Championship
MANAGER
SEASON 01/02
IT'S THE MOST IMPORTANT GAME OF YOUR LIFE

UMBRO
MICRO FIBRE
DIGITAL TECHNOLOGY
MICRO FIBRE-KEVLAR-TITANIUM

For what's
new in 01/02
see p61

sports interactive

EIDOS
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INTRODUCTION

Championship Manager 01/02 is the most complete football simulation and as such is a game of unlimited complexity and involvement. This manual aims to get you up and running with the game, and to make you aware of the multitude of features available in Championship Manager 01/02.

The manual is split into three sections. The first part details the installation, specific features and interface of Championship Manager 01/02, which you should read immediately if you are unfamiliar with the game. The second part goes into the detail of the game, with analysis of each of the game's key features. Finally, the third section is a guide to new features in this version of the game. Should you already be familiar with the interface and instructions of Championship Manager then you may like to skip to part three.

PART 1: INSTALLATION, SET-UP AND GETTING STARTED

INSTALLATION

To install the game, insert the Championship Manager 01/02 CD into your CD drive and close the drive.

PC INSTRUCTIONS

If you have auto-run enabled on your computer the installation program will automatically open and install Championship Manager 01/02 to your hard drive. If auto-run is not enabled click on setup.exe on your CD drive. Follow the on-screen prompts to install the game and its components to your computer.

MAC INSTRUCTIONS

A folder called "Championship Manager 01/02" will open on your desktop. Double-click on the "Install CM 99/00" file to launch the installer. Follow the on-screen prompts to install the game and its components to your computer.

Championship Manager 01/02 can take up a lot of hard disk space so make sure that you have enough room to install the game sound effects and backgrounds.

Once the game has completed its installation, load the game up.

Upon loading Championship Manager 01/02 for the very first time you will be presented with the Game Settings menu.

GAME SETTINGS

LANGUAGE

Championship Manager 01/02 is a game played across the entirety of the world of football. As such, you can play the game in a variety of languages. The default setting is the language that is currently in use on your computer.

It is possible to play Championship Manager 01/02 in any one of ten languages - English, Danish, Dutch, French, German, Italian, Spanish, Norwegian, Portuguese and Swedish.

CURRENCY

Similarly to your language settings, the default setting for the unit of currency used within Championship Manager 01/02 is that of your current computer configuration.

The currency setting can also be changed to reflect that of the league you are currently managing within. For example, if you are managing in the J-League you could and should use the Yen as your unit of currency, rather than your own local currency.

WAGES

Wages within the game for both players and staff can be shown in three separate ways - weekly, monthly or annually.

On starting to play the game, you'll soon notice that a significant proportion of your club's finances are expended on wages. With that in mind make yourself aware of what a wage constitutes when looked at over a different period of time. For example, what is the cost of a £1,500 per week wage over the course of an entire year? If you're going to keep a tight financial hold of your club, which incidentally all the most successful managers do, knowledge of such financial nuts and bolts is essential.

SCREEN MODE

Championship Manager 01/02 can be played, depending on your preference, in one of two separate modes - Full Screen or within a window. It is recommended that most users use the Full Screen mode for the optimum performance of the game.

BACKGROUND CHANGES

Championship Manager 01/02 contains a large number of photographic backgrounds. Changing this setting specifies whether or not you wish the background to change during the game. If you are playing on a system that has an elderly graphics card or a slow processor turning the background changes off will speed the game up considerably.

SOUND

No it's not some nasty commentary from some third-rate football commentator but some excellent match effects that enhance the experience of Championship Manager 01/02 matches.

NOTE: Sound will only be heard if the match is played at "Slow" or "Very Slow" speed, regardless of whether you have selected the Sound option or not.

DATABASE

Championship Manager 01/02 is a huge game containing anyone who is anybody and a whole lot more of nobodies. Quite how many somebodies and nobodies your game contains is up to you and the specification of your computer.

On installation Championship Manager 01/02 establishes the specification of your computer and your game database setting is set accordingly, with those computer specifications that have less than 128MB of RAM having their database defaulted to Minimum. Computers with physical memory in excess of 128 MB with receive a Normal database setting.

At the Normal setting the database includes all those players who are in some way associated with the leagues that you have used with your selected leagues as well as those players who are associated by way of nationality with your selected leagues. To this number are also added the major and famous players from around the world.

For the Minimum option, those players from clubs active within your selected leagues will be selected together with players whose ability and reputation is high.

If you are having trouble with the speed of Championship Manager 01/02 and your database is set to Normal then it may be helpful to you to set the database option to Minimum.

MATCHES STORED

Every game that is played within Championship Manager 01/02 is recorded to a match database for future reference or research. If disk space is at a premium then you may wish to cut down the number of games that stored within the database. The minimum number of games that can be stored is 5000, which equates approximately to about 11/2 seasons of the English league.

AUTO-SAVE

Saving games of Championship Manager 01/02 can be automated by utilising the Auto-Save function. The Auto-Save function allows you to schedule the saving of your current game according to how much time has passed in the game from Every Week to Every Year.

Alternatively you can elect to never have the Auto-Save option enabled in which case you will have to manually save your current game by clicking the Save Game button as and when it is appropriate, i.e. before exiting the game.

Remember that when auto-saving that your original save game file is being over-written, so if you are the type of person that likes to go back over games then switch off the auto-save because it'll stop you having to cheat.

SAVE COMPRESSED

If you are pressured for hard disk space it is possible for the Championship Manager 01/02 save game files to be compressed during saving. However, the trade-off in this reduction of file size is an increase in the time taken to save the game each time, unless of course you have a fast hard disk that is.

SAVE SAFELY

Within the game options screen is a new "Safe Safely" setting which will, if selected, temporarily buffer your save game to the computers memory whilst it completes a check of your hard drive to ensure there is enough disk space. If this check is successful your game will be saved as normal, if this check fails you will be informed and you may take any necessary space saving precautions

FLASHING TEXT

You are alerted to certain important information within the game, such as game news, by means of flashing text. If you wish to switch off this feature, click **Off** on the Flashing Text option.

It is recommended that you only select this option if you have a high-specification computer.

BACKGROUND MATCHES

When your side takes to the field it is possible to be able to view the latest scores in those matches taking place simultaneously with yours.

By default the Background Matches are set to **Normal**. However, on certain low specification machines the use of background matches can make the match clock update erratically. If this is the case then set the Background Matches to **On** or **Off**.

PRINT TO

There are many occasions in which it is useful to be able to print out game details from within Championship Manager 01/02.

It is possible to print any of the screens within Championship Manager 01/02 that have the Print icon in the top right hand corner of the screen. Using the Print To option you can specify whether you wish to Print To a printer, File or both in which a text file in created for you in the Print subdirectory of your Championship Manager 01/02 directory.

After entering your personalised game settings, you will be taken to the opening screen of Championship Manager 01/02 from which you can choose the type of game you wish to resume or create.

STARTING A GAME OF
CHAMPIONSHIP MANAGER 01/02

CREATING A NEW GAME

Click this button to start a new game. For complete details of how to start a new game turn to the Creating a New Game section later in this guide.

RESTORING SAVED GAME

On opening this screen you are presented with a list of each of your previously saved games. To open a game up, simply click on its name and proceed. The database and game data will then load, after which, you'll be required to enter your managerial password if you have specified one.

DELETE SAVED GAME

Each saved game you create in Championship Manager 3, depending on how many leagues you have selected, eats up a chunk of your hard drive space. The more leagues the more disk space.

Should space on your hard disk become limited you can delete old games by clicking the delete saved game button. Be warned, however, as once they have been deleted they'll be gone forever with no chance of restoring them.

NETWORK PLAY

To play Championship Manager 01/02 across a Local Area Network via TCP/IP you'll first of all need to make sure that you're connected to the network. A simple method by which to check this is to run the PING command from a DOS prompt.

If you are connected then you can now load up your copy of Championship Manager 01/0201/02 in the usual manner.

Once Championship Manager 01/02 has loaded and the opening screen of the game is displayed, select the Network Play option. Clicking this will bring up four options allowing you to start a new network game, restore an existing game, create a quick start game or join a network game already in play.

START NETWORK GAME

Starting a new network game is almost identical to starting a new single player game. Click the Start Network Game button and select a name for your game. The game database will then load and you will be asked to make your selections as to what leagues you wish to use (see the section of foreground and background leagues later in this guide), what your manager nationality is and which team you wish to manage. If you are uncertain as to the nature of any of these selections, please read the Create New Game section later in this guide for details of how to take control of teams.

Now comes the important bit, once the game has completely loaded i.e. you have chosen the team you want to manage etc you are taken to a manager status screen.

Once you have noted the Games IP number click on ' Finish ' and you are away!

If you need to see your IP number during the course of a game, you can find it on the Manager Status Screen from the Game Options button on the Main Menu.

Should you have any problems regarding Network play then consult the readme.txt that was installed together with Championship Manager 01/02.

JOIN A NETWORK GAME

After the game has finished loading up, hit the Network Play button, followed by the Join Network Game button. This will bring up for your perusal a screen containing the names of games currently being played on the Network. Simply click the name of the game that you wish to join and then the Next button.

If you don't know the IP address you can find it on the Manager Status Screen from the Game Options button on the Main Menu.

If the IP address does not appear, follow the instructions below.

When taken to the Join a Network Game screen, in the box provided directly under the Select a Game title, enter the IP address you obtained earlier from the network game host then click Next.

Championship Manager 01/02 then searches for the specified game under the IP address you entered. If the game is found - you are taken to a Join Game screen. If it is not found -Championship Manager 01/02 will notify you of the problem. If this occurs there are only two possible problems, firstly that you have either entered the IP address incorrectly or secondly, that the game does not actually exist.

INTERNET PLAY

As a consequence of Championship Manager 01/02's ability to be played across a network, it is possible to play the game via the Internet. A list of fan-scheduled games can be found at www.cm3.com message board.

However we must emphasise that it is slow and not supported either by EIDOS or Sports Interactive.

HALL OF FAME

It's possible should you succeed as a manager that you'll be lucky enough to make the Championship Manager 01/02 Hall of Fame. To do so you'll have to accumulate sufficient Manager Points. For details of how your Manager Points are calculated turn to the second part of this guide.

GAME CREDITS

Championship Manager has come a long way since the bedroom programming days of Ov and Paul, with a cast list of thousands now pulling together to bring about Championship Manager's legendary realism and accuracy. Find out who did and does what by clicking the Game Credits button.

CREATING A NEW GAME

Before you can embark upon your managerial career, you first have to create a new game world by selecting the Make New Game button from the opening screen.

On doing so the Championship Manager 01/02 will load the databases into memory after which the list of available leagues are displayed.

From this list you can choose those leagues that you wish the game to simulate. A league can be chosen for inclusion in two separate ways - "Foreground" or "Background".

Championship Manager 01/02 now also allows for Background leagues to be switched to Foreground league during the course of your game. To do this click the Game Options button on the Main Menu and select the Selected Leagues option.

To change a league from Background to Foreground simply click and highlight the Selected item associated with the league you wish to change. In the same fashion you can also make Foreground leagues function as Background leagues, when desired, by reversing the procedure.

Only those leagues that were specified as Background leagues at the Make New Game stage can be turned into Foreground leagues.

RANDOM PLAYERS

Championship Manager 01/02 now offers the chance for players to create a new game using a set of entirely random fictional players with all real players removed from the game. To do this select NO on the Use Real Player option on the Select League screen at the time of making a new game. All of the players in your new game will now be entirely fictional.

FOREGROUND LEAGUES

When a league has been selected as a Foreground this means that all details from that league will be simulated in full and as such you will be able to interact within it at any level. To select a league as a foreground league, simply click the "Selected" label next to its name to highlight it.

For certain leagues such as the English or Italian it is also possible to select as foreground leagues those competitions that operate just below the national league competition.

For example, if you were setting up a game in the English league you could also opt to include the Conference, which is the semi-professional feeder directly below the English Third Division, or the three semi-professional regional divisions that constitute Italy's Serie C. The inclusion of these leagues makes for a more accurate game world and, for those brave souls, the very ultimate in starting your managerial career at the bottom of the barrel.

BACKGROUND LEAGUES

Having selected those leagues that you wish to include within your game world, it is also possible to select "Background" leagues to further enhance your Championship Manager 01/02 game world.

To include a league as a "Background" league just single click and highlight the word "Background" next to the league's name.

You can during the course of a game switch the status of a Background league to a Foreground league by going to the Selected Leagues option under the Game Setting item on the Main Menu and highlighting whether you want your selected leagues running in the Foreground or Background.

HOW MANY LEAGUES CAN I RUN?

The number of leagues that you can have included in any one game is wholly dependent on the specification of your PC or Mac. You'll find that the more leagues you have included in your game the slower the game will run. Use the table below to find out how many leagues your computer is able to run and then make your selections.

RECOMMENDED LEAGUE CONFIGURATION TABLE

Your Computer's Processor	Memory	# Of Selected Leagues (Background leagues count as 1/2 leagues)
Any	16MB	1 (Maximum 1 regardless of processor)
P133 - P200	32MB	2 (Maximum 3)
P200 - P350	64MB	3 (Maximum 6)
IMAC 233	32MB	1
IMAC 300+	64MB	4
P350-400	64MB	6 (Maximum 6)
G3/G4	128MB	16
P400+	128MB	10 (Maximum 15)
P400+	256MB+	All

LEAGUES INCLUDED IN CHAMPIONSHIP MANAGER 01/02

The following table shows you which leagues can be selected as Foreground or Background leagues, together with those feeder leagues that can also be included.

Major Leagues included	Feeder leagues
Argentina	
Australia	
Belgium	
Brazil	
Croatia	
Denmark	
English Premier, Divisions 1, 2 & 3	Conference
Finland	
France	
Germany	Regional divisions
Greece	
Holland	
Ireland	
Italian Serie A, B, C	Serie C2 - A, B & C
Japan	
United states	
Northern Ireland	
Norway	
Poland	
Portugal	Second Division B
Russia	
Scotland	
Spain	
Second Division B	
Sweden	
Second Division	
Turkey	
Wales	

PASSWORDS

If your game of Championship Manager 01/02 is on a shared computer you might want to password protect your save game and tactical settings. To do this simply enter a password when prompted, always remembering to write down your password, as without it you will not be able to take control of your team or use any of the tactics you have created.

It is NOT a requirement to enter a password at the game creation stage and should you not wish to password protect your files then simply ignore the screen by leaving the password area blank and clicking OK.

There is no facility within Championship Manager 01/02 for retrieving lost or forgotten passwords. If you are going to password protect your game make sure you make a note, mental or otherwise, of what it is in order to save yourself a considerable amount of frustration.

MANAGER'S NATIONALITY

The nationality of a manager impacts upon the game in a number of ways. Firstly, the nationality of each manager will significantly influence the clubs that he will be able to manage over the course of his career at both domestic and international level. For example, it is highly unlikely at present that a Japanese manager will manage to get a job with a club within the British leagues. Whereas even some of their poorest English counterparts might be able to take up positions within Japanese football. The international situation is similar in that there are some nations who would have no problem with the appointment of a foreign manager to their national side, whereas the more successful nations would not probably ever seriously consider it.

A manager's nationality at club level also influences the nationality of players that he is able to attract to a club. One only has to think of any manager abroad to see that they like to recreate a little bit of home for themselves, fine examples being Van Gaal's Dutch enclave at Barcelona or Wenger's French Foreign Legion at Arsenal.

WHERE ARE YOU GOING TO START?

Selecting your team is, in the majority of respects, an automatic choice, as you will gravitate naturally to the team that you support. However, when making your choice beware that a large club will be suspicious about your lack of experience or reputation.

You don't have to go back that far to find a real-life example of such as example either. When Gerry Francis's inglorious reign at Spurs finally died it's slow death, the club chairman appointed someone with probably less experience than you in the shape of Christian Gross. Point is it's all very good in taking the job at the big club as your first appointment in your career. However, the odds are, similar to the aforementioned Herr Gross that you will fail within two seasons at the club, leaving you, as a consequence, with a career that has already spun out of control and crashed. Not that that will stop you though.

If you decide to take the route of serving a managerial apprenticeship in the lower leagues, make sure you spend some time looking for a club that has the finances and the playing staff to give you the best possible chance in your first months in the job.

Once you have decided on the club, hit the **Take Control** button to assume the hot seat.

PLAYING WITH MORE THAN ONE MANAGER

It is possible to play Championship Manager 01/02 with more than one human manager either upon the same computer or across a network.

For details on Network Play, turn to the section earlier in this manual for details of how to set up a multi-computer game.

For hot-seat games involving multiple managers on a single computer, you can make a single player game in the normal manner and Adding Managers where appropriate by clicking the Add Manager button as part of your game creation. To add new managers during the course of an existing game just click Game Options from the Main Menu and then select Add Manager. Each new manager will be required to enter his name and make his selection of team in the normal manner.

HOW TO PLAY CHAMPIONSHIP MANAGER 01/02

Whilst Championship Manager 01/02 is a complex and demanding game, the interface and game design have been constructed in a manner that allows the player to view or manipulate various aspects of the game in a very simple manner.

Firstly, by using the buttons running down the left-hand side of the screen a manager can access within two clicks the most important aspects of the game world. From these screens the manager can then select more specific options relating to the individual or competition in question. And secondly Championship Manager 01/02 allows you to click on literally thousands of on-screen items.

WHAT CAN I CLICK ON-SCREEN?

Within Championship Manager 01/02 there are a vast number of on-screen items that can be clicked to reveal more details and information. To identify those items that can be clicked upon simply hold the mouse cursor over each item and if the normal arrow icon changes to a hand, it means that you can click on that item.

The most common item that can be clicked within the game is the names of clubs, staff, competitions and players. There are, however, certain types of players such as some youth and reserve team players, together with some foreign players that cannot be clicked upon in this manner. In such examples you will not see the cursor change from the arrow to the hand.

The first area that you should make yourself familiar with is the Main Menu, from there save your new game by clicking Game Options and then Save Game.

Once you have given your game a name and the save has completed, sit down for a while and get to know your new team. Make yourself familiar with all of the areas of the game and which items can be clicked on, to obtain further details, starting with the Main Menu.

Should you wish to know how to find a specific piece of information in Championship Manager 01/02 look to the back of this guide for a detailed reference guide of the game with step through instructions to find the most important information screens within the game.

THE MAIN MENU

The main menu running down the left of the screen gives you instant access to the key areas of the game. Below is a table of containing details of each of the Main Menu items. Familiarise yourself with each.

Main Menu Items

Continue Game	Championship Manager 01/02 runs in a manner similar to turn-based games. Each day of the game is broken into morning, afternoon and evening and clicking on the Continue Game button will advance the game through to the next relevant day.
	Having clicked the button the game will process the game information as well as play any scheduled matches. During this time, should you wish to view any game data, simply click and hold the left mouse button, when the cursor is showing a hand, until the game interrupts itself and takes you to your senior squad screen. The game will continue to update and process itself whilst you are looking at your club data, albeit at a slower rate.

Manager's Name	<Team Name> Squad	The squad screen is the gateway so to speak to all of the information that you will need at your fingertips if your time at the club is to be a long and successful one.
	<Team Name> Reserves	The reserves is the place that such players go to for you to take a look at away from the heat of competition and where younger players can learn their trade without the pressures of the senior squad interfering in their education.
		There have been some football managers in the past few years that have not seen fit to organise a reserve team, Kevin Keegan at Newcastle is the most obvious - preferring instead to operate a mammoth Senior Squad. The problems behind this approach are obvious in the fact it restricted the vast majority of your squad players to non-playing roles, with no way to assess their current form.
		Your assistant manager is delegated the responsibility of managing the Reserve Team.
	Control Reserve Team	In normal circumstances the affairs of your Reserves are handled by your able deputy- the Assistant Manager. Should you want to take a more hands-on role regarding the selection of reserve teams, clicking this button will give you immediate responsibility for selecting the team whenever a reserve team is scheduled.
		This can be useful option if you want to view any first team players playing in the less than strenuous reserve team matches and need to go along and view the game.
		Reserve team matches are played the day before those of your first team and will only be scheduled if you have at least eleven full players in the Reserve squad.
		To give back control of the reserve team to your Assistant Manager, click the Control Senior Team Only option and he'll more than gladly resume control.
	Board Confidence	Clicking this button will give you an idea as to the state of the current relationship between yourself and the board of directors. It is also where you go to make a request to the board for more money or time. For further details regarding the board and making requests of them, turn to the Board of Directors section of this guide.
	Resign from Club	It's sometimes the case that whatever you do with your current side, nothing ever seems to go right and with nothing going right, it'll only be matter of time before the chairman starts to wonder whether appointing you was the best decision he ever made.
		In an attempt to preserve a shred of what dignity you have remaining it's sometimes better to jump than be pushed. It's as simple as clicking the Resign option.
		Alternatively, an offer from a bigger club is, let's face it, bound to tempt you. However, you'll need to let down your present employers gently, but there's never an easy way to say good-bye, so gather up your personal belongings, give a quick thanks to the players and hit the Resign from Club button to move on to better things.
	News	This option brings up the game news screen so that you can review any previous game news. Throughout the game, you are presented with the very latest news, pertaining to both your club and the world of football in general. You are alerted to any new news items by way of a "You have News" indicator in the bottom left corner of the screen.

		After playing the game for some time, you will have received a significant amount of news. From the News screen it is possible to filter previous news items.
	Player & Staff Search	Clicking this button will bring up the screens from which you play the transfer market. Using the player search option it is possible to be able to filter and identify prospect signings, as well as access your Shortlist of players and work with and instruct your club scouts.
	Manager Stats	It's not just the players in Championship Manager 01/02 that have vast statistical records the managers do too. From the Manager Stats screen you can rank each of the managers within the game according to any number of criteria, such as longest time in the job or the game's biggest spender. By default it is set to Managerial Reputation. By clicking the right-facing arrow on the title bar you can bring specify which stat you wish to order the manager's by.
	Job Information	You'll spend a lot of time looking at this screen should you look like failing to reach the board's expectations of you. It lists all those clubs were the manager's grasp on the job is deemed to be less than safe.

You'll also be glued to this screen should you get the sack, as it provides the most concise guide in the game to all vacant managerial posts in the game. The more ambitious managers should also keep an eye on this screen if they're looking to move on to better things. |
| | Transfers | The Transfers screen details, on a month-by-month or annual, basis all of the games agreed transfers and loans. |
| | History | The History screen details in two methods your career as a football manager. Firstly, it details your achievements within the game; such as each transfer deal you have been involved with, competition records, details of awards won and a record of the clubs you've controlled.

As well as those details it also possible to get a statistical breakdown of your managerial record. To view this click the "View" button towards the top-left of the screen and select the "Manager Stats" option. The Manager Stats shown are a total derived from the across your entire career at each of the clubs that you have managed. |
| | Holiday | When you take a holiday as a manager you hand over the reigns of responsibility to your Assistant Manager.

It's unlikely if you're playing Championship Manager 01/02 in single-player mode that you will ever need to do so. However, in multi-player games, if all current managers are not present you can proceed without them by sending them on Holiday. Championship Manager 01/02 has an improved AI function in which the computer will accurately simulate a manager's approach to the game whenever he takes a holiday.

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	Retire	If you elect to retire, your letter of resignation is passed to the board and you can bid a fond farewell to the game.
		If the game contains other human managers then it will continue as normal. Whereas if the game contained just the retired manager (i.e. the game was a single player game), on retiring the player is informed that no human players remains in the game and they are given the option to add a new manager to the game should they wish.
Competitions		The Competitions button allows you to view the current standing of every competition in operation in your current game.
Nations and Clubs		The details of every club and national side in the game can be found from clicking this option.
Find		Given the vast amount of information available to you in Championship Manager 01/02, there are often occasions when it is easier to find a specific player, club or written history by using the search facility.
		Towards the top of the screen is an area in which you can type the name of the club or individual you are looking for. Just type in the name and if they're featured in your current game, their name will be displayed in the list.
Game Options	**Save Game**	If you have not configured Championship Manager 01/02 to Auto-save your current game, you'll need to do it yourself at regular intervals and always prior to exiting the game.
	Add Manager	It's possible to add new managers to your current game at any point. Simply click this option and the new manager's details can be entered in the same manner as you chose yours at the start of the game.
	Manager Status	The managerial status button allows you to view which managers within the game are currently playing, or being automatically controlled whilst on holiday.
	Game Settings	Clicking this option brings up the Game Settings screen. This allows you to change options such as your local language and currency setting and game database settings. For details of the various game settings you can change, turn back to the Game Settings section of this guide.
	Selected Leagues	The selected leagues option allows you to review the leagues that you have selected for inclusion in your current game.
		From this screen it is possible to change the status of your selected leagues from Foreground to Background and vice versa.
	Hall of Fame	This option brings up the current Hall of Fame screen.
	Game Credits	Displays the names of the people responsible for bringing you this game.
	Web Sites	This screen displays a list of official and unofficial Championship Manager web sites, including the both the Sports Interactive and the CM Fan Club sites.
	Restart Game	Clicking the Restart Game will automatically restart Championship Manager 01/02. Make sure that you save your current game. [Not available on the Mac]
	Exit Game	Exits Championship Manager 01/02 and takes you back to your operating system. If you have not saved your current game, Championship Manager 01/02 will prompt you to do so.

PART 2: CHAMPIONSHIP MANAGER 01/02 IN DETAIL

WHAT TYPE OF MANAGER ARE YOU GOING TO BE?

How you determine the composition of your side week in - week out will be something that is determined, like almost everything else in football, by your financial clout or lack of it. Make your decisions on a two-fold strategy addressing the long-term development and the short term needs.

BALANCING THE BOOKS

One sure-fire way of losing your job is to go on a wild spending spree. True, there's nothing more fun than blowing your way through someone else's money. It's just that someone else might want some kind of return of their investments and if they don't get it they'll bring someone new in to play with your expensive acquisitions.

The necessity for financial prudence cannot be overstated enough. You'll need to make sure that you have a firm grasp of what revenues your club generates through the turnstiles and in merchandising, as well as how much is going out, primarily as a result of the wage bill.

You can view details of your club's current financial status by clicking Finances & Info button from your squad screen. Details of the club's income and expenditure are detailed here over the periods of the current and last month, as well as totals for the current season and the previous year.

It is also possible to view a number of useful statistics relating to your club by clicking the Stat option on the Finances & Info button.

APPLYING FOR A NEW JOB

From time to time you might want to spread your wings a little by applying for any attractive managerial positions that appear. To find out which clubs look likely to losing a manager in the near future, click to the Job Information screen from the Main Menu and see which of your fellow managers are walking a tightrope at present.

To apply for any vacant positions, click to the club whose manager's job you want and hit the Apply for Job button in the top right hand corner of the screen.

Beware however that your board will be more than a little irritated by your seeming lack of commitment to their cause and should you unsuccessfully apply for a large number of jobs, don't be surprised to find that they will eventually tire of you jerking them around and sack you.

MANAGER POINTS

To make your way onto the Championship Manager 01/02 Hall of Fame you going to have to accumulate enough Manager Points and to do that your side will have to be consistently winning matches, have a high league position as well as making good progress in their cup competitions. As you accumulate Manager Points through success on the field so your Reputation as a manager slowly increases.

REPUTATION

Your reputation when you start a game is set at Unproven with a further six self-explanatory categories into which you will eventually fall - Superb, Very Good, Good, OK, Poor and Very Poor. Use the Manager Stats screen to find out what your current rating is.

PICKING THE TEAM

Those managers with large squads may find it useful at this stage to use the squad filter menu. By using the squad filters it is possible to view certain types of players within your squad, such as those left-sided defenders, or players who are ineligible to play in your next game. The squad filter menu is found on the right hand side of the Squad screen. It is also possible to sort your squad by reference to their attributes, playing statistics and contract details by clicking the View button to the left-hand side of the Squad screen. You can specify which players make into your first eleven in two possible ways.

When starting at a new club or when your side has no side currently picked for it, this method represented the easier and quickest way to give shirts to players.

By clicking into the box to the left of a player's name the next unfilled position will be assigned to that player from the list of squad position symbols at the top of the list of squad players. For example, if you are starting your team selection from scratch, the goalkeeper will be the first position that will be filled in this manner. First, filter the squad to view just your available goalkeepers, then simply click the box on the left of the player's name to assign the goalkeeper symbol. To fill in the remaining places, just repeat the process again with your defenders, midfielders and forwards. To remove a position that has been assigned previously, just single click the position symbol from the list at the top of the screen or the symbol from next to the player's name.

Alternatively, using the left mouse button, drag the appropriate position symbol from the top of your squad screen onto the player you wish to play in that position. For example, drag the goalkeeper symbol onto the name of the player you want to play in goal for you.

PLAYER INDICATORS

Occasionally a player's name will be flagged on the squad screen with one of a number of different indicators.

Inj	When the indicator is red the player is injured and cannot be picked for your side. An orange injury indicator signifies that an injured player has resumed light training and can, in an emergency, be selected for your side. If you have no choice in bringing an injured player back into the side earlier than you anticipated, you run the considerable risk of the player's injury worsening or a new injury occurring.
Sus	The player is currently suspended and is unavailable for selection. To view details of the player's availability, click the Injuries and Bans options on the relevant player's information screen.
Wnt	The player has attracted the attention of another club and been added to that club's shortlist of players. At some point in the future this attention may result in an offer being made for the player. If possible, make sure that if you want to keep the player that his contract is up to date and prevents him from being poached by other clubs with the exploitation of existing contractual clauses, such as the big-club release clause. To check out which teams have expressed an interest and are looking at the player, go to the relevant player's Transfer screen.
Bid	A bid has been made for the player, which you are in the process of negotiating or considering.
Yel	The player is one yellow card away from suspension in the competition of your next fixture.
Ret	The player has announced that he intends to retire from the game at the end of the current season.
Int	The player is currently away on international duty and is therefore unavailable for selection in your next match.
Fgn	Each competition is different, but across the footballing world there are restrictions on the number of foreign players that may take to the field for any one side. To find out the restrictions for your next match, click the Next Match options from the squad screen.
Ine	The player is ineligible to play in your next match.
Wpm	The player is currently ineligible due to them not having a valid work permit.
Tir	This indicates that the player is currently very tired and has a condition level below 65%.

Cup	The player has already appeared in this year's competition whilst playing for a different club. As a result, he is deemed to be cup-tied and unavailable for selection in the particular competition until the following season.
Loa	The player has been made available to loan. To find out more about loan players, go to the Player's section of this manual.
Lst	The player has been transfer-listed. For further details on the transfer listing of players, go to the Player's section of this manual.
Unh	This indicator signifies that the player is unhappy at the club. You might already know why, if not check his player information screen for an indication as to the reason for his apparent discontent. You get there quickly by clicking the Unh indicator next to his name.
Abs	If a player has missed training or has not made themselves available for matches then the **Abs** indicator will appear next to their name. For details of players who've gone AWOL turn to the Player Personalities section later in this guide.
Ctr	The player's contract has expired and can move to another club regardless of your wishes. Decide as soon as is possible whether you want the guy to sign a new contract or just wait for him to go and join someone else.

FIXTURE LISTS

Your current fixture list shows all of your scheduled matches over the course of the current season. To this list will also be added all those matches that are scheduled when appropriate, such as subsequent cup rounds and play-offs.

The fixture list also allows you to arrange friendly matches, tournaments and overseas tours.

FRIENDLIES:

To arrange a friendly click the arrange button and select Friendly, this will take you to the Arrange Friendly screens. First select the date you wish to arrange the friendly from the list of available dates, and then proceed by approaching the team you wish to play. You will be immediately informed whether they are available to play on your proposed date. If the side is available to play against you, you will be informed at a later date whether your proposed opponent wishes to accept your offer of a match.

TOURS AND TOURNAMENTS

As well as being able to arrange single friendlies, it is also possible to arrange friendly tournament competitions and to organise foreign tours for your side.

To arrange a tour click the Tour option under the Arrange menu on the Fixtures screen. You will be first presented with the countries in which you can arrange tours, the number of which depends on the size of your club and current finances. You are then asked on which date you would like to start the tour. Maybe it's an end of season money-spinner or a series of pre-season matches against a collection of no-hopers; either way follow the on-screen prompting to offer invitations to the club's of your choice. You'll hear back pretty quickly if they are interested or not.

LISTENING TO THE NEWS

The news that is presented to you throughout the game is there for your benefit. It enables you to keep tabs on all the news pertaining to your squad as well as information regarding shortlisted players and the star players of the day. You will also from time to time have to respond to news items relating to players at your club. A Respond button will appear on those news items requiring a response from you.

PLAYING THE MEDIA

The modern game of football means that as well as being able to manage your side you also have to be extremely adept at dealing with the media on a day-to-day basis whether it is at a local or national level.

The influence that a wrong-placed comment made by you can have on a given situation is considerable. Before you rush in and condemn a player, perhaps take the time to consider why the likes of Alex Ferguson very rarely criticise even the most controversial of his players for their actions.

The media need stories to fill their newspapers and they'll be looking to make the most out of any comment that you make. When responding to any media speculation always be prepared for the possible effects that your comments may have on the situation concerned.

Reporters may approach you for comments on matters as diverse as transfer speculation to internal disputes between yourself and players. You have to judge how best you reply to media speculation - with the options available to you within the game - in respect of how your comments will play out amongst the interested parties.

GETTING THE SACK

Football managers get the sack and that is the harsh reality of life. In almost all cases it'll be as a consequence of failing to reach the standards set by the board at the start of the season. You'll know when the chop is coming from any manager in your foreground leagues by their unwanted appearance in the Job Information screen

Think in terms of your success being equated roughly as matches won multiplied by money spent. If you lose loads of matches and spend loads, it's going to look a lot worse than if you have spent none. Take this together with the seasonal expectations given you by your board of directors as a general reflection on your standing, unless the Job Information screen tells you something different that is.

BOUNCING BACK INTO EMPLOYMENT

There's no point dwelling on the nature of your failure and sacking. Inevitably it was down to the quality of players at your disposal, not enough transfer funds and an intransigent board, but just dust yourself down and start getting your face about and applying for jobs that become vacant either through resignation, sacking or retirement. Sooner or later someone is going to give you a chance at their club.

When someone does come in for you, the club in question will tell you what they will require of you during your first season, as well as what amount of transfer funds they'll make available to you. Be prepared, however, for chairman to sometimes go back on their word. Just as you might be willing to overplay the role offered to a player you wish to sign, so the odd chairman might make the occasional claim that is less than 100% fact in order to tempt you to sign on as their new manager.

Be warned however that successive failures will see the status of the clubs coming in for you significantly diminishing. If you have failed at a large number of clubs it may become unlikely that no club whatever it's standing will look at you in which case retire. You hopeless failure.

MANAGING ABROAD

For the truly great football managers there inevitably comes a time when the challenges that they have set themselves within the game have been met and a new goal become necessary. For the majority of you, however, there will be no such fanfares or offers of exotic posts abroad.

There is no way in which you should underestimate the difficulty in taking up a position abroad. You'll have to acclimatise to the new country as well as become acquainted with the rules and competitions of your new home. If you are moving to unfamiliar climes, check out the League-by-League guides at the back of this guide for competition structure details of every league contained within Championship Manager 01/02.

APPROACHING FOOTBALL ASSOCIATIONS

There are two circumstances in which you may wish to approach the panjandrums at your respective Football Association.

Firstly, you may seek to have a forthcoming fixture postponed because a large number of your squad have been called up for international duty. Secondly, in those very rare where illnesses such as flu mean that you do not have sufficient players to call upon to make up your side.

You may also contact your FA if you wish to complain about the quality of the refereeing in your side's last game.

Upon making your request the FA will get back to you immediately with their response whether positive or negative.

THE CLUB

As well as success coming from the pitch, the health of your club is equally dependent on your club having a competent team off the field to assist and fund your tenure at the club. In your day to day running of the team you will have to be familiar with all such individuals from the Chairman down to the physiotherapists and scouts, as well as learning the skills necessary to survive.

THE BOARD OF DIRECTORS

In most senses the most important people at any club are its members of staff, from you, the manager, down through to the playing staff and the backroom boys. However, try telling that to any individual who has secured for him or herself a position on the board of a football league club.

THE CHAIRMAN

The man who ultimately makes all the decisions including whether you keep your job or not. It's essential that you attempt to develop some kind of empathy with the guy; it is after all his money that you're spending. He won't know much more about football than the recently conceived foetus but give him his due, he appointed you.

BOARD EXPECTATIONS AND COMMENTS

Throughout the game the board will make their feelings known to you on a regular basis as regards your overall performance as manager, as well as when the results of specific matches move them to pass comment. Take notice of what they're telling you, they're always honest in their appraisal and a failure to understand the implications of their messages could cost you dear.

At the start of each season your board will announce their expectations of you and your team. It might be that they require nothing more than a season of stability or merely to avoid relegation. However, there are many clubs with aspirational, ambitious chairman whom require promotion or silverware in the boardroom if you are to remain in your job for any length of time. And the higher up the ladder you go, the more the men in suits require of you. If they say that they want to see the side mounting a serious challenge for the title, make sure you keep your side on the pace from the off. If you get part of the way into a season and their expectations don't look like being met, they almost certainly will not hesitate to remove you from the post as soon as is possible.

The time you've spent at your current club also has a bearing on how the board of directors view you, with those managers who have spent relatively long periods at their current clubs having to perform to a consistently higher standard in order to keep their job. For example, you may have done well get a side promoted up a division but after a few years of mid-table obscurity the pressure will increase for the side to make a significant improvement. To keep in the good books of your paymaster's a consistent improvement in your side is essential, however slow it may be.

Serious Championship Challenge	Nothing but the best is going to suit these guys. So if they say that they expect you side to challenge for the title over the course of the forthcoming season make sure that your side collects the silverware at the end of the year or you'll be out of a job pure and simple.
Expect European Qualification	Your board of directors and chairman want a profitable club and there is plenty of money to be had from qualifying for the European club competitions. Places are available with the European competitions by finishing towards the top of your respective league. However, places are also awarded to teams who are their national cup winners as well as for sides that win Fair-Play awards. Watch out though as, whilst the board expect European qualification of you, they do not want it at the expense of the club's position in the league should you happen to achieve their goal through cup success or fair play.
Expect Promotion	If you get this message your board of directors are clearly ambitious for the club and have more than likely poured in resources in the hope that the club can achieve promotion. As a consequence, they're more than likely to become impatient should that goal look unlikely to be met.
Expect Play-offs	In competitive divisions the more realistic chairman may determine that the resources currently available to you are sufficient only to be able to mount a challenge towards getting into the play-off positions at the end of the season. A failure in this area may not be as catastrophic for your career prospects as in the more demanding expectations, as Trevor Francis has proved at Birmingham. But don't anticipate your board sticking with you after a couple of failures; sooner or later they'll want results.
Respectable League Position	No one expects an average side, perhaps with significantly less resources than the top clubs in the division, to make a big splash over the course of the season. Should your board expect this of you, they will be happy with a final position at the end of the season somewhere in the upper-half of the table and will be ecstatic should you find yourselves contesting for a play-off or European place. Just make sure that your side avoids getting embroiled in a messy battle in the lower reaches of the table.
Stay Clear of Relegation	Whilst your side is clearly not going to win the league this year, you at least have a board behind you who appreciate the situation. They'll be far from happy if the side gets relegated and you'll more than likely get the sack. However, a final position in the middle of your respective division will not cause too much consternation amongst them.
Battle Bravely against Relegation	At least everyone at your club realises the extent of your situation and has prepared himself or herself for a season spent in the lower half of the division. Make sure though that at the end of the season that you've avoided the drop.
Improve club squad	The white flag is already waving on top of your main stand and the excuses are being formulated as to why the team was relegated. Just make sure that the season is a learning experience for both you and your players.

APPROACHING THE BOARD

Never the most approachable of figures at the best of times, there are, however, inevitably those occasions when you have to go, cap in hand, to the men in suits to make a request or ask something of them.

Each request, in many respects, will reflect yours and the club's current status whether it be a request for more money to buy a certain player or a heartfelt plea to be given more time to build up your squad. Whatever the request, the reason will be that you need their help if your reign at the club is to be a success or even just to merely continue.

A word of warning to you though in your dealings with the board with regard to approaching them in your first season as a manager. Whatever way you want to look at it and whatever size club you are managing, boards have to take a big chance with the appointment of unproven Championship Managers and as such

do not take particularly kindly to repeated approaches. Should you repeatedly pester your chairman and his buddies with requests for more money or patience, it is likely that they'll cut their losses and show you the door and get in some one who stops complaining and gets on with the job.
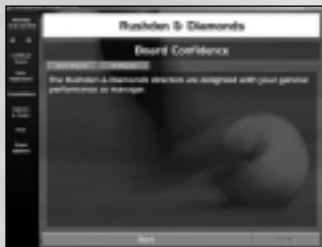
STADIUM EXPANSION

At the end of every season your board assesses the needs of the club with regard to their present stadium and under certain circumstances may decide to improve specific areas of your ground.

This may occur if you move up into a league that has stipulations regarding ground capacity such as the Scottish Premier or if your current average attendance over the course of the season has been in excess of 90% of your overall ground capacity.

Of course, any redevelopment that does take place is subject to whether or not your club has the necessary finances available. Should redevelopment of your stadium take place, be aware that the finances used to fund the changes will have a direct bearing on the funds available to you in the transfer market. The strain on club finances could see you playing in an improved stadium to ever dwindling crowds.

MANAGERIAL RETIREMENT

You may want to spend some time in the garden with the grandchildren or have developed a drink problem of such proportion that the time will eventually come when it's time to write out your final team sheet. Much more likely, however, is the fact that you might have made such a fist of your career that your reputation is irreversibly tarnished by one failure after another and a job summarising on the radio is your only salvation.

When the time comes, for whatever reason, just hit the Retire button from the Managers Name option on the Main Menu. This will remove you from any involvement within the game. The game will, however, continue and should you wish to regenerate yourself so to speak, simply click the Add Manager button to enter your existing game as a new manager.

YOUR STAFF

For any club to be successful you'll need to make sure that you have the right people behind you, assisting in the training and preparation of players as well as also seeking out those players who would be useful to the side.

ASSISTANT MANAGER

Without a shadow of doubt, the second most important member of the managerial team is the club's assistant manager. As your deputy the assistant manager has to be an individual of exceptionally well-rounded skills, with high value attributes in all areas.

They're also the manager of your reserve team so you'll need to be confident of their abilities bringing out the best of your second string and youngsters.

Ideally the Assistant Manager will have high attribute values in each area of coaching, scouting and managerial skills.

COACHES

Your coaches are entrusted with the responsibility of taking the various areas of training that you have assigned them from within the Training section of the game.

They'll need good attributes in the coaching of players as well as good motivation and tactical knowledge.

Together with your Assistant Manager, coaches can be requested to give their opinion on individual players in your charge. To do this go to the screen of the relevant player, click their Action button and then select Request Coach Report. On doing this those coaches asked to file a report on the player will immediately come back to you with their assessment of that player and how they see the player performing for the club in the future. You are of course not obliged to act on any of the recommendations or comments made about the player and the report is done without the player's knowledge.

PHYSIOS

The physios are the men (and women) entrusted with the day-to-day healthcare of your players. Whether a player has received a slight knock or has to undergo major surgery, the physios at a club are responsible for all general decisions regarding a player's health.

A physio is also a vital component when signing a player, as it is your physio that gives the potentially incoming player his medical for the club. Should the physio give an unfavourable report on the player's health then your board will not sanction the move. If you have more than one physio at the club, the physio with the highest **Physiotherapy** attribute value will be the one that the board takes more notice of with regard to the player's medical.

From time to time it is worth getting the opinion of your physio on players at your club. To do this go to the player in question' screen and click the player's Action button. Selecting Request Physio Report. The physio asked to give the report will then immediately come back to you with his assessment of that player and whether or not he has any concerns over them.

If you have more than one physio at your club then any number of them can be asked for their opinion at any given time.

SCOUTS

Assessing every appropriate player in the entire world of football is an impossible task for anyone; least of all a busy football manager with time and in most cases resources at a premium. It's hard enough maintaining an accurate enough assessment of the players in your own senior and reserve squads without having to go through every other one and that is why scouts are essential if you are to have a successful recruitment policy at your club.

Depending on the finances available to you, you may employ up to seven scouts simultaneously.

Each scout can be assigned a specific league or region of the world in which to scour for talent. Once assigned, they will report back on a regular basis with details of any players they think might be useful to you, together with their own opinion of the player's respective worth to the club. They will also tell you of any potential hindrances to signing the player such as problems with work permits. Watch out though, they're not always correct with their information.

It's at the major international competitions that a significant proportion of top players first come to the attention of the footballing world outside of their home country.

Scouts can also be used to check out talent whenever major international competition finals are being staged during the course of your game. To send a scout, click his Search button and select the competition you wish to Assign him to.

SCOUTING PLAYERS

It is also possible to scout an individual player or club. To scout a player simply go his Player Screen and click the Action button in the top right of the screen and select Scout Player. One of your scouts will now get along to watch the player in action and once he has become acquainted with the player's qualities will make you aware of what his judgement on the player is.

To get your scout looking for the youngest and hottest talent around, you can specify that he goes looking for Youth Players by selecting which scout you want to use for the task and click their View button and then Assign them to Youth Players.

SCOUTING CLUBS

Scouting clubs can be useful on two fronts. Firstly, if a team is having some success you might want a scout to take a look over them with an eye to stealing some of their gems from them. Alternatively, you might want to do some reconnaissance on some up-and coming opponents and a scouting exercise will bring to your attention the players that are currently doing the business for the club.

To assign a scout watch a team play, select which scout you want to use for the task and then click their search button and then assign them to Club. Having done this you will be automatically asked which club you wish them to keep an eye on.

Championship Manager 01/02 also sees the return from previous versions of the highlighting of the top three players at all of computer-managed clubs. To find out which players are the key players in any side, click to the side in question and look for those players with a star next to their names

PLAYERS

In order to determine the strengths and weaknesses of individual players, Championship Manager 01/02 allows you to view a wide variety of each player's specific attributes. If you are to make a success of a career in football management it is absolutely vital that you pay due attention to a player's attributes in order to fully make the best of his services.

ATTRIBUTES

Each player's attributes are split into two sets - visible and invisible - and are rated on a scale of one to 20, with one being terrible and 20 terribly good. Visible attributes are those displayed on each players information screen and can be viewed for every player in the game, whereas the invisible attributes are never revealed to you other than by detailed analysis of a player's performance and behaviour over time.

VISIBLE PLAYER ATTRIBUTES

	Physical	Mental	Essential Ability for
Acceleration	The rate at which the player can reach top speed from standing still.		Wide sided players, forwards and those players involved in counter-attacking tactics. This tactic is of particular use when complimented by a high dribbling attribute.
Aggression		The level of aggression a player brings into a game will increase his ability in the challenge and in defence.	Defenders and defensive midfielders.
Anticipation		The ability with which a player can anticipate where and when the ball a being played.	A more than useful attribute for strikers and central defenders.

Balance	An essential attribute for players looking to move with the ball. The higher the balance attribute the better a player's chances of staying on his feet.		An ideal attribute for any player that you want to move or run with the ball.
Creativity	How good a player is at fashioning openings and making chances for his side through making the key pass.		Attacking midfielders and those players with a free role.
Crossing	The degree of ability that a player has in crossing the ball.		Essential for wide-playing midfielders and adventurous fullbacks.
Decisions	N/A	The degree to which the player can react instinctively to the pattern of play, particularly when under pressure.	Any player would benefit from the ability, but those in the centre of play are well served by a high Decisions attribute.
Determination	The player's "will to win". Determination comes into effect when your team is behind in a game and also affects the extent to which a player will train.		Captains should generally have a high value in this attribute. However, it is desirable that a significant proportion of your squad also have high levels of determination.
Dribbling	A player's dribbling skills refer to the level of ball control that the player has when moving with the ball and after evading the challenge of opponents.		Dribbling is an essential skill for any player that you instruct to run with the ball.
Finishing	The Finishing attribute deals with the ability of the player to able to put the ball in the back of the net from shots close to or near the goal.		If you want a player to score goals for you on a regular basis, he'll need a high rating here.
Flair	The ability of a player to improvise, pull off the unexpected or attempt the incredible.		Midfield and forward playing geniuses need only apply.

Heading	The degree of accuracy that a player has when heading the ball. Heading works in conjunction with the jumping attribute.		Central defenders and centrally placed forwards, particularly if playing the long or direct ball games.
Influence		Every team needs its quota of leaders and influence is the primary attribute in assessing this.	Any candidate you may have for captain will without question have to be well endowed in this particular attribute.
Jumping	When I say, "jump"; you say, "How high?"		Those players who you require to get up for the ball and goalkeepers.
Long Shots	Long shots, like Finishing, looks at the player's shooting ability. However, Long Shots as its name suggests looks at the quality of the player's long range finishing.		Attacking players as well as midfielders and the occasional forward moving wing-back.
Marking	The ability by which a player can stay close to another for defensive purposes.		Any defensive midfielder or defender. Particularly those players specified to man-to-man mark their opponents.
Off the ball		The player's ability to a judge and take a good attacking position.	Strikers and forwards benefit immensely from this attribute.
Pace	The top speed of a player.		Most wide players benefit from pace as will strikers and players needed on the break.
Passing	The degree of accuracy with which a player can pass.		An attribute that is desirable in all players, particularly when playing short or direct passing games.
Positioning		The ability of the player to judge and get himself into good defensive positions.	Any player with defensive responsibilities and particularly when you side is employing a Zonal marking system.
Set Pieces	The player's proficiency when taking set pieces - free and corner kicks.		Those players entrusted with the responsibility of taking your side's corners and free kicks.

Attribute	Description		
Stamina	The degree by which the player tires during the course of the game.		This becomes an essential attribute for a player should his role in the team require him to run about the pitch more than is normal or if he and/or his side are currently Pressing for the ball.
Strength	A player's strength determines how well he can impose himself within the centre of the park and can also, in low-grade matches, make up for a slight deficit in skill.		It is desirable to have a few players scattered around the park with a physical presence of some kind, particularly in the centres of midfield and defence.
Tackling	The player's ability in making and winning tackles.		Any player that is likely to have to make key challenges for you will require this attribute if you are to avoid missed or fouled tackles.
Teamwork		The degree to which a player will perform team duties such as getting back and challenging. Good teamwork attributes also sees players being better able to implement your tactical wishes.	All players that you would look to help out in defensive situations.
Technique	The player's degree of competence and technical ability with the ball		Players that are required to spend a large amount of time on the ball would benefit from a high value in this attribute.
Work Rate	How much work the player can put in over the course of a game.		It pays dividend for your players to be hard working. If you're using a player in a demanding role, maybe Pressing or moving about the pitch a lot a high Work Rate will be invaluable.

Each attribute is also linked intuitively to other attributes and it is in identifying good combinations of attributes in players that their strengths may be realised.

An example of this is when a player with a high Finishing attribute may given the chance be able to put the ball in the back of the net. However, should that player have lousy Anticipation and/or Off the Ball attributes then it is highly unlikely that he'll ever find himself in a enough good position to share his undoubted Finishing skills with the world.

Make yourself aware of the logical relations between the visible player's attributes.

SPECIFIC GOALKEEPER ATTRIBUTES

	Physical
Agility	The degree to which the keeper can make acrobatic saves.
Handling	The ability of the keeper to be able to keep hold of the ball following a save.
Reflexes	The keeper's ability to make the close-on reflex saves.

INVISIBLE PLAYER ATTRIBUTES

Adaptability	**Physical**	N/A
	Mental	The ease with which the player settles into foreign cultures and situations.
	Essential Ability for	All players that are playing in a foreign country.
	What to look for	Keep your eyes out for those foreign players who are having trouble with settling into the new country.
Corners	**Physical**	The ability that the player has to send over an accurate corner kick.
	Mental	N/A
	Essential Ability for	Those players who you have specified in your Team Instructions to take corners, primarily wide midfielders or wing-backs.
	What to look for	Watch the match commentary to assess the success of each of your corner takers. Ideally the player who takes your corners will be able to kick with the most favourable foot; i.e. corners on the left will be taken by players who are left footed. You can also check the number of corners that your side have scored in the league by looking in the Competition screen and then clicking the Team Stats and viewing the number of Corners scored.
Consistency	**Physical**	N/A
	Mental	How well the player can maintain his current form over time.
	Essential Ability for	Any regular first team player.
	What to look for	Check a player's form on his screen and use his past performance ratings to assess his Consistency.
Versatility	**Physical**	N/A
	Mental	The ability of the player to be able to change from his regular position to unfamiliar ones. Players with a high value will be more receptive to positional changes in training.
	Essential Ability for	Any player that you wish to change the position of, such as utility players.
	What to look for	N/A

Dirtyness	Physical	N/A
	Mental	The degree to which a player will get nasty in situations during the game. The higher the rating the more likely it is that the intent behind any tackles the player makes will be malicious.
	Essential Ability for	The rules of the game are specific enough regarding violence on the field of play and coupled with the facts that dirty players miss a lot of games through suspension who would want them.
	What to look for	Easy to spot. Just watch and wait for the challenges to fly in. If the punches follow, you're looking at Mr Dirtyness personified. A high yellow and, in particular, red card count is also a give-away.
		The crowd effects during the course of a game will also indicate with booing, a player inclined towards being dirty.
Disliked Club	Physical	N/A
	Mental	As emotional souls, there are certain situations that can make a player fall out of love with a club. His feelings will be hurt if he has been featuring in the stiffs for too long, fined, stuck on what he sees as an unreasonable contract or if he has been released by the club.
	Essential Ability for	N/A
	What to look for	If you're looking for players in your own squad who have taken a disliking to their current surroundings. Look for those who are openly expressing discontent through by checking a player's Transfer screen.
Disliked Staff	Physical	N/A
	Mental	There are many reasons why players take a dislike to members of staff. They may have dropped him or ignored his requests over a period of time. Whatever the reason he won't ever show his best in such situations.
	Essential Ability for	N/A
	What to look for	Players who have a dislike to a particular person will, if they are at that person's club, perform below par.
Favourite Club	Physical	N/A
	Mental	Everyone's got one, no more so than players. Check out those clubs a player has previously played for and enjoyed a successful period at. He might have taken them to his heart.
	Essential Ability for	N/A
	What to look for	A difficult attribute to assess. Think in terms of those players from "real-life" who despite leaving a club, still appear to possess a degree of affection for the club.
Favourite Staff	Physical	N/A
	Mental	Not everyone loves their boss but there are always players who will perform for some managers better than others.
	Essential Ability for	N/A
	What to look for	Look for players who follow managers around from club to club. At your own club look for those players who appear loyal to you and do not rock the boat.

Free Kicks	**Physical**	The ability of the player to be able to take indirect and direct free kicks.
	Mental	N/A
	Essential Ability for	All those players that have been specified in your Team Instructions as free-kick takers.
	What to look for	For indirect free kicks it is possible to see which players have a high free-kick attribute by judging the success of the pass and the success of the subsequent play.
		From direct free kicks the attribute can be assessed the number of times the player scores direct from the kick.
Important	**Physical**	N/A
Matches	**Mental**	It might be the Auto Windscreens semi-final or the Champions League final, either way it'll be a big deal game for you and your players. This attribute looks at how well a player will deal with the pressure in the big matches.
	Essential Ability for	Players involved in big games.
	What to look for	The last thing you need is a player who bottles it when you need him most. Whereas the usually average player who can handle "it" is worth his wait in gold.
		To assess a player's Important Match attribute value, check his history and achievements to see if he has played in previous games before. Then if possible, check the match report of that game to see how he performed on the day.
Injury proneness	**Physical**	The last thing any manager needs is an injury-prone player particularly one whom you view as an integral part of your team. Think Duncan Ferguson or Robbie Fowler.
	Mental	N/A
	Essential Ability for	Not essential for anyone, a positively career ruining attribute for all players and as a consequence some managers.
	What to look for	You'll soon work out who from your own squad is blessed high rating in this particular attribute as they spend more time on the treatment table than doing the business on the pitch.
		If you're unsure as to a player's injury record or if you are looking at purchasing the player, in which it is essential, go to the Player's History screen and click the View button to bring up details of that player's injury history.
Loyalty	**Physical**	N/A
	Mental	What price is loyalty in the game today? So high as to be almost non-existent? This attribute looks at how players react in situations that place a stress on their loyalty to the current club such as when approached or tapped up by another club or when things at the club go pear-shaped in the league.
	Essential Ability for	You'll want this attribute in all your players but in the current climate of players being able to wield power regarding their contracts it is unlikely that you'll find too much of it around.
		When you can identify a player who appears loyal to you, make sure you keep your part of the bargain by remaining loyal to him as well.

	What to look for	You'll only really find this out one the hard way and that'll be when you need a player to demonstrate his loyalty to you and the club. It'll either be in trying times on the pitch or in the face of clubs trying to snatch a key member of your staff away from you. If he stays it is possible that he is loyal or just that the offers he's got at present aren't that brilliant. And if he goes? Well you know the answer there. Just mark him down in your book should you ever cross him again.
One-on-Ones	Physical	The One-on-One attributes deals with situations that occur when an attacker player is faced with just the goalkeeper between himself and the goal.
	Mental	N/A
	Essential Ability for	Given the nature of the situation, this attribute is important for attacking players, but most importantly for goalkeepers.
	What to look for	Look to what happens during One-on-Ones and the players involved. Who came off better the attacking player or the keeper? The keeper with a good One-on-One can be of untold value to you over the course of a season. Similarly, a forward who frequently scores from One-on-Ones is useful to you should you be playing the type of through balls that generally bring about such incidents.
Penalties	Physical	The player's ability to be able to convert spot-kicks.
	Mental	N/A
	Essential Ability for	Your specified penalty takers.
	What to look for	It'll take you sometime to get to know whether or not the guy selected to take your penalties has got what it takes to be your specific penalty taker. Even the best takers have the occasional miss so it is only over time that you will get a clearer view of who is up to it and who is not.
Pressure	Physical	N/A
	Mental	The Pressure attribute highlights, similarly to the Important Matches attribute, the degree to which the player can cope with the pressure of a given situation during the course of a game. Pressure, unlike Important Matches, specifically deals with matches involving promotion or relegation.
	Essential Ability for	Every team needs a good share of players that can respond to the pressures in bread and butter league football.
	What to look for	Like all the significant invisible attributes you'll only find this one out when you least need it, such as in a relegation scrap or hard-fought and tense promotion climax.

Professionalism	Physical	N/A
	Mental	A dedicated and hard-working professional should be the least that any player in the game should be. However, the reality as ever is far the truth and as such Championship Manager 01/02 quantifies the degree to which a player demonstrates his degree of professionalism.
	Essential Ability for	Any player with an aspiration to a successful and prolonged career, but for captains and influential older players it's a must.
	What to look for	Keep an eye out for those players who keep calm in fraught or tense matches, as well as those players who appear to apply themselves well in training. They'll be your men.
Sportsmanship	Physical	N/A
	Mental	Sportsmanship deals with the player's behaviour in a similar manner to the Professionalism attribute. It differs, however, in that it does not affect the player's attitude to training and is a reflection of the player's attitude to matters such as fair play and the rules and spirit of the game.
	Essential Ability for	It is wise that your captain and senior players have a degree of sportsmanship in order to provide an added degree of control to your side's discipline.
	What to look for	With the Sportsmanship attribute, it is probably easier to work out who has a low rating than a high one. Watch for misdemeanours such as faking a foul or making a foul. The quick taking of free kicks is another such area as is playing on when an opponent is lying injured on the field.
Temperament	Physical	N/A
	Mental	When provoked you have to hope that your entire squad is going to make its way to the epicentre of the incident to take part. Their Temperament attribute will play a large part in whether they will react to explosive situations or clashes on the field.
	Essential Ability for	It could be well argued that a team can benefit from the ultra-competitive qualities lent a side by having the odd temperamental player, particularly for matches when fire has to be met with fire such as games where a tight or physical midfield is anticipated.
	What to look for	Look for flare-ups on the field and who has run 50 yards across the pitch to get involved. The text commentary will also make you aware when two players are getting antagonistic. Some might say move them apart, others would be equally inclined to leave them to it and let the game take it's course.
Throw Ins	Physical	The ability of the player to be able to dispatch good quality, accurate throws-ins.
	Mental	N/A
	Essential Ability for	The majority of throw-ins will end up being taken by players from out wide, particularly your left and right backs.
	What to look for	Assessing the quality of throw ins is difficult with the best advice being to watch if the opposing team immediately intercepts a throw in.

Vision	Physical	N/A
	Mental	The Vision attribute deals with the player's ability to spot opportunities such as team-mates in space or advantageous positions, or in spotting goalkeepers drifting off their lines.
	Essential Ability for	A useful attribute for midfielders and sweepers, particularly those with a high Creativity attribute.
	What to look for	Observe those players who are inclined to play long passes and through balls, together with those with a penchant for trying to catch the goalkeeper napping with long distance efforts.

OTHER PLAYER FACTORS AND ATTRIBUTES

Age	Age naturally plays a huge part in assessing a player's worth
Condition	Ideally you'll want each of your players to have 100% condition as they take to field for each game.
Preferred foot	How the player relies on the foot that he prefers, as specified on his information screen. The degree that he favours a foot will naturally influence how he performs should be required to use his other weaker foot.
Form	A player's current form assesses how well he is currently performing for the side.
Languages	The languages that a player is fluent in will, in many respects, establish how well he adjusts to playing for a club with a foreign tongue to his own. The player will be required to have a high Adaptability rating if he is not going to find it hard adjusting to the new lifestyle.
Morale	A player's morale signifies how happy he is at the club. Good results, impressive form and high match ratings will see a player's morale more often than not remaining high. Poor results, fining and dropping players will almost certainly see their morale drop with their negative attitude also having an adverse reaction on your side to a lesser or greater extent.
	A player's morale has a significant bearing upon his performance in your side as well as his state of happiness as part of the club. If a player is suffering from poor morale you can attempt to lift his spirits in a number of ways.
	Regular first team football can help some players particularly if the side is winning a lot of games, as can an improvement to his existing contract at the club.
	In certain situations players can have their morale improved if you can identify those players that they like and dislike. If they have a player who they have always got on with, it might be worth attempting to bring them into the side in order to cheer the player up. Alternatively, those players that he doesn't get on with could always be loaned or transferred to another club.
	Just remember that whatever decisions you make regarding each member of your staff will in all probability have knock-on effects to the condition of another player's morale.
	A player's morale can also be affected by the way they view their future at the club. Keep an eye on how they see things going by checking their thoughts on the future and you may be able to step in and change round any drop in morale levels they may experience.
Position	The player's position states his preferred choice of position on the field. He can, however, depending on his Versatility attribute, be retrained to play in one further position in addition to his original position.

SPOTTING WEAKNESSES

Regardless of the size of club you manage, it is essential that you quickly learn how to recognise what is required from your players. This will help you decide the tactics that you will set for the matches and how you can best construct a side with the playing resources at your disposal. In this area you will be required, not only to establish the areas on the field of play in which you can maximise each players attribute but those areas in which weakness occurs.

Every player has an attribute or area of their game that can benefit from improvement and it up to you to recognise these areas and in conjunction with your training regimes, coaches and tactical knowledge to bring out the best in that player, or to maximise his areas of deficiency.

INTERACTING WITH PLAYERS

It's necessary that you can convey your ideas, thoughts and opinions to each of your players. In Championship Manager 01/02 you can do this by clicking the **Action** button in the top right corner of the player screen. This will then display the options available to you.

Players will now also approach you if they have something to get off their chests. For example, you might substitute a player who, for whatever reason, takes exception to your decision and requests a meeting with you to air his grievances and to sort out his future at the club. Of course, anything you do will also be stoked up by the media (particularly if you are the manager of a high-profile club) so you will have to be mindful to carefully handle every situation that arises between you and your players.

PLAYER PERSONALITIES

Championship Manager 01/02 now allows players even greater expression of their moods and feelings than ever before. In order to have a good working relationship with each of your players you'll need to make sure that you go a long way in attempting to fulfil what they see as their rightful, and perhaps promised, role at the club.

Players can become disgruntled for a number of reasons some of which are directly attributable to your actions, whilst others are influenced by agents and interested clubs or simply through a set of unforeseen circumstances.

If a player considers that your actions in fining or dropping him from the first team are unreasonable it's more than likely that he'll soon become unhappy. This will be equally the case if the possibility is suggested of what he sees as an advantageous move of clubs and you step in and veto it.

You might also find that certain players do not get along with one another, this can cause serious splits in the dressing room morale and thus undermine your team's spirit. Your players will let you know whom it is that they cannot stand and it is up to you to work out what is the best way to deal with it. More often than not it will pay to transfer one of the antagonised players out of the club to instantly remove the problem. Just make sure that the player that you transferred did not have too many friends within your squad, as the problem could start up again, only this time much worse.

Things away from the club such as foreign players with poor Adaptability values who find it difficult to adapt to the different lifestyle or players that are experiencing Personal Problems of one kind or another can also cause unhappiness.

How unhappy he becomes is dependant on the details of each player and what is causing his unhappiness. He will however waste little time in telling you how unhappy he is and in certain circumstances may even go absent without leave from the club in a similar manner to those most notable absentees Van Hooijdonk, Emerson and Carbone.

If a player misses training and thus is unavailable for matches you'll be informed of this from your squad screen by the **Abs** indicator appearing next to his name together with game news items filling you in with further details.

There are, however, a number of ways in which you can attempt to cheer up a player, the first of which is attempting to make him part of a winning side. This is the most obvious solution to those players who are disgruntled at being left out of the side, particularly those that you lied to when signing them telling them that they'd be key or indispensable players in your side.

The only solution in dealing with those players that want a move to a bigger club, above actually caving in to their request to leave, is to offer them a markedly better contract than the one that they are presently on. In some cases this may work, but at the majority of lower division clubs it is likely that you will not be able to meet the demands of a highly ambitious player.

The problems associated with foreign players having a hard time adjusting to the lifestyle can be rectified in a number of ways. It might be possible to bring in a friendly compatriot player for him for socialise with or alternatively it might be worth sending him back on loan to his home country for a while. If you don't find a solution to unsettled players you will more than likely have an absent player on your hands in the near future.

Managers at high-profile clubs may also experience unrest from players caused by comments in the media if, for example, you criticise certain players or fail to protect them in public there may be problems from certain players. Problems can also be experienced if you publicly defend a player who has criticised his team-mates and split team harmony.

The real problem as a manager will be when you get players going AWOL. Nothing does more to bring bad publicity upon your squad, by single-handedly calling into question your man-to-man management skills. Chances are as well that the player in question will be one of your more highly paid players further increasing the pressure on you in terms of your reaction to the situation. In such situations it is also quite likely that your chairman will become involved and even money says that he will side against the player who is in effect holding the club to ransom with his behaviour. Remedies for the problem may only lie in transferring the player or having him taken elsewhere on loan, which will at least absolve you of having to pay his wages for the period away. If he does remain on your books for a while you could try fining him, but be careful not to further antagonise other members of your squad who the player may be friendly with. Conversely, those more dedicated members of your squad may side with your hard-line approach over the player resulting in an increase in your team spirit.

PLAYER ACTIONS

ADD TO SHORTLIST

If you wish to keep tabs on any player in the game, simply click his "Action" button in the top right corner of the screen and the Add to Shortlist.

Once shortlisted you will be informed via the game news of any important information regarding the player such as interest shown or transfer bids made by other managers, as well as details of any injuries he may suffer or contract negotiations made between the player and his current club.

To take a player off your shortlist you can either click the Remove from Shortlist option by clicking the Action button in the top right corner of the player's information screen. Or, when on your current Shortlist screen, you can click and highlight the Remove button and then click the name of the player that you want to remove.

RELEGATE TO RESERVES

There is little doubt that each of the players at your club wants a regular place in the first team. Life, though, isn't like that. As well as the arithmetical problem of having just the eleven places plus subs to fit 30 players in to, there is also the fact that a number of your squad will not, in your eyes, be up to the task of making the senior squad.

If you want to place a player into the reserve squad, click the Action button in the top right corner of the player's information screen and select Relegate to Reserves.

Depending on the player and the situation in your current game there are more than a few circumstances in which he may not be that impressed by his demotion, so beware of inducing a bout of resentment, unhappiness and low morale in members of your squad. Unless, of course, that is the effect you were after with the player.

It is also worth remembering that your reserve team will only play their matches when they have eleven players within the squad (not including the extra greyed out players). So if you want to make sure that your reserves get a game each week make sure that the reserves have always got eleven contracted players in their ranks.

PROMOTE TO SENIORS

Your reserve team squad performs a useful function in that it can serve as a proving ground for younger or untried players. Should anyone shine in the Second XI or should you need to bring players into the Senior Squad click the Action button in the top right corner of the relevant player's information screen and select the Promote to Seniors option.

SET TRANSFER STATUS

By clicking the Set Transfer Status you can specify how you regard each individual player's role within the club as well as whether you want to see the player transfer-listed to made available for loaning to other clubs.

OFFER NEW CONTRACT

It's a wise move at the start of each season to see which of your current squad are nearing the end of their existing contracts and to decide whether or not you will try to get them to sign a new agreement or not. Clicking the Offer New Contract option brings up a similar screen to when offering a new player a contract. The player will immediately make it clear to you whether he wants to sign a new contract for you and if he does what his demands are. It's then simply a question of whether you completely cave in to his demands or try to knock him down a little, it's just a question of how much you the value the player and what the board will allow in terms of the club's current financial situation. To view your players by their contract expiry dates, go to the View menu on your senior squad screen.

OFFER TRIAL

If a player is currently not under contract to a club, you can invite him to come down to your club for a trial. You will be asked how long you want him to come to the club for, from a period of two to four weeks.

During his time at the club, trialists can only be selected to play in Reserve team and friendly fixtures.

At the end of a trial period the player will automatically leave the club if he has not already been offered and accepted a contract offer from you.

Taking trialists is always a useful strategy in picking up the odd piece of talent missed by clubs fist time around. This should always be used as a primary method of picking up players when you are in charge of a club with little or no money available for transfers, with the only cost being the signing-on fee and the added burden of an extra wage.

Generally however trialists are more than happy to be awarded any sort of contract with a professional club so you shouldn't have to meet too many wild or outlandish wage demands from such players.

DISCIPLINE PLAYER

Should a player fall foul of your harsh disciplinary regime, put in a poor performance or simply strike you as a bit of an idiot, it is possible in Championship Manager 01/02 to fine players up to a months wages, or to issue an official warning to him.

As with any decision that you make within Championship Manager 01/02, the decision you make to fine a player could have far reaching consequences as to the morale and performance of not only that player but of your entire squad. When fining a player always make certain that you are aware that the action may backfire on you.

A lighter penalty can now be given to the player if you want to reduce the penalty by issuing the player with an Official Warning. Just make sure that your message gets across to the player as if he offends in the same manner again you will have to make certain that he receives a far stiffer penalty so as not to undermine you in the eyes of the other members of your squad.

However, whether fining or warning a player the anticipated effect should always be to make the player accept your punishment and make a considerable effort to sort out whatever their problem is.

To fine or warn a player go to his player information screen by clicking his name anywhere on the screen, click the Action button in the top right corner of the screen and finally select the Discipline Player option.

You are given the choice as to how many weeks wages you wish to fine the player as well as the following list of reasons behind your decision.

No Reason	Take No Reason as being no footballing reason, you just might not like the guy.
Unprofessional Behaviour	Wearing a bandanna in public qualifies, as does a shampoo commercial. Maybe mooning at the chairman's wife and children doesn't. What constitutes it in your eyes?
Dismissal in prior match	Did the sending off cost your side dear? Or is it not the first time the player's been warned? Either way hit him where it hurts.
Violent Behaviour	If you want violence you can cough up for pay-per-view boxing and use the player's fine to pay for the privilege.
Poor Performance	At the rate the majority of players are being paid at in the current climate of the game, it's not entirely unreasonable to think that they'd put in 100% week in, week out for you and the supporters. Remind them whose boss and who pays their wages by taking a little or a lot of it back.

RELEASE ON A FREE

Some say it's the hardest part of the job that is until they lose their own job one day. For whatever the reason, sometimes it is necessary to let a player go from your club on a free transfer. You might have inherited a squad full of complete no-hopers or need to free up some space. Either way, the quickest way to dispose of the most unwanted of players is to click the Free Transfer button, pay out what's owing on the remainder of their contract and wish them farewell and, probably, good riddance.

Make sure, however, that you do not incur the wrath of your board of directors by giving free transfers to players that they regard as having some sort of ability, if you keep on doing it they may well give you the sack.

SET NICKNAME

From Nobby Stiles to Gazza; Ron "Chopper" Harris to Gary "Twinkletoes" Lineker, the soccer nickname is as much part and parcel of the game as corrupt money-grabbing chairman, white round balls and the goalkeeper's wife's friendly relations with half of the first team squad.

Championship Manager 01/02 allows you to set nicknames for any players within the game, regardless of whether they are a member of your current squad of players.

To give or change a player's nickname, click on that player's name to bring up his details and then click on the "Action" button in the top right corner of the screen followed by the "Set Nickname" option.

A box will appear allowing you to enter or modify the player's nickname, after which you can confirm its use by hitting the OK button.

Should you wish to remove previous created player nicknames, simply go to the Set Nickname option as before. Hitting the "Remove" button on the Nicknames screen will revert the player back to his original full name.

To stop any confusion when playing a Network game, any player or staff Nicknames will only be able to be seen by the players that have created them.

REQUEST PHYSIO REPORT

If you have doubts about a player's fitness or condition it is very useful to request a report on that player from any of your club's physiotherapists. To obtain a report, click the Action button of the player concerned and then select Request Physio Report. The physios asked to report on the player will then immediately get back to you with their physiological assessment.

REQUEST COACH REPORT

Any one of your coaches can at any time be asked to express his views on any the players currently at your club and how they see that player's role within the club. To get a report on a member of your squad click the Action button on the respective player screen and then select the Request Coach Report option. Those coaches asked to report will then immediately get back to you with their assessment of the player's ability and future.

BUY PLAYER

If the player is not under contract to your club then clicking his action button will give you the further option of making a bid to purchase or loan the player. For an in depth look at buying, selling and loaning players, turn to the Transfer Market section of this guide.

PLAYER CONTRACTS

If you thought that the transfer fees within the sport were way to high, wait until you start negotiating each player's contract. In these post-Bosman days, the power of the players over their clubs is vast as is the demand for instant success with, as a consequence, players are able to demand huge sums of money from you in wages. This is most certainly the case with those players at the top clubs but don't for a second think that smaller clubs are immune from the wage demands of players. With financial resources at a premium the management of the wage bill at smaller clubs is as important, if not more so, than at any other level of the sport. Keep a firm eye on your annual and monthly wage bill together with your gate income. If at any point your club's wages exceed the money coming in through the gate on matchdays, you'd be incredibly unwise not to think trying to remove the deficit, even though it will almost certainly mean you selling players.

CONTRACT NEGOTIATION

The negotiation of player contracts occurs in two areas. Firstly, there is the offering of a contract to join your club from another or on a free transfer and secondly, in modifying the existing contract of a player already on the books of your club.

A player's contract can be made up of a number of components specifying wages, time limits, bonuses and release clauses. When the time comes to negotiate one, the player concerned will make his minimum demands in each area known to you. He may on occasion even refuse to consider your proposal of terms, in which case more often that not he will also do you the favour of telling you why not.

Basic	As the sport becomes ever more popular, so the demands of it's principal actors increase. From the top to the bottom of the sport it is the responsibility of the manager to ensure that the club gets value for money when purchasing players. The last thing you'll want, is to bring in players who eventually spend the majority of their time at the club playing in the reserves, whilst remaining on four and five figure salaries. The balance between meeting the demands of each player and securing a sound financial basis for the club will in the long term prove essential if your time at the club is to prove successful.
Bonuses	A player can ask for bonus payments to be made to him on each time he scores or makes a goal (provides an assist). He will specify how much he wants and as with all of his demands, it's up to you what you want to or can pay.

Release Clauses	The player may request certain release clauses to be inserted into his contract. If he is a high-profile player who needs to be seen at the top of the footballing world, no doubt he will insist on every clause possible that will keep him there, all of them at your expense. From relegation releases to clauses that ensure they are the highest paid player at your club, the power is with the players, try to reduce it whenever and wherever you can.

PLAYER RETIREMENT

There comes the time in every player's career when he has to take the decision to hang up his boots for the final time. In most instances the end comes at the end of a long career. However, very rarely a player may also retire from the game due to serious injury.

In the first part of each new season any players who will be retiring at the end of the season will inform you of their decision.

Player histories

Before purchasing a player it is vital that you take a look at his player career in Championship Manager 01/02. You'll need to see details of his career and how he has performed at each of his clubs, what his disciplinary record is, as well as what proportion of his career he has spent with his feet up on the treatment table.

Achievements

This displays a list of each of the player's most notable achievements over the course of his career, detailing everything from monthly player awards to their appearance in the finals of cup competitions.

Playing career

Every game that the player has played in over the course of his career is recorded on a season-by-season basis. Each transfer that the player has participated in is also listed, together with details of the fee involved.

INJURIES

Every bump, bruise and cold is recorded for posterity. Check out those players who are regularly injured in order to ascertain a player's invisible **Injury Proneness** attribute value, particularly when looking at purchasing the player. Taking the time to check a player out before purchasing will almost certainly save you a lot of potential hassles in the future regarding the player's availability for matches.

BANS

The Bans screen is the best possible place to be able to identify the more psychotic and unstable players. Every suspension that the player picks up over the course of his career will be recorded for posterity and you'll be able to view them from here, detailing the length of suspension and why they were suspended in the first place.

Like assessing injury prone players prior to their purchase it is prudent that all managers check the disciplinary records of each player before signing on the line for them.

CHOOSING YOUR CAPTAIN

Someone has to try to organise your side once on the field as well as keep control and discipline and the person you'll have to thank for that will be your captain. That is if you chosen the correct man for the job.

The role of the captain within a side is to project stability to both your team selections and tactics, whilst also acting to inspire and motivate the rest of the side. To find the right player to take this responsibility you'll need first to address a player's **Influence**.

PENALTIES

It is possible to specify a "running order" of penalty takers throughout your squad. To do this click the View button on your main squad screen and select who will take the penalties. You can also specify penalty takers from the Tactics screen by clicking the Tactics button.

Alternatively, you can leave the responsibility, and therefore some of the blame should it all go wrong, to your captain to make the choice for you when and where required.

ASSIGNING SQUAD NUMBERS

Gone are days in most league competitions around the world when your side would take to the field wearing the numbers one to eleven on their backs. Instead the 21st century sees the majority of competitions specifying that each player be issued with a squad number that he uses for the entirety of the season.

At the start of each season you will be asked to submit your squad numbers for the forthcoming programme and will be taken automatically to the Squad Numbers screen. From here you can manually assign squad numbers to players or allow the computer to automatically issue the jerseys.

You may have particular preferences for which player wears which shirt but in reality it makes not a bit of a difference whether a player has the number nine on his back or fifty-nine. The choice, however, is all yours.

During the course of a season new squad numbers will be issued, when required, prior to the start of a match.

FAN'S PLAYER OF THE YEAR

At the end of each season there is always one player who has impressed the fans more than any other. He may be the central defender who gives every impression of wanting to die for the club or it could be your 30-goal striker, either way the fans will vote for who made their season for them.

Take note in your team and transfer selections when dealing with players of the years as a poorly timed transfer of the player could see the pressure come to bear on you through supporter's pressuring the chairman over your decision. Or alternatively their exclusion from the side could lead to some resentment and drops in morale from within the team as well as increasing disquiet amongst supporters.

TACTICS

THE IMPORTANCE OF TACTICS

The development of tactics and playing styles within Championship Manager 01/02 is possibly the most user-definable and complex area of the game, but is, as a consequence, by far the most demanding and difficult. It is your responsibility once you have bought in the most skilful and hardworking players available to you to issue some form of tactical command, without which your group of players will not in any function as a team.

Determining a successful tactical formation whilst making the best choices for both your Team and Player Instructions is not something that you will immediately arrive at. Chances are there'll be a way that you would like to see the game played. Having worked that out you can in effect elect to either shoe-horn players into a fixed role within your system, or adapt your ideas to fit in with what playing resources are available to you.

A further consideration is that at any level of the game, there will be other coaches attempting similar tactical masterstrokes as yourself and probably, in the earliest days of your career at least, with far more success. In other words you are, as well as developing a style to your side's play, going to have to find a way of making your tactical approach as flexible as it is effective.

We've all seen examples of matches within Championship Manager where a tactic worked perfectly well against one opponent and their preferred style of play, whilst against another the tactic can appear as ineffectual as it was incisive the game previous. You'll need to know why that's the case in order to provide an instant rebuttal in the form of a modification to your existing tactic. It might be something as simple as making a substitution to bring on a more effective player or as complex as a wholesale reorganisation of

your defensive structure, either way it'll be up to you to ring the changes where, when and how you see fit to.

Whatever you want to play it there are going to be pluses and minuses associated with either approach, as there will be regarding the effectiveness of each specific tactical instruction you issue. The tables below highlight why you might want to use one of the specific Team Instructions and what the implications may occur as a result of you implementing it.

Having determined what you think is the most appropriate course of tactical action the only way to find out how well it's going to work is to get the team out for a competitive 90 minutes. As with the introduction of any new idea, don't expect your players to pick up what you require of them immediately. Remember that despite their footballing skills, their intellectual development may not have reached beyond the cradle and as such you'll need to drill home your tactical innovations through an increase in the Tactical element to your current training regimes. It will also help should you attempt to custom or change tactics to employ a coach with a high "Tactical Knowledge" attribute. His skills, as you will find, will be of incalculable value to you.

TEAM INSTRUCTIONS

The general instructions you give your team when they take to the field will shape every area of your manner of play as determined by your choice of formation.

Team instructions allow you to specify key team functions such as the type of passing you will employ, specific team tactics such as an offside trap or getting men behind the ball. They also allow you to specify key functions within the side such as which players are responsible for your set pieces.

Team Instructions can be used to instruct your entire side. However, it is also possible to give players specific instructions that differ from your Team Instructions. For details on how to issue specific instructions to players, turn to the Player Instructions later in this guide.

MENTALITY

Some teams come to attack, others soak up the punishment willingly. The choice as always is yours. A normal mentality sees a side adopting a neutral approach to the game, defending and attacking as each match dictates.

Defensive	Advantages	It's the second leg of the Champions League semi-final; you're two-goals to the good from the first leg. What are you going to do? Exactly, starting thinking about maintaining that advantage by playing defensively minded and placing your collective emphasis towards not conceding a goal. A safety first policy if ever there was one. In using the defensive mentality there is an obvious need to have a significant number of good defensive players in your side.
	Disadvantages	The defensive mentality's most obvious drawback is that you are inevitably bound to have less attacking opportunities. If you're a goal down with only quarter of an hour left on the clock and still playing defensively-minded a change is an absolute necessity.
Attacking	Advantages	The gung-ho spirit can pay dividends, should you have the players to make the difference, as your side should produce a greater number of goal scoring chances, as players seek to get the ball moving forward at the earliest opportunity. Players with good attacking attributes are essential to make the most of this mentality.
	Disadvantages	Naturally as players try to make the attacking plays so there is a greater increase in the chance that possession will be lost and as a consequence players being left out of position from the failed attack.

PASSING

The barometer of success is in the results that your team obtain, however, how they actually obtain the results will for a large part be dependant on the type of passing that you have specified your side to undertake.

PASSING TYPES

Bold text refers to Attribute types.

Bold Italicised text refers to other Team Instructions

Mixed	What it does	Both the strengths and weaknesses of the other three passing types, namely Direct, Short and Long lay in their rigidity to an exact method of passing the ball, in many respects regardless of whether or not, in any given situation, a different course of action would be appropriate.
	Type of Players needed	To implement the mixed game you'll need players confident in three key areas of their attributes. The player's intelligence should be one of the first considerations and for this you'll need players with a good **Decisions** attribute. The Mixed ball game requires a player to be able to judge for himself what next to do with the ball and a poor Decisions rating will more often than not see him losing possession or losing the momentum of a move.
		If the player is capable of thinking for himself in the heat of the battle he will also then have to have the ability to carry on the play with good **Passing** skills necessary.
		With the Mixed passing games comes a degree of unpredictability to the play and as a consequence you'll need players up front who can respond to the demands made on them by the more improvised type of play. Whereas the Direct or Long ball approach can be understood by the more dim-witted of forwards, relying upon them just to chase a repetitive pass, they'll need to be considerably more awake when the Mixed game is being played. High **Anticipation** and/or **Vision** attribute values, in order to determine whether the ball will be coming over the top at them, pulled out to the wing and crossed or precisely threaded through along the ground, will be needed.
	How to counteract	For a side to be able to confidently play against a side employing a Mixed passing game you'll need a healthy compliment of players who are highly skilled in being able to read the game and as such high **Anticipation** attribute are essential.
		Given that the Mixed ball game employs short passing to an extent, as well as relying upon the player's intuition in making the play. It is possible to counteract the mixed play by getting a significant proportion of your side ***Pressing*** for the ball, so restricting the amount of time the player can consider his options and thus increasingly the likelihood of him making the wrong decision or playing a poor ball.

Direct	What it does	The direct ball approach can be considered as the more-intellectual half-brother of the infamous Long Ball game. Direct passing sees sides looking to turn their possession into attacking opportunities at the earlier opportunity by playing the ball into attacking areas centrally or on the wing.
		The benefits of the Direct approach is that a sides of vastly different standards can implement it with reasonable success, however, those sides from a higher class can make more of the Direct ball than would be possible by simply playing Long passes.
		Direct ball passing can also be frustrating when played against sides who are looking at a more patient build up to their attacks. The very impatience of the Direct ball can in some instances make it hard for sides playing the short ball stuff to pick up the pace and necessary rhythm of the game.
	Type of Players needed	To implement the Direct ball you'll need players capable of accurate and incisive passing, so look for those midfielders and defenders with high **Passing** and **Creativity** attributes. To compliment the passing qualities necessary you'll also need target men who are able to react to the quickly played ball by getting themselves into good positions with high **Pace** and **Flair** values.
	How to counteract	Logically it would appear that the best way to counteract the Direct ball is by going for its somewhat repetitive nature. For example, a flat back four well schooled in the art of the *Offside Trap* should in theory be able to move forward at the first opportunity.
		Another possible counter-action to sides playing the Direct ball to target men up front is to get your defenders, providing that they are of course up to the task, to *Man-mark* the intended attacking targets out of the game. If they can manage this almost the entire point of your opponents passing type will be lost.
Short	What it does	The Short passing game is, as every fan knows, the most impressive type of game to watch and, as every player knows, the hardest to put effectively into use. When employed Short passing will see a side attempting to build the majority of it's attacks by stringing together a series of short incisive passing with players being very mobile in search of creating or finding space from which to receive the ball.
		However, as any scholar of the game undoubtedly knows there are certain levels of the game when Short passing appears inappropriate and nowhere is this more the case than in lower grade football. As a consequence of the quality of both playing staff and pitch surfaces you'll be a rare specimen indeed if you can succeed playing the football of the Copacabana beach away at such places as Spotland on a rainy Tuesday night.
	Type of Players needed	Given the technical nature of the Short ball, the type of players you'll need to successfully use the tactic will generally be of the highest order. High ratings in **Passing**, **Anticipation**, **Vision**, **Creativity**, **Positioning** and **Off the Ball** are all essential, as are Stamina attributes given the extended requirement of players in continually having to find and move into space and the demands that this makes upon the player's condition rating.
		If you are in possession of the quality of players necessary to make Short passing effective, you'll quickly find that it can be quashed quite effectively on occasions by a side continually pressing and harrying your side for the ball. In response to this always be prepared to mix

		some steel in amongst the silk of your side to deal with what can soon become an over competitive midfield.
	How to counteract	As with the Mixed ball game, only more so, the most effective way of counter-acting the Short passing game is by restricting the time that your opponents can spend on the ball and by cutting off passing opportunities. To do this you'll need to implement the *Pressing* Team Instruction as well as having players capable of doing the job for you with high **Tackling**, **Strength** and **Stamina** attributes all high up on the list of essentials, with **Anticipation** also a useful attribute in counteracting the threats posed.
Long	**What it does**	Last and, in many eyes, least is the Long Ball game with its endless, seemingly aimless, balls sent deep into space in the hope of them eventually dropping into some unspecified region of the opposing penalty area. That's not to say that it cannot be effective, it is.
		At the lowest levels of the game, with the inevitable restrictions of finance and quality of players the Long ball is perhaps a side's only hope of success or at of least maintaining their position.
		However, there is only so far you can go playing the Long Ball and should your team find its way to a higher level it's odds-on that the Long Ball will prove to be inhibiting to any further progress. In such cases a move to a more Direct ball is almost certainly the only way to maintain your current position. For an example of this one only as to think of the success of Wimbledon over the past decade in slowly modifying their approach from Long to Direct passing.
	Type of Players needed	The Long Ball narrows down the degree to which you need have multi-faceted players within your squad with the type of player required to be more Neanderthal than Nou Camp.
		Even with the most limited of squads there are still a number of attributes that you'll need scattered amongst your team, namely **Heading**, **Strength**, **Jumping** and **Anticipation** for forward positioned players. Those sides that have had success with the Long Ball technique over the past 15 years have also paid great attention to the fitness and **Stamina** levels of players on the understanding that the technique needs complimenting with a *Pressing* style of play when possession has been lost.
	How to counteract	Finding a style of play that can successfully counteract the Long ball has long taxed the minds of football managers. The rule of thumb is that any side with a significant proportion of skilful players should generally be able to outplay a Long Ball side. This however breaks down when variables such as the quality of the pitch and adverse weather conditions come into play, such as wind and rain.
		It is arguable but nevertheless persuasive that the most effective method of dealing with the Long ball is to fight with fire with fire and to return every ball back to your opponent in the manner that you received it. No one who paid to see the game will thank you for it but getting the result is your objective, pure and simple.

TACKLING

Given that the only other way that a side can get possession of a ball is by their opponents making a mistake, the importance of to your side of successful tackling cannot be underestimated.

What you need to establish however is the degree and commitment that your side shows when making their challenges for the ball. The table below highlights the possible benefits and disadvantages of each of the Tackling styles used in the game.

Also remember that whilst the Tackling style can be set across the entire team, by setting the Player Instructions it is possible to set different Tackling instructions for every individual player who'll be on the pitch for you.

Normal	Advantages	A Normal tackling pattern will witness your side making the fifty-fifty challenges but not where any further aggression into the tackle is required. Normal tackling provides the safe and natural bet when it comes to finding the balance between committing and backing off.
	Disadvantages	It's downside lies in the neither here nor there nature of the instruction. Players inclined towards an aggressive side of the game will find their natural instincts curbed, whilst those with a less than physical games may not show the necessary commitment in the challenge.
Easy	Advantages	When you need to back off of players, the Easy tackling instruction is the one that you want. It's advantage comes when you need to restrict the number of tackles your side is making, perhaps mindful of a strict referee.
		A further advantage lies in the fact that players using Easy tackling are less likely to pick up an injury.
	Disadvantages	The most significant disadvantage of Easy tackling is that in standing off players there will inevitably be more chances on goal created.
		Any player with the Easy instruction will also attempt to challenge far fewer fifty-fifty balls.
Hard	Advantages	The hard tackling side can impose their will upon a game by literally frightening players off the ball as well as being a useful tactic to use in conjunction with man to man marking to truly put the "frighteners" on a player.
	Disadvantages	The disadvantages are in that the hard approach will, more often that not, result in a marked increase in the number of yellow and red cards received by your side, particularly amongst those players not blessed with the greatest of temperaments or tackling attributes.
		A further significant disadvantage is that players who are Hard tackling are more likely to pick up injuries.

OTHER INSTRUCTIONS

Pressing	What it does?	By specifying Pressing your side will almost continually harass opponents in possession of the ball, particularly in areas of the game where the play has compacted, most commonly in the central areas of the midfield.
	Advantages	Your specification of a Pressing style of play is most advantageous when you seek to restrict the time and space of opponents playing the Short ball technique. The thinking behind this is that the less time you give a player to dwell on the ball and determine his more appropriate course of action, the more likely he is to make a mistake and lose possession.

	Disadvantages	The downside of making your players press for the ball is that by they will be forced to continually chase , resulting in them tiring quickly. This decrease in condition can be significantly brought to bear against your side should your opponents have the high attribute values in their Passing, Decisions and Anticipation. This will in most cases result in your players chasing the ball around with the appearance and effectiveness of the proverbial headless chicken.
	Useful Players	To be able successfully implement Pressing you'll need as a primary requisite high **Stamina**, **Anticipation** and **Positioning** attributes in all players requested to press.
Offside Trap	**What it does?**	The offside trap can be one of the most frustrating of all defensive tactics. With the implementation of the Offside Trap you will be specifying your defensive players to act as a single unit in moving forward immediately prior to the playing of a forward ball. Should it be used successfully the forward moving defenders should fractionally leave attacking players in an offside position.
	Advantages	The advantages of the Offside Trap are obvious in that it instantly kills off an attack giving possession in the form of an indirect freekick to the successful defence. An added benefit of this is in demoralising a side that has repeatedly fallen foul of the trap during the course of a game, particularly those forward players who repeatedly get caught out by it.
	Disadvantages	As disadvantages go those associated with the Offside Trap are as grim as they get, as a mistake will, more often that not, result in a direct goal scoring opportunity for your opponents.
		The Offside Trap is broken when either the defensive line becomes incoherent and does not move as a single unit or when an attacking player's anticipation of a pass forward is superior to that of the defending unit.
	Useful Players	To put together an effective Offside Trap you'll need to approach the tactic from two areas. Firstly, you have to have a defence containing players who have high **Anticipation** and **Positioning** attribute values. The second important aspect that you'll have to address is to make sure that your current training regimes addresses the need for your defensive line to be familiar with the Offside Trap. To do this make sure that each member of your defence is receiving tactical instruction during training. For details of tactical training turn to the Training section of this guide.
Counter Attack	**What it does?**	The Counter Attack instruction will see your side looking to break out of defensive situations, as quickly as possible, to go on the attack.
	Advantages	Decisive counter-attacking is one of the most effective methods of forward play that there is in football. It's effectiveness lies in the speed with which it is employed by a side to catch out a side that has moved forward in attack only to find itself under-staffed and out of position once it has been forced onto the back foot.
		The tactic is considered by many to be a useful strategy to employ away from home or when you are expecting a team to come at you from the off.
		Those sides that have the players necessary to undertake successful Counter-Attacks will more often than not

	Disadvantages	The most significant disadvantage to the playing of a counter-attacking game is that you will not actually have the players capable of undertaking it decisively and thus wasting a large proportion of attacking opportunities. For example, you may have the players with high **Acceleration** and **Pace** attributes who will get the ball up field quickly. However, without the necessary **Creativity** themselves, or team-mates lacking in **Anticipation** and **Off the Ball** skills, you'll soon find yourself frequently losing possession in the final third. As a consequence, your players will more than likely fatigue at a faster rate as they are stranded up field, whilst also leaving you with significant and dangerous gaps at the back with no available players to fill them. Given how devastating these gaps can become, it is sometimes useful to implement the use of the Counter-Attacking tactic in conjunction with the Men Behind Ball instruction.
	Useful Players	The speed of players is of the primary importance with **Acceleration**, **Pace** and, to a lesser extent, **Dribbling** all essential throughout the squad but most importantly on the flanks where the wide players play a key role in moving the ball forward as quickly as is possible. In setting up counter-attacks you'll also need sound defensive qualities in order to win possession of the ball in the first place with defenders benefiting from good **Positioning** attribute values.
Men behind ball	**What it does?**	Safety in numbers is the name of the game with getting men behind the ball, with you electing to play deep in your own half with perhaps nine, ten or 11 players contributing to your side's defensive play.
		There are certain situations in which getting numbers into defence will serve your cause, the most likely of which is in protecting a lead or as a complimentary tactic to Counter-Attacking, particularly when you are expecting an onslaught from your opponents. Soak up the pressure with lots of bodies behind the ball and hit them on the break, so goes the theory.
	Advantages	Getting men behind the ball is the simplest defensively based strategy. Its strength lies not in the abilities of individual players but more crudely in strength of numbers and the not unreasonable theory that it is harder for an attacking side to fashion an opening with ten men between them and the ball.
	Disadvantages	The most obvious disadvantage to getting numbers of men behind the ball is in the inevitable reduction in the number of attacking chances created by your side. Efforts to counter-attack the defensive nature of the tactic by over-working your forwards, partly by employing the counter-attack strategy and partly though having them chase balls that have cleared from defence.
	Useful Players	With using the Men Behind Ball instruction there is considerably less emphasis placed, than with other instructions, upon the attributes of individual players with the Men Behind Ball reliant on sheer strength of number. That said if you were planning to use the strategy then its implementation would not be harmed with the inclusion of players with strong defensive attributes such as **Tackling** and **Positioning**.

FORMATIONS

Much is rightly made of the pluses and minuses of using different tactical formations. Championship Manager 01/02 allows you access to all of the most common formations such as 4-4-2 and 5-3-2 as well allowing managers the facility to be able to construct their own custom formations.

For those unfamiliar with football tactics, here is a brief explanation of what each formation name describes.

The first element of the tactic describes the number of defenders in the formation; the second number the number of midfielders and the third the number of players you are positioned up front in attack.

Make yourself familiar with the basic 4-4-2 formation from the Tactics screen and experiment using the instructions given below.

MODIFYING FORMATIONS

Championship Manager 01/02 is supplied with a number of ready-made tactics. You can choose to use these without modification or you can alter them to define your own unique styles of play and formations. The tactics can be changed through the use of the three formation viewing options, which vary in degrees of complexity and the level of control they exert over the exact playing style of your side.

If you are a novice manager then a good tip would be to use the pre-defined tactics described above to judge how your side initially performs and exactly which of the formations and instructions work best for your side. However, to bring your players and team to their fullest potential you will, sooner rather than later, have to go into creating your own specific tactics.

FORMATION OVERVIEW

A complete overview of your side's current formation is shown in this window together with indicators on each individual player's movement within that formation, which is illustrated by arrows. To move a player's position within your formation, click and drag the player's circular indicator with the left mouse button to his new position before releasing the mouse button. Any changes that are made to player positions and/or player movements are also made to the shape of your formations within the With the Ball and Without the Ball Options.

Whilst the overview screen gives a manager a clear guide to his team's overall formation, more precise alterations can be made to the team formation and each individual player's movement, at certain times of play, by using the With and Without the Ball options.

WITH THE BALL / WITHOUT THE BALL

On each of these screens the field of play has been divided into twelve zones, six per half of the pitch. By clicking with the right mouse button into any of the areas, you can view how your current formation is placed when the play has entered that particular zone, either with or without possession of the ball. As with the Overview screen clicking and dragging his circular indicator with the right mouse button can move a player's position.

To assist in your modification of the team tactics the edit button contains a number of options to make life a little bit easier for you and to create a degree of uniformity within your tactics.

REFLECTS

So that your tactics have a symmetry to them, regardless of which side of the field the ball is in, you can use the Reflect command on the Edit menu to reflect the tactical formations that you have designed for one side of the pitch. Their identical formation can be used on the corresponding zone on the other flank.

SHOW RUNS

The Show Runs options shows the degree to which your players have moved between the zone previously selected and the one you currently have highlighted. The highlighting of player movement is useful in determining whether players are being made to move around the pitch too much and may be the case for players tiring quickly during the course of a game.

PLAYER INSTRUCTIONS

The instructions given to your team through the Team Instructions button on your side's Tactics screen can also be modified on a player-by-player basis provided of course that that player is on the field of play. For instance, it is possible to select which players you wish to bring forward for attacking set pieces and back for defensive ones, whether or not you wish to man-mark certain players or give your midfield genius the complete run of the park with a Free Role. The choice is up to you but as with all tactical considerations, the changes you make can have a profound effect on the course of a game and the performance of your side, so make sure you make the right and effective choices for each of your players. You don't want the slowest player in your team instructed to Run with the Ball, and how can you justify bringing that nippy little forward of yours back for defensive set pieces, when he would be far more use kept up in attack looking for the breakaway.

Only the most perceptive of managers can afford to experiment without a degree of trial and error coming into their considerations and the chances are that your initial efforts will be met with as many failures as successes. Just attempt to learn what you can ask of your players and very soon your side should be doing exactly what you ask of them.

To issue an different instruction to a player, go to your side's Tactics screen on then either right-click on the player's name who you wish to provide the alternative instruction to or click the "View" button to bring up a list of the options available to you.

By right-clicking on the player's name you will be able to view all of that players specific instructions, which if set to "Team" signify that the player, in respect of that particular instruction, will follow the general Team Instruction as set from the Team Instructions screen.

Alternatively, by using the "View" button you can view the instructions of each of the players on the field.

Passing	What it does?	The player instruction for Passing allows managers to specify whether or not a player takes as his instruction that given to the team from the Team Instructions screen or another entirely different passing instruction. For example, you might be playing a short passing game but think that the ball would benefit from getting forward quicker. To achieve this you change the passing style for each member of your back four from Team to Direct or Long.
	Making it work	By it's very nature, the success of your side's passing is dependent on the passing abilities of each team member. Find out who is comfortable with passing the ball and make the most of their ability. It's no use having a side blessed with the most prodigious passers of the ball, whilst at the same time making them slavishly play Long ball. Conversely, you wouldn't ask a team containing few or no passers to spend (and thus waste) its time rigidly attempting to play short, neat triangles with one another. Always remember that it's horses for courses.

Tackling	What it does?	Not that anyone will really care but your managerial ethics come in for a test when making changes to the instructions given individual players regarding their tackling.
		In most instances the default Tackling setting of Normal proves sufficient, with players making the necessary challenges without either standing off or wading in with their studs showing. However, there are certain instances in which you require a change in a player's approach to making tackles.
		For example, a player on a yellow card might be sailing too close to the wind with some of his tackles and to avoid a possible red card situation you could specify that he holds off in his challenges. It won't altogether remove the possibility, but it'll help.
		There are a variety of reasons why you might ask request that a player goes in Hard with his tackles. There may be reasons whereby the flow of the game needs breaking up by a more physical approach or more cynically, that you may want to scare the opponents a little. By issuing the Hard tackling command to certain players it is little more than showing a red rag to the bull and particularly when mixed with Pressing and some man-marking can result in players being taken out of the game, either by injury or red card.
	Making it work	As is mentioned above, with the majority of players you'll find that the Normal setting of Tackling is more than adequate. However, should you find that you have to make a change to Hard or Easy tackling there are some factors worth bearing in mind.
		Make sure those players that have been specified as Hard tacklers of the ball have a high **Tackling** attribute value. This is important on two fronts, firstly the more accurate the tackle, the less likelihood of a foul and a nasty one at that. Secondly, and equally important is the fact that hard tacklers are going to commit themselves to the tackle much sooner than a Normal or Easy tackler. The consequence being that should they miss the ball (and the man) you'll be a man short and up against a player who has benefited in terms of his position and momentum as a result of the impetuous and rushed tackle.
Pressing	What it does?	Pressing acts in closing down the space and time given to your opponents when they are in possession of the ball.
	Making it work	Earlier in this guide we looked at the ways in which Pressing as a Team Instruction could be used to counter-act a short passing game by restricting the time spent that the attacking side can dwell on the ball and find the best available openings.
		This theory can be brought down to a player-by-player basis in the hope that individual players can be harassed and harried out of the game. You will, however, need players with high **Stamina** attributes to undertake a pressing game most effectively.
Pass to	What it does?	As a default setting, each player is given license to pass to all areas of the pitch, where it is centrally or onto the flanks. It is also possible to specify that you require individuals to pass to certain areas of the pitch - Centrally, Left or Right.
	Making it work	If someone is passing to a specific area of the pitch, it helps if someone is there to receive the ball. You'll need to make sure that you have players capable of spotting the pass as well as player's capable of setting themselves into advantageous positions from which to pick up play.

Set Pieces (A)	What it does?	Getting men forward is an important aspect of your set-pieces, making sure that the you have the right ones moving into position is even more vital.
	Making it work	Make sure you pack the penalty area with players who are good at **Jumping** and **Heading** the ball as well as those with good **Finishing** skills. It's also worth having some players in the box with good **Anticipation** values in case of rebounds.
Set Pieces (D)	What it does?	Regardless of the quality of your opponents, you'll want to supplement your numbers in defence when it comes to conceding set pieces.
	Making it work	As with sending players up for attacking set pieces you'll want some of your more imposing players defending when it's your sides turn to have their backs to the wall. Look to those players with good attribute values in **Heading**, **Jumping**, **Tackling** and **Marking**.
Free Role	What it does?	It's rare that a player is of sufficient quality to be entrusted with a Free Role by a manager. But should you be fortunate enough for your side to contain such a soul then make the most of him.
	Making it work	The ideal player to be given a Free Role is someone with the capability to be able to read and influence the game with the smallest of actions. Whether it be them having the ability to be able to decisively change play with a twist of the body and change of direction or by spotting opportunities of such cunning that a electron microscope would pushed to pick them out.
		If you're looking for a candidate for a Free Role in your side the best bet is you haven't got one. As a rule such players stick out as the best of the crop but high **Creativity**, **Dribbling** and **Flair** ratings will be essential, as will high attribute values in **Passing**, **Off the Ball** and **Technique**.
Forward Runs	What it does?	Forward runs specify whether or not a player moves into gets forward and into a potentially attacking situation when his team is in possession of the ball.
	Making it work	For sides with an attacking play obsession, the forward runs of players is essential in order to maximise the numbers of bodies and in theory at least increase the number of attacking options available. The most useful players to come forward in this manner are midfielders who in moving out of their useful area of influence are never that far away from where they are needed most should the attack break down. As a result of what is quite a mobile strategy, players will need to have high **Stamina** attribute value, in addition to the **Anticipation** and **Off the Ball** skills they'll need to make space having got themselves forward in the first place.
Run with Ball	What it does?	In other words, dribbling. There is no sight in football more impressive sight than a player moving forward with the ball willing to take on his opponents. Whether it works depends more often that not on the ability of the attacking player rather than the defending, but as a method of breaking open a defence, running the ball is as good as any.
	Making it work	Specifying that a player should run with the ball should only be undertaken with players with sufficiently high attribute values in **Dribbling** and **Pace**. Should the player have the dribbling skills but not the speed, you can also use the technique as part of Counter-Attacking, whereby players with good anticipation who have forward runs should have got into position prior to the player with the ball determining where he will play the ball.

Hold up Ball	What it does?	The holding up of the ball is a useful instruction to lend a player if your team is currently playing a defensive tactic. Any player with the instruction will, on receiving the ball, delay his movement and any delivery of the ball whilst his fellow team-mates assume attacking positions.
	Making it work	The Hold the Ball tactic whilst useful in buying time for your side to switch from defending to attacking can, given the nature of where the ball is being held, become a liability in the hands (or feet) of the wrong player.
		Those players that you wish to Hold the Ball should be highly skilled in their **Technique**, **Decisions** and **Balance** attributes as well as possessing sufficient **Strength** to fend off the more physical attentions of opponents.
		The tactic is also a good one to have wide players undertake when you are attempting to play the clock out and waste time.
Long Shots	What it does?	If you are having trouble making sufficient chances close to goal you can always elect to make your players attempt to put one in from distance.
		However, as you'll soon observe long shots in football fluctuate between two extremes - wasteful and the spectacular - usually the former.
	Making it work	Always the most speculative of attempts on goal, it may be worth specifying that those players with a high Long Shots attribute value be allowed the occasional dip at goal. Even if they don't score direct from the shot, providing the shot was on target, there is always the chance of the keeper failing to get hold of it or at worst the ball going out for a corner.
		Don't bother about instructing those players who haven't got the necessary credentials to line one up; instead allow them to develop the attack further or to line up the ball for a better marksman.
Marking	What it does?	Specifying how your side will mark their opponents should in most respects be made with reference to two aspects of your side, namely the ability of your players to be able to mark and secondly the formation that your team is currently playing. Championship Manager 01/02 allows you to set one of three different sorts of Marking for each of your players, each of which makes separate demands of your players and formation.
		Zonal: Players pick up opponents within a notional zone, specified by the position of the field in which they are playing.
		Man to Man: The player is assigned the specific job of marking an individual player
		None: The player has no marking responsibilities.
	Making it work	The key to successful marking is, as with all Player and Team Instructions, is in finding the right man to do the job.
Cross Ball	What it does?	Delivering a good ball from out wide into the penalty area can unsettle even the most competent defence. It can make sense to instruct those players who get forward on the wing to deliver the ball via a cross as opposed to trying to work the ball inside along the ground.
	Making it work	The obvious attribute a player will need to able to satisfactorily make use of the Cross Ball instruction is **Crossing**. In most circumstances the player will be situated out wide so in order to get in the positions to be able to put the cross in the player will also need good attribute levels in **Passing** and **Dribbling**. Also make sure that any player with the Cross Ball instruction is using his preferred foot to cross the ball. For example, that a player out wide on the right specified to cross the ball also has a preferred right foot. Players with the wrong preferred foot will obviously be less inclined to make the cross preferring to cut the ball inside.

| Play Through Balls | What it does? | The Through Ball is without question the most incisive of all passes in the game of football. At the heart of it's potential lies its ability to wrong-foot and split a defence in an instant. |
| | Making it work | Playing Through Balls requires more than just the player making the pass being up to the task. The player instructed to make the Through Ball has to have a good **Creativity** value as well as sound ability in **Passing**, **Decisions** and **Flair**. There will however be little point in your midfield wizards making defence-splitting passes if your forwards have neither the **Anticipation** nor **Pace** to be able to capitalise on the opportunity provided by the Through Ball. |

FREE KICKS

A specialist free-kick taker can be nominated for each side of the field. Obviously when selecting a player to take the kick, it is best to select a player with the appropriate preferred foot as well as one with a high **Set Pieces** attribute value.

CORNERS

As with the selection of free kicks, you are given the option to select a player to take corner-kicks from both the left and right of the field. The player will require good **Set Pieces** and **Crossing** attribute values.

TRAINING

Together with Tactics, Training is one of the most essential, yet complicated, areas of football management and revolves essentially around the maintenance and modification of a player's abilities.

For your side to function to the best of its abilities you'll need the services of your coaching staff. Through them you can prepare and prime each of your players in order to maximise their playing attributes under the tactical systems you have instructed your team to play under.

You can however opt to ignore the defining of your squad's training regime with the training of your squad as a consequence automatically organised by your assistant manager and coaching staff.

CHANGING ATTRIBUTE VALUES

In order that your training regimes and schedules are having the desired effect on your players it is possible to observe from the Training screen any positive or adverse changes in each of your player's attribute values.

Click to the Training screen, followed by clicking the View button towards the left of the screen. By default this is set to General, however, when you change this to Attributes it will be possible to view your players with reference to their current attribute values.

A new option will appear called Attributes with which you can determine which type of player attributes you would like to see displayed, such as physical or mental, attacking or defensive.

Where your current training regime is having a positive effect on a player's attribute, that attribute will be highlighted in GREEN.

Where the attribute value of a player has turned RED in colour, this signifies that that particular attribute value has deteriorated from its original value.

An attribute value that has not changed is coloured CYAN.

USING YOUR COACHES

From the Training overview screen it is possible to select which of your coaches you use for each area of training as specified in the chart below.

To assign your coaches to areas of training click the Coaches button towards the right of the screen. This will display a list of your current coaching staff with those training areas that they are currently involved with highlighted by a yellow box.

Initially each of your coaches will be involved in all areas of training. However, to maximise their areas of skill as well as their time, it is wise to give each coach no more than three areas of training with which to become involved with.

For example, you could assign coaches to specific roles within the club such as goalkeeping or fitness training. It's up to you to judge a coaches ability in each area of training by reference to his Training attribute values, as well as the success of their training as determined by any increases or decrease in the attribute values of the player's under their instruction.

AREAS OF TRAINING

Each player's current training routine is indicated next to his name on the Training screen. To place the player into a new training routine, simply click his name and drag it over the button of the training routine you wish to place him into, then release the mouse button. A player can participate in only one training routine at any given time.

Tactic Name	This is the name of the tactic that is displayed on the tactics screen and on a player's training indicator.
Fitness	Some managers place more emphasis upon the fitness of their players than any other aspect, the thinking being that a team that can compete for the full ninety minutes will, in many respects, have the edge over any team regardless of ability. Whereas other managers may simply place fitness training on a more general level, with other areas of training given emphasis. As with every aspect of football management it is up to you to find the appropriate balance that suits your squad of players and the type of football you want to see them play.
Tactics	If, as a manager, you are the type to develop new complex formations and tactics, your best hope for there successful development lies in specifically developing the tactical awareness of players. However, the success of the training, as with all areas, is ultimately dependent on the ability of your players to be able to learn and adapt to what you require of them.
Skills	The continued development of your side's skills is paramount if your side is to have any hope of success. Therefore it is wise to include, as part of any training routine, an element of skills training.
Shooting	Shooting practice comes in useful as a general training routine for your attacking strike force or as a method of helping an out of form striker to regain his goal scoring touch.
Goalkeeping	It is possible to specify training for goalkeepers, as part of a training routine, and it is advisable that each of your goalkeeper's is involved with this routine. The appointment of a goalkeeping coach is also highly desirable in the development of your goalkeeper training, see the Coaches section below this.
New Position	Occasionally you may wish, or need, to retrain a player in a new position. To retrain a player, click the training button you wish to assign to the training routine and then from the routines edit option, specify the type of player you wish to retrain a player as. A player who has retrained in a new position will retain the ability to play in their original playing position. However, if the player, having been retrained once, is then retrained for another position, they are deemed to have lost the ability to play in the position they first retrained under.
New Side	Similar to the retraining of players to play in new positions, it is also possible to retrain a player to play on a new side of the pitch. As with the new position retraining, the success of the training routine will be largely dependent on the attributes of the player concerned in being able to learn and thus make the transition you require from them.

EDIT TRAINING ROUTINES

To modify an existing training routine, click the button of the training routine you wish to change, then click the Edit button on that routine's screen. Each routine can be edited by specifying which of the following areas of training you want that particular training routine to concentrate upon.

TRAINING INTENSITY

The level of intensity that you set for each area of training is vital in terms of its success. However, it is up to you to judge the correct levels of intensity for training without making a schedule so demanding for your players that their condition levels never reach 100% on matchdays or they become more susceptible to injuries.

The intensity you set, as with all aspects of training, is however dependent on the quality of the coaches employed by you and the degree to which the player applies himself during training.

None	No training will be given to players in this area of training. Players attributes related to this area of training may fall.
Light	A small amount of top-up instruction is given to Light training, with, as a consequence, less likelihood of attribute values reducing.
Medium	Medium intensity of training is in many respects the most optimum level of training, with players receiving a potential boost to their attribute values without necessarily pushing the players to the limit.
Intensive	Intensive training will potentially result in the highest increase in the attribute levels of your players. However, the Intensive schedule that you have set significantly increases the likelihood of reduced condition, tiredness and injury. It can be useful to set an area of training to Intensive, just make sure that you keep an extra close eye on the condition of the players concerned regarding their fitness.

PLAYING THE TRANSFER MARKET

You'd be a fool if you though your job consisted solely of picking the team and selecting the tactics. Your role within the club extends far beyond that, to hiring and firing your backroom staff, as well as total responsibility for the management and spending of your club's transfer budget.

The heart and soul of management is in your successful playing of the transfer market and your ability to be able to pick out and sign those players that fit both your playing style and budget. Championship Manager 01/02 offers a wide range of facilities with which managers can find the new faces to bring into their team.

QUICK SEARCH

If you're after details on a particular kind of player, Championship Manager 01/02 Quick Search function allows you to quickly identify players by using a series of filters. The player's specified will be those from within your selected leagues as well as those players with a high reputation from other leagues.

FILTERING QUICK SEARCHES

The criteria by which you make use Championship Manager 01/02 quick search function can be found under the Filter menu. If, for example, you were searching for a central defender under the age of 30, then in the filter menu you would specify those criteria and then apply the search. Any players that it then flags up can be approached for loan or purchase or added to the shortlist for future reference.

BUYING

Whatever the state of the squad that you inherit it will be immediately obvious of the need to bring in your own players and to herald the new reign at the club.

In assessing a player always check their history for details of previous injuries or bans. There have been many examples in real life of managers not thoroughly checking a player's history and forking out a lot of money for players whose careers had been irreparably left in the operating theatre, betting shop or bar.

Once you've identified a player you wish to buy, the first step is to approach that player's present club, if he has one, by clicking the player's Action button and then Approach to Buy. For those players who are not currently at a club, you can also propose to the player that he comes to you on a trial, prior to you making the offer of a contract to him.

At the transfer negotiation screen you can construct your bid for that player. A bid can be comprised of a cash payment or as an exchange between the clubs of players.

COMPOSING YOUR BID

Having consulted your scouts and thoroughly analysed a player's record it is time, if he is currently under a contract, to approach his current club and submit an offer.

If a player is not currently under contract to a club, your approach is made directly to that player and no fee is payable. In such cases you will be taken to the Contract Negotiation screen instead of the fee negotiation screen. For more details on negotiating contracts, turn to the Player Contracts section of this guide.

Bid Price	At the heart of every transfer is the fee that is to be paid for the player. In most circumstances, you will have to offer an amount at least equal to the current asking price for the player. The degree to which the selling club accepts your offer depends on how they view that player's current and potential contribution to their club. Obviously, you are more likely to have to offer an amount far in excess of the asking price to tempt a club's most useful and in-form players. Whilst those players languishing in the reserves and on the transfer list may be had for the asking price without much in the way of haggling or negotiation over the fee. If you negotiate the cash bid, the bid is mulled over for a few days before the club will get back to you via your game news.
Monthly Instalments	If your club has a shortage of immediate cash to complete the deal, it may be possible for you to arrange with the selling club to stagger your payments over a specified number of months from six months to two years.
Sell-On Clause	The use of the sell-on clause is normally enacted with the sale of a young, but as yet unfulfilled player. For such players it may make sense for the player and club to arrange a move, but with the proviso that the selling club receives a further payment should the player's new club sell him on later at a profit. If the club selling wishes to make the transfer conditional on the inclusion of such a clause the amount can never be higher than 25%.
	The financial demands of the modern game are as such however that many of the bigger clubs may not see the need to pay you a sell-on clause for a player and as a consequence may not wish to negotiate transfers with a sell-on clause attracted to the deal. As it is mainly managers of smaller clubs who add the clause to deals, larger clubs may inclined to offer cash deals with a take it or leave it mentality, and cash-strapped as you may be who are you to refuse any offer of money coming into the coffers.
Fee after number of club appearances	If the player involved in the transfer is a young prospect, an additional payment can be specified relating to the number of appearances the player will make for his new club. This is a useful part of the limited armoury available to managers of lower division clubs when forced to part company with his carefully nurtured young prospects. The amount specified can be varied, but a minimum of a 25% of the transfer fee is recommended.
	It is also to specify the number of games taken into account by clicking the number of matches involved in the deal. For example, if you want the player to play in 50 matches before payment is made click the default setting of ten matches until it cycles through to 50.

Fee after number of international appearances	Like the Fee After Club Appearances transfer stipulation, the Fee After International Appearances works in much the same way as offering a degree of compensation to clubs who have sold young, promising players who subsequently have gone on to become regular players at international level.
	It is also possible to change the number of appearances specified in the deal. Simply click the number of appearances that you want added to the deal and the number will cycle in ten match increments from ten to 50 appearances in an international jersey.
Transfer Date	As well as the financial considerations of each transfer it is also possible to specify when you wish the transfer to take place. Most transfers are scheduled to take place almost immediately, however, there are circumstances when a transfer can be completed, but the player himself does not make the move until a later date. This is particularly the case with transfer according to the Bosman ruling. For details of Bosman, as applied to the league within which you are currently managing, turn to the League-by-League guides at the back of this guide. You may, for example, have a player who you highly regard and who also commands a comparatively high-value; however, at the end of the season he will be available on a free transfer. If a club is sufficiently interested in securing the players services for the next season, they may be prepared to pay up and wait rather than risking losing him to another side in the intervening period or in the scramble for his free services.
Make Bid Public	Whether you make a transfer bid public depends pretty much on whether you are the club doing the buying or the selling. If you've received a bid for one of your players it is in the interest of your club to announce that someone has come in and made an offer for the player in the hope of sparking a chase for his signature. Whilst if you're the club doing the buying, the last thing you may want is the bid to become public, particularly with regard to in-form and international players, and the transfer becoming an auction for the services of the player.
	Making a bid public can also unsettle a player, particularly if the move is from a bigger club and the move is turned down.
Player Exchanges	It is also possible to purchase players using a player in full or part exchange as payment of the amount owing. To offer a player as exchange in the deal, click the exchange button and you will be presented with a list of your players who you can offer in exchange.
	Championship Manager 01/02 also allows you to view those statistics and details of those players suggested for inclusion in an exchange deal.
	To include the player in the deal, click the Exchange button at the top right of the screen and the name of the player you wish to include. You will then be taken back to the bidding screen with details of the amended offer. News of whether your proposed exchange is successful will be relayed to you in the normal manner via the game news.

Once you have composed each element of your bid, you can press the "Offer" button on the screen to send the details to the club in question.

AND SELLING

Unfortunately it's a way of life in football that when you have players performing well on a consistent basis, other managers will seek to come in and try and take them off your hands. After all it's what the transfer market is all about.

Nevertheless, what can all too often appear a cut and dried decision as regards where or not you accept or refuse an offer for a player can in actual fact become an issue with which the success of your side directly effected by the response you give to an offer.

You may have a side that is riding high in it's division with a tight unit of players getting results week in week out, however the financial considerations of the club may be such that you need to balance the books. As a consequence, who should be the one to bring in the best money? Your best player naturally and with it the possibility of a downward turn in the fortunes of the side and with it your managerial reputation.

Another pitfall could be that you refuse an offer from a club for one of your players who you wish to keep. The player, particularly those in the lower divisions, may as a result of your refusing him a move that he sees as an improvement to his present situation become unhappy with your decision so affecting his and possibly his team-mates morale and performances.

LOANING PLAYERS

For clubs on a low budget or those seeking to find temporary cover for suspended, ineligible or injured players, the use of loan transfers can be a useful way for managers to get themselves and the club out of a tight spot.

At the loan negotiation screen you will be asked for the length of time you wish to loan the player for, the cup competitions he can play in and the percentage of the player's weekly wage that you are prepared to pay. Once you've made your offer, the player and his club will inform you via the game news whether the loan can go ahead.

WHAT TO DO WITH AN APPROACH?

When a club does come in for one of your players you have a number of options available to you, first of which is are you going to sell him or not? After that it's a question of a fee or the type of refusal you wish to give the club who have made the offer.

DELAY TRANSFERS

Occasionally there may be reasons why you may wish to delay the transfer of a player. If you are the side selling the player, you could for instance through injury or suspension become short in certain areas of the field and may want the outgoing player to hang around for another week in order that you have sufficient cover.

Alternatively, when purchasing players you might want to delay buying the player for a week due to you having insufficient transfer funds available, with the extra seven days giving you enough time to raise the needed amount through selling players or from approaching the board.

Whether the delay regards incoming or outgoing players there is only so much patience that clubs or players have with your predicament. Whilst most clubs or players have no problem with a week's delay to the completion of the transaction, a second request for a weeklong delay will almost certainly be refused, with the proposed deal collapsing as a consequence.

USING YOUR SCOUTS

Given the size of your task as manager it is unfeasible for you to become aware of all possible signings and prospects from around the world. You are of course aware of those players whose names make the newspapers and magazines and those at the top clubs and who play on the international stage and can always check up on the big names via the default option on the Player Search option.

Depending on the size of your club you can have up to a maximum of seven scouts who can be kept on permanent duty scouring the world in search of finding you the right men for the job.

As well as scouring the world of football in search of new players, your scouts can also be employed to look at prospective purchases on a player-by-player basis. This can be extremely useful if you are about to splash out on a big money signing or are uncertain how useful the player may be to you. Once the player has been watched the scouts who travelled to assess the player will get back to you immediately with their impressions of the player's ability as well as any information they may have acquired about his character.

To have an individual player scouted, click to the respective player's information screen and click his Action button. Then select the Scout Player option. You will be asked to confirm your selection that on doing so will have the player watched the next time one of your scouts becomes available.

WORK PERMITS

Depending on the non-national player ruling in your country you will be restricted to the number of non-national or non-EEC players that you will be able to sign for your club. Check the league-by-league chart to see whether the league you are currently managing within has such a ruling.

If you are managing a club in the UK a work permit will also be necessary should you wish to sign the player.

For a player to receive a UK work permit they must have played in 70% of his national side's last 16 games or to be a player with exceptional skills or a high reputation, for example, Juninho's recent move back to Teeside.

When the Department of Employment have approved a work permit, it is valid for the entire duration of the player's contract. If you attempt to renegotiate the player's contract he must have played in at least 75% of his home nation's international matches that have been played in his time at your club.

Your scouts should make you aware of whether or not a player that you intend to sign requires a work permit to come and join your team and they will also let you know whether or not they think the application for a permit will be successful or not.

THE MATCH

Matches in Championship Manager 01/02 are viewed via the match screen and contain every piece of information that you could possibly need in order to watch the match and judge the performance of your side.

OVERVIEW

This screen provides an overview of the game's major incidents with details of goals, penalties, red-card, injuries and any other relevant match event shown for both sides. A larger commentary display is also shown on this screen than on any other.

The screen also contains details pertaining to the match referee and the prevailing weather conditions on the day, but then of course you remembered to check all that from the Next Match screen before you went to the match didn't you?

REFEREES

There are plenty of managers who would swear blind referees can cost you your job and whilst that may be the case, it pays to know what sort of referee is taking charge of your matches. Simply click the name of the referee on screen and you'll find out how strict or lenient he is and how often he produces his notebook over the course of a game, making your team selection and tactics then fit accordingly.

MATCH COMMENTARY

During the course of the match, Championship Manager 01/02 displays a running match commentary detailing the major event. In order that you know exactly what your team is doing and who is doing what you'll need to pay close attention to the game commentary. It'll highlight all of the key points of the game for you, keep you informed of any tactical changes made by your opponents as well as tell you any relevant match or player statistics that have changed over the course of a game.

COMMENTARY SPEED

Match commentary can be viewed at five different speeds - very slow, slow, medium, fast and very fast. To change the speed at which the text commentary is displayed you can either click the Commentary Speed button on the Menu Bar or hit the Space Bar, which will cycle through each of the three speed settings.

In order to be able accurately interpret your side's performance over the course of a match and to hear the sound effects you'll need to set the Commentary Speed to slow or very slow. There are, however, occasions such as during a heavy defeat or meaningless friendly when you just want to get the game over with in which case moving the Commentary Speed to very fast

MATCH STATS

It's useful to know what has happened during the course of a game, from the number of shots on target to the percentage of completed passes made by each side. The Match Stats displays a complete breakdown of the match statistics offering an excellent opportunity from which you can assess your side's performance over the course of a match.

PLAYER RATINGS

The performance of each player is constantly assessed over the course of the game and reflected in a one to ten rating. Use the value to determine on a general level, which players are and are not performing to the standards you set.

If a player is receiving a poor rating perhaps less than six, you will have to look at why the value is so low. Is the player off-form or out of condition, or is he playing out of position or against an opposing player who has the beating of him? It's up to you to identify the problem and then act before the disadvantage has turned itself into a goal against you.

Player Rating	What it means?
10	The player is playing a blinder and is an odds-on choice for man of the match
9	The player is playing to a very high standard.
8	The player's performance is of a high standard.
7	The player is turning in an above average performance.
6	The player is having an average sort of game.
5	The player is performing well below his best, work out what his problem is or sub him if you have the substitutes available to you.
4	The player is having a particularly poor game, look to bring him off.
3-1	Any value in the range of one to three must almost certainly warrant an immediate substitution. You might if the circumstances warrant it also want to fine the player for their dismal performance.

TEAM STATS

Over the course of each game, Championship Manager 01/02 keeps track upon each and every move of all the players on the pitch. The details of which are displayed on the Stats screen for your team.

ACTION ZONES AND THE POSSESSION BAR

The action zones screen allows you to view, in percentage terms, where the action has taken place over the course of the match. The screen shows the pitch divided into three areas and the amount of play in each area can be viewed from a number of perspectives. By default the Action Zones are set to show the play in each zone over the past five minutes of play. It is also possible to view the percentage of play in each zone for the first and second halves as well as for the entire game.

LIVE LEAGUE TABLE

It's the last match of the season and the destiny of the season depends on the results of matches at other clubs. During the course of matches played under a league format a live League Table option now appears on the match screen showing an updated league table reflecting the latest scores of the games being played concurrently with yours.

LATEST SCORES

When your progress in competitions is not just dependant on the score from your side's match, the latest score screen allows you to view the latest scores in each of the games being played simultaneously with yours.

MATCH REPORT

Each match that is played generates a match report that can be viewed at half and full time. Use this screen to go back and analyse previous action in the game, such as the moves that led up to a goal or how a particular player has impacted upon the game.

MAKING SUBSTITUTIONS

Depending on the individual rules of each competition you'll be able to make a certain number of changes to your side's personnel during the course of a game. During a game you can make a substitution by going to your side's tactics screen, by clicking the appropriate button on the Match Menu Bar. From the Tactics screen, simply drag the number of the player who you want to take off onto the name of the player you want to come on and replace him. Upon leaving the tactics screen, you will be asked for final confirmation of whether you wish to proceed with making the changes. You will also be informed, when you make a substitution, if the player coming off is specified as one of your set piece specialists and given a chance to make a change to your list of specialists via the Team Instructions option.

CHANGING TACTICS

As the game kicks off it is essential that you make use the various screens available from the match screen. Use each, in conjunction with the match commentary, to identify areas in which you are having success or troubles.

WEATHER

The weather has on a consistent basis been known to wreak total havoc with a manager's best-laid plans.

You're able to follow the current weather forecast by clicking the Next Match button, which is situated at the top of your Senior Squad screen. From the Next Match screen, you'll be given the latest weather information so as to make the most appropriate team selections. It is possible if the weather is particularly poor that a match may be postponed until a later date. Should you get a run of postponed matches over the course of a season you will have to watch out for the obvious dangers posed to your side through any fixture congestion, particularly regarding player condition and fitness.

Obviously different weather conditions suit different types of player and whereas one condition may adversely affect one player's performance, the same conditions can equally bring out the best in another. Make certain that you take notice during matches of any comments made on the effects that the weather may be having on your side's performance.

Windy conditions for example make the use of the Long or Direct ball passing types unwise, whilst a wet day might lessen the impact of your players with good control as the greasy surface makes for a less than skilful match.

Check the temperature as well as on match days where the temperature is excessively hot or cold, as most players will suffer a greater and more rapid degradation in their Condition value in the less than ideal footballing conditions.

It's up to you to keep an eye on what the clouds are doing and how best you're going to take advantage of whatever conditions are like on the day.

PART 3: WHAT'S NEW

NEW TRANSFER RULES

One of the most important changes in the world of football since the introduction of the Bosman ruling has been the laboured introduction of a new transfer system. After endless discussion and disagreement the new rules have, however, been agreed football world governing bodies and are now included for the first time

within CM3. However, in the intervening period managers are advised to renew contracts with existing players as contracts that are in place before the introduction of the new system are unaffected by the change in rules.

A number of radical changes have been made to the existing system, which come into effect for those contracts signed on or after September 1st 2001. Player contracts that were signed prior to this date are not subject to the new rules, that is their contracts do not become unprotected.

The changes to the transfer systems is as follows:-

i.   The maximum length of contract that you can now offer ANY player is five years.

ii. Contracts can now be Protected or Unprotected. The length of protection afforded by each contract is based upon the age of the player when he signed his present contract.

iii. A contract signed by a player, who at the time of signing OVER the age of 28, has a Two-year protection period assigned to it.

iv. A contract signed by a player, who at the time of signing UNDER the age of 28, has a Three-year protection period assigned to it.

v.   When within the protected period of a contract a player is not able to move of his own free will without the permission of his current club much like the previous transfer rules.

vi. After the initial period of protection has passed a player whose contract is now unprotected is allowed to move clubs if he so wishes, without the permission of his present club. However, in order to protect clubs from losing players throughout the course of the whole season, players with unprotected contracts are only allowed to move clubs within two specified transfer windows.

In addition to these new rulings, a further measure has also been added to protect the interests of those clubs who are less well off. Clubs developing young players will receive a small percentage of any future transfers involving those players.

ATTRIBUTE MASKING (FOG OF WAR)

Traditionally managers within CM have been allowed an all-seeing eye when it comes to viewing the attributes of each player in the game. However, for the first time in CM history you can now choose to start each game with a more realistic approach to how you view each player attributes.

Now for the ultimate CM challenge, at the start of a new game you can elect to Hide Player Attributes. Those players in the game who are less well known will have a number of their attributes hidden, until such a time that they come to the attention of your scouting staff, or they feature in a match in which one of the teams is under the control of a human manager. To achieve success as a manager when playing with the Fog of War, managers will now be forced to make better use of their scouting staff in order to get a more complete picture of the talents and weaknesses within each of the vast array of players available within CM 01/02.

It is also essential that players be scouted when looking to purchase them, as your board of directors is unlikely to stump up a huge transfer fees and a big wage packet for a player they know next to nothing about.

BOARD ULTIMATUMS

There is after all only so much that you can do as a manager without the help of the board and as with earlier versions of CM3 you can approach your club's board of directors in order to secure more funds for a number of reasons.

The latest version of CM3, however, now allows those managers to get their points across to the board in the form of issuing them an ultimatum. It may be that you believe the club cannot go forward with the purchase of a player or that the club's future is being put in peril by the lack of a youth academy, if you feel strongly regarding this then giving them an ultimatum is the answer.

Of course, the board don't have to do anything about any ultimatums you may give them to be honest with them why should they. In fact, unless you're reputation is such that your word carries a lot of weight within the club and amongst the fans, by making such as ultimatum and thus forcing the hand of the board, you run the risk of forcing the board to call your bluff by sacking you. You will be offered the chance to issue an ultimatum to the board when the board responds, via the news items, to your initial request.

BAN APPEALS

The sending off of one of your players is not helpful at the best of times; however, the inconvenience to you is almost nothing when compared to the resulting ban that follows a red card. Depending on the severity of the offence the FA has the authority to impose some quite hideous penalties on your players.

It is, however, now possible to appeal against some of the bans imposed upon your players by appealing to the FA directly once news of the suspension has been made. By clicking the "Appeal" button that appears above the news you'll be offered the chance of appealing to the undoubted sense and wisdom of the FA's Disciplinary Panel, who will then go away to consider your claim. After considering your appeal the FA will get back to you within a short time to tell you whether or not they have upheld your claim and what reductions, if any, they will be making to the original punishment.

Beware, however, there are those managers, who let's face it, are known to be a little bit on the whinging side; endlessly defending indefensible players and complaining ceaselessly about favouritism for the top clubs. If you find yourself falling into the same trap you'll find that the media will, in no time at all, pick up on this side of your management and start to question you.

Make sure when considering your appeal you don't just wade in to the appeals process without finding out a little about the nature of the offence. Use the match report from the game and identify the events leading up to the sending off and assess how harsh the penalty was in relation to the offence itself, if it appears out of kilter when it's probably worth approaching the FA.

IMPROVED SCOUTING

If you want to keep up with your opponents you'll need to make full use of the scouting staff at your club. Traditionally, your scouts in the game have centred their efforts in identifying to you those players who, in their opinion, would constitute good purchases for your side. In CM3 1/2 the role of scouts has been extended in two key areas. Firstly, when playing with the Fog of War in operation your scouts will be at your service to provide information as to the abilities of those lesser-known players whose attributes are not yet visible to you. Secondly, your scouts can now be assigned to assess the quality and attributes of forthcoming opponents. To assign them to scouting your next opponents go to the Staff screen and select which member of your scouting team you wish to assign to this job and then select the Scout Next Opposition from the respective scouts' option menu.

Once they're on the job, prior to the match, they'll report back to you with their findings. Within their assessment will be their opinion on the quality of the side in relation to yours, the formation that they as a rule take to the field with, and information on who they think are the players in that side who you need to pay special attention to.

LEAVE OF ABSENCE

Footballers are highly-strung, sensitive animals and as often as not a long way from home with no friends or family around them. In order to preserve their sanity as well as your investment in them, when players become homesick you now have the option to send them on a leave of absence. In most instances the player should return to you with an improved morale and attitude to work. However, should the player remain away from the club for too long there is a good chance that, rather than return to the club for training, the player will elect to remain at home in breach of his contract with you. It is up to you to get the

right balance between a sensitive approach to man-management while not undermining the confidence and respect that you require from your players.

If you wish to send a homesick player on a leave of absence you can do so by clicking the player's Action button and selecting the appropriate option.

PLAYER REHABILITATION

Players getting injured are a fact of life and a lot of the time it's the same injury that they fall foul of ruining both the stability of your teams as well as the player in questions chances.

Players can however now be sent for rehabilitation where the physiotherapists at your club believe that the player is repeatedly suffering from the same injury. When a physio believes this to be necessary he will inform you of his opinion and the said player will go away and be treated in the hope of curing the recurring problem. However, in order to successfully rehabilitate the player it might prove the case that the player will be out of action for quite some time with both the consequences that he could well fall outside of your plans as your side evolves and develops without him. Despite that downside, rehab comes into its own when treating the niggling injuries often picked up by young players who without more intensive treatment might not reach their fullest level of potential.

COMPARING PLAYERS

If you've ever wanted to find out how good two players are against each other Championship Manager 01/02 finally gives you that chance. The player comparison feature has two different levels to it

Level One

It will directly compare the two different visual stats for each player and then display this in a colour coded scheme - green (player 1 is better), yellow (same), red (player2 is better).

Level Two

In a section at the bottom of the screen, it tries to take those visual stats and make a comparison of which is a better player in a certain position. In this second comparison, it does not check any hidden stats. Additionally, it only displays a rating where one (or both) of the player's can play, otherwise it will display "n/a".

In order to add and compare players, use the Compare Players feature on the Action menu of player's fact files.

MANAGER NOTES

Managers now have the option of creating game reminders to prompt you into doing particular actions or remind you of pending transfer activity. To utilise this new feature go to the Action menu on a players profile and select "Create Manager Note". Depending on if the player is part of your setup or part of another teams setup will determine which options are selectable. The options are : Promising Youngster, Transfer Prospect, Contract Renewal, Squad Member.

APPENDIX 1: DIFFERENCES BETWEEN WINDOWS AND MACINTOSH VERSIONS

Please read this section if you have purchased a Macintosh version of the game.

INSTALLER

The installer works slightly differently on the Mac. See the "Installation" section at the front of this manual for more details.

RIGHT-CLICKING

Most Macintosh mice have only one button. On the Mac version of Championship Manager you can achieve the same result as a right-click, by holding down the option, shift or command keys whilst clicking the mouse button.

SAVED GAMES, TACTICS FILES, ETC.

On the Macintosh version of Championship Manager you cannot specify the directory that files are stored in - it is chosen automatically for you. All files are stored in folders inside Championship Manager's own folder, as follows:

saved games - in the "games" folder   tactics files - in the "tactics" folder
player/staff/scout searches - in the "search" folder   training files - in the "training" folder

MEMORY ALLOCATION

If you want to play a game with lots of leagues selected you will need to allocate more memory to the Championship Manager application.

To do this, go to the Finder, select the "CM 99/00" application icon, and choose "Get Info -> Memory" from the File menu. A window will open with various pieces of information on it, including two editable boxes labelled "Minimum size" and "Preferred size".

The minimum size is the amount of memory that "Championship Manager" must be given in order for it to launch. For an "all leagues" game, you shoulnh set the minimum size to at least 100000k. The fewer leagues you select the less memory you can get away with.

The preferred size is the amount of memory that "Championship Manager" would like to have. In general you should set this value as high as you can, but there is no sense setting it to a value higher than the total memory you have free on your machine.

To find a good value for the preferred size setting, try the following.
1. Restart your Macintosh
2. Before doing anything else, choose "About This Computer" from the Apple menu
3. Read the value under the heading "largest unused block", and take away about 500k (half a megabyte); this is a good value to use

APPENDIX 2: COMMON PROBLEMS AND SOLUTIONS

This section contains the most common reasons for problems with the game and solutions to the problems that they cause.

CORRUPT DATA FILES

Corrupt Data files (either from downloaded updates or edited using 3rd party editors available on the net) can cause the game to crash (either randomly or more commonly during the game initialisation), to resolve this problem simply reinstall the game and any patches which are being used.

VIRUS CHECKER ENABLED

Certain Virus checkers can slow down the game's operation by checking whenever a file is accessed on the hard-disk. In certain circumstances this can make the game freeze for long periods of time. If you encountered this problem then please disable your virus checker.

BAD HARD DISK SECTORS

Bad Hard Disk sectors can cause the game to crash. To check whether your PC has bad hard-disk sectors simply run 'scandisk' (either from windows or a dos-prompt). If bad sectors are reported then it is recommended that you purchase a new hard-drive as soon as possible to prevent further crashes and potential data loss.

LACK OF HARD DISK SPACE

CM 01/02 requires a minimum of 75MB of free disk space on both the Windows and CM 01/02 partitions to operate ... the game checks disk space frequently but windows is a multi tasking O/S and can let other applications steal available disk space. To prevent problems with disk-space when running CM 01/02 please ensure that at least 150MB of free disk-space is reported at all times when running the game.

LACK OF MEMORY

The number of leagues that can be safely run is limited by the amount of memory a machine has, if your machine has only 16MB of memory you can only run 1 league.

It has been noted that a lot of users have been causing problems on otherwise decent machines by limiting the virtual memory that Windows has available for use. We do not recommend doing this, as it can cause programs problems (please ensure that your Virtual Memory settings indicate that 'Windows is managing virtual memory').

INCOMPATIBLE HARDWARE.

Common incompatible hardware includes:

1. AMD processors with Non 100Mhz Memory chips.
2. AMD Processors running Win95 can be subject to a bug within Windows itself, a patch is available for this from:
   http://www.amd.com/products/cpg/k623d/win95_update_k6.html
3. AMD processors with insufficient cooling (in some cases won't be apparent unless the machine is running for several hours).
4. Graphics card not supported properly by DirectX

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Chairman	Paul Collyer
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Design & Programming	Kevin Turner
Design & Programming	Marc Vaughan
Design & Programming	Svein Kvernoey
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Design & Programming	Sam Deane
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If you require technical assistance, call the Technical Support helpline on:

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or visit our website at:

www.eidos.com/support.html

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For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact Customer Services at **CUSTSERV@EIDOS.CO.UK** or alternatively via mail at the address below:

Eidos Interactive Ltd., Unit 2, Holford Way, Holford, Birmingham, B6 7AX

TECHNICAL ASSISTANCE FOR THE MACINTOSH VERSION

If you require technical assistance for the Macintosh version of CM 01/02, you can contact Feral's technical support helpline. Before doing so you should check the CM FAQs section on the feral website:

www.feral.co.uk

it may well save you time. If these do not solve your problem then e-mail:

support@feral.co.uk

or call:

0207-610-8844

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