove from the list removes the player from the transfer level' note: If the player is out of contract he has the right to refuse to exit the list. (iii) Revalue Him allows you to change the valuation of a registered player transfer view and moves to a asking price screen from which you can adjust his valuation (see Asking Price). (d) Not for sale This option prevents player access by other clubs (i.e. they are told it is not for sale at any price.) (v) Allow approaches to click on it to make the impact of not selling, thus allowing clubs to contact it again. (vi) Fine him if you feel the player deserves a fine, then this option will anchor a week's wages. Note: You can only dock one week's salary at a time. (vii) Insures him and insures the player against injury. You'll be told about the cost for a week of insuring him, and then asking for confirmation. Note: You cannot guarantee a player is currently injured. (viii) non-insurance is removing the insurance. (ix) Pay raise gives you the opportunity to increase the player's weekly wages. Show transactions to the pay negotiation screen (see Negotiation Screen) from which you can adjust his pay. (x) Contract renewal allows you to negotiate a new contract for the player. If he is out of contract or if his current deal expires during that season. Show transitions first to the contract length negotiation screen (see Negotiation screen), then to the pay negotiation screen (see Negotiation Screen). Rehabilitate you can arrange treatment for injured players, at a price! Player requests your players may request to leave (if not a registered transfer) or stay (if the transfer is registered) at any time during the season. A menu appears that gives you a chance to accept or decline its request. You can't refuse a player's request to leave if he's out of contract. FACTFILE Player File factfile presents details about players' abilities, status and recent history, it is also used for buying, registering a transfer and interacting with a general manager player. Options available :- [ADD] to shortlist the player and assign scout (see Buying players.) [BUY] I don't know. To buy the player (see Buying players). [STA] What are you doing? For transfer registration, financing etc. (see Player status screen.) What are you doing here? By clicking this icon, a screen is displayed showing the player's career history. The performances made, goals scored and average match ratings are detailed season after season. The career totals of these details are also shown. In the case of one screen that doesn't contain all the available information, clicking [MORE] displays the remaining one. [HST] is divided into 7 boxes :- (1) Country Age Club England, Scotland, Wales, Ayr, N.Ireland, etc. (the country player is eligible to play for.) if the country is accompanied by U, the player is currently selected for the under-21 team, and if by 'I', the player is selected for the full international team. Contract given as week/season e.g. 9/1. That's where his contract expires. In case it has already expired, a free agent is shown. Salary per week status / transfer valuation. If he is not currently transferring - VALUE is registered the valuation based on the coach's assessment - the significance of the player is followed by e.g. 120000 C. Some insurance costs the club to insure the player per week. If the player is uninsured, NONE is displayed. Role/Page, middle, Atk, Gk or combination of. L.R., third party (left, right, center) or a combination of. (2) The personality nature of the passing player is rated 1-20 for example and Glenn Hoddle will get 20, while Terry Fenwick will get 1 !? Tackle ranked 1-20 Lee Dixon - Paul Elliott PACE ranked 1-20 Nigel Clough - Gary Lineker Title ranked 1-20 Paul Ince - Niall Kevin Flair ranked 1-20 Perry Groves - Darren Anderton Creativity ranked 1 -20 John Fashanu - Ray Houghton STAMINA Rated 1-20 Dean Saunders - Brian Robson' impact ranked 1-20 (above another player's performance) Nayim - Gordhan Strachan (3) Morale player report very low, low, Okay, I'll be right back! I don't know what to do. Good or great. (4) Availability, Fitness and shirt number if selected. If the player is injured a description of the condition and an estimate given by the physiotherapy, of the time to recover is shown. (5) last season. Performances, goals, disciplinary points and average ratings for last season. (6) Appearances this season, goals, disciplinary points and average ratings, international engagements and the man-of-the-match award for this season. (7) Targeted. If the player has been targeted by other clubs it will indicate. A backroom team for each club has the next team in addition to the players and the manager. To view the club staff, click [Team] from the team details screen. (1) The coach in charge of coaching the team (2) the physiologist responsible for improving the fitness of the game and helping players recover from injury. (3) Three league scouts scouts scouting and recommending players to the manager. (D) Scout Youth Scout's role in youth is to recommend and report on talented youngsters. If you're unhappy with a certain member of the backroom staff, you can fire him and find a replacement. To fire one of your backroom staff (i) call the staff screen. (2) Click [SACK] (iii) click the name of the person you want to fire. You will be asked for confirmation. If you approve, you will be given the option to find your own replacement or allow the board to appoint one. To find your replacement team, you'll be presented with a series of menus asking you to specify the reputation and age required of the potential replacement. A list of possible replacements will then be displayed. Click a specific name if you want to try to name it. Comments: (1) Your thy own pocket may have capability in various areas. (2) when viewing the list of possible replacements; The ability shown is his ability in the position you're trying to fill. B Click on [-SCR] or [+SCR] to view more than the list (it occupies more than one screen.) Player insurance player has the following benefits :- (1) If he is sent to Lilleshall (see Player Injuries) his wages will be paid by the insurance company. (2) If he needs surgery, the medical payments will be paid by the insurance company. (C) If forced to retire because of injury, the insurance company will pay the club its value (as assessed by an independent tribunal). (d) If you want to treat a player with a minor injury, the cost of basic care is covered. To ensure that a player has checked the Player Status menu section. Dismissal/job offers/applications If a manager is fired, you may apply for the job. That way, call the club's class details screen and click the [APPL] box. A menu will appear that allows you to apply for the position or see which other managers are being weighed. To see which jobs are available at any one time, select Admin Tasks from the main menu and click Work News. All available jobs will be marked as Available. During the period when a club is without a manager, the coach takes temporary responsibility for the team. Weekly news at any time you may be presented with relevant news. This may be related to your team (e.g. injuries etc.) or interest to the football world in general (layoffs, takeover etc.) there is also a weekly transfer news gathering. This is a list of all oath transfers and loan transactions. Player injuries if a player sustains Injury you can get one or both of the following options :- (i) send him to the national rehabilitation center night at Lilleshall in Shropshire to have facilities and equipment to help players get back into shape after injury. Sending a player to Lilleshall can speed up recovery. You'll be notified of the cost. (2) Send him to a senior surgeon in the sand for very serious injuries you may have the opportunity to send the player to the sand for surgery by a leading surgeon. If he succeeds, his recovery time will be shortened. You will get information about the cost of the program (it tends to be limited to the rich clubs.) STRATEGY TIPS 1 Match There are two ways a manager can access the game in terms of team selection. The first is to (usually) pick a team that works well as a unit, and it can hold up against most of the teams it meets during the season. The advantage of that is that the manager can build a side he knows he can trust, just needs to change in case of injury or suspension. In 1981 Ron Saunders won aston Villa the First Division title using just 14 players - his team knew exactly what was required of them and completed each other well. However, in 1987, Howard Kendall's Everton landed the Championship quite differently. During that season Neve Naveh had more than 20 players - but the side worked because he played to his strengths, and because the tactic was adapted to the players available. This second approach works by handling each game individually, having a strong team capable of adapting to the opposition and changes in team selection (including injuries). Another way a manager proves his worth is in his ability to influence the game while he is in full swing - by using a change in tactics or substitutions. A good manager will be able to identify not only a problem that exists, but can also understand why the problem exists, and if he has the facilities at his disposal to make the necessary changes. It's also worth looking at the examples of the likes of Wimbledon, Sheffield United and Crystal Palace in recent years. These teams have never been able to attract top players, but have maintained the elite by relying on qualities such as stamina, reliability and team spirit. Of course any team seriously capable of winning trophies will need the highest quality players to rise above average. The ways a manager can approach life in the lower divisions may also differ. Getting out of a certain league requires a lot of resilience from the players, and there is no substitute for experience. Notice how Leeds coach Howard Wilkinson brought certain types of players to escape the Old League 2 and different types once promoted (Vinnie Jones being a case in point - buy escape Div. 2 and then sold) 2. Money transfers don't necessarily buy success. This can help though, and managers should be able to be flexible enough to understand when a transfer is large Really worth the money and when some bargain hunting is necessary. The best deals are usually unclear at first sight. Maybe the player had two or three bad seasons that kept him out of the spotlight. Maybe the injury is partially responsible. Maybe the team he's part of has had a bad run and affected his morale. The wiser man will delve into a player's past or look for ways in which he might fit into his team better than he is part of them today. Scouts are very useful to the manager because they can watch players every week while a manager can't. All the best clubs have a reliable network of scouts who can refer their manager to players worth looking at. 3. The captain holds the team together on the field and must be someone respected and loved by the players around him. It is also worth noting that big sides will have some 'captains' on the pitch which keeps them going when things get tough. 4. Discipline and management of an important person that a manager will deal with players as people in a way that will help him get the best out of them. The personality factor is always important. Managers must remember that each player is different and will react differently in certain situations. Issues like player fines, pay raises and player release should be handled with caution as the wrong decision can create a problem that can affect the entire team and individual player certainty. 5. Good physiotherapy injuries will help here naturally - but it's important to understand that some players are more susceptible than others. In addition, it is wise to insure players where possible, because not only are their wages paid while they are in care, the treatments have also been paid. In the case of a player who is forced to retire because of injury, compensation can also be paid. 6. Cup ties and derby games these games carry their own atmosphere and are more susceptible to upheaval. Often the brave managerial decisions are rewarded even though luck always plays too big a role. 7. Youth and young players experience should be groomed until adulthood. Be careful and pamper a youngster by exposing him to the game too soon or too often. Also watch out for tiring players by playing them too often in a short time - especially at an early age and even if they reach the end of their careers their legs are not quite what they used to be. A good mix of youth and experience is beneficial - especially for young players who may need a guiding hand. Malcolm Ellison's children's side at Man City in the early 1980s had ability but there was no driving force - and the question needs to be asked - where are they now? '8. Creative players and goalscorers every team needs to create chances, and they need players to score the odds. The absence of any of them will be fewer targets. It is up to the manager to get the balance right in these areas. It's worth it, too. Because some players can turn the game around with one moment of talent - though for many of today these players managers are a luxury that cannot always be afforded in the English game. (Pat Nevin, Duncan McKens, Alan Hudson?) The user guide to other player features in addition to the player information described in the Player Factfile section each player also has the following features :- Shooting Accuracy. Does the player have an eye for the target? Inconsistent player consistency has regular 'days off'. How dirty is he? Foul dirty players and get sent off etc. Likely injury-prone player injured. Temperament How does it respond to provocation? These features are not displayed on any screen. The manager must ascertain these attributes from the player's playing statistics - ratings, goals, etc. - both past and present. You may want to put these features on paper and highlight the hidden features of your unit or move the target's hidden attributes to those features. A player who is disciplined every time a player gets booked is getting 5 disciplinary points. Sending is worth 10 disciplinary points. If a player is booked and sent to a game, he receives 10 disciplinary points. Sending immediately prohibits one match. Every 20 disciplinary points results in a two-game ban. If a player is needed by his club (due to a small group and injuries to other players) the player is under suspended suspension. He will then want his conviction as soon as possible (e.g., when his team has fewer injuries, etc.) clubs with a high number of disciplinary points on the roster risk a fine. PLAUDITS Original Concept : Oliver & Paul Collier '93 Edition : Intellect Data Research : Andy Haynes Music : Alistair Brimble Graphic Support : Kremlin Project Manager : Kris Hall Thanks 'Weekly Match' for their help in data research. --- by CYGNUS. Presented by LSD LSD

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