

Championship **MANAGER** SEASON 97/98



EIDOS
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game system 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 television 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 screen, as far away as the length of the cable allows.
- Preferably play the game on a small monitor screen.
- 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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Installation

Note: This game is not a Windows 95 game and should be installed and played through MS-DOS

If you are running Windows 95 or Windows 3.0/3.1, you will need to exit to MS-DOS first. From Windows 95, click on the Start button, select Shut Down and select Restart the computer in MS-DOS mode. From Windows 3.0 or 3.1 click File in the top left corner of your Program Manager window, select Exit and then click OK.

1. Switch to the letter of your CD ROM drive e.g. type D: [Enter] (where D is the letter of your CD ROM Drive)
2. Type setup [Enter] to start the installation program
3. Unless you want to change the destination directory to which the game is installed, use the arrow keys to select which size of installation you require. The Maximum installation takes up 85Mb and the Minimum install uses 13Mb (between 25-50Mb is required for each save game). When your installation choice is highlighted simply press [Enter] to install the game.
4. If you wish to change the directory to which the game is installed, move the highlight bar to the Current Destination Directory option, press [Enter] and type the name of the desired directory, pressing [Enter] when complete.

To run the game.

After the game has installed type cm2 [Enter] to start the game.

Note: Each time you play CM 97/98 you will need to close down Windows and start the game in DOS by typing cd\cm9798 [Enter] and then cm2 [Enter].

New Game Options



You must select up to 3 of the following European Leagues. If you are running the 8 Megabyte version of CM2, you may only select 1.

English League	Dutch League	German League
Spanish League	Belgian League	Scottish League
French League	Italian League	Portuguese League



Restore Game

There are only seven available slots for you to save different

games to and clicking the Restore Game button will bring up the list of all eight save game slots for you to select which game to load and play. However, if like most normal people you play Championship Manager with just one game on the go at once, clicking the restore button will bypass having to choose which save game file to load and will automatically load your one existing game.

Delete Game

If you keep getting the sack or have got the sack and can't find a new job it's probably best to start a new game, in which case, delete your old game with this button and the restore button will be that much more effective when you start again. In addition, the Championship Manager save game files are substantial in size and deleting old games will make life a lot easier for you and your hard drive.

Change Directory

If you have moved the Championship Manager files from one directory to another, you can change the location here to avoid having to re-install the game from scratch.

Hall of Fame

Those managers that manage to win some of the game's trophies more than likely end up in the Hall of Fame with their names recorded for posterity. Whilst, it may appear easy to actually make inclusion for the Hall of Fame, reaching its upper echelons is an entirely different matter altogether and will require a Herculean managerial effort and degree of success.

Quit Game

Exactly that, a one-way ticket out of Championship Manager.

Choosing which team to manage

On deciding which type of game you wish to proceed with, it then is a matter of deciding which team will benefit from your managerial capabilities.

The selection of a team to manage from the list is a simple process.

Having chosen which team you wish to manage, a mouse click on name is focused by a prompt to enter your first and second name. The name of the saved game is then required. Once that has been completed, the game will ask for the details of any more players who wish to participate in the new game. Up to eight players can participate in any one game of Championship Manager, however, for the fullest enjoyment of the game it is recommended that the number be kept to a maximum of four people.

With that completed the game will then start to generate the necessary statistics for the game. This can take quite a long time, especially when setting up the 16MB Game, so it is best to have something else that you can go away and do for an hour or so.

It is not possible to become an international manager at the start of a new game. As the game progresses and

international managers are replaced, if you have had enough success as a club manager, you may be offered the chance to leave the daily grind of domestic football management and get the chance to lead your country to a World Cup final. There are cheats in the game to allow you manage an international side from the start of a new game, but it is a sad person who cannot make it to the top without some extra help.

The Main Menu

Day One



So the game has finally loaded up and you are presented with the main menu, so what do you do next? The game has been, conveniently, split up into six areas from which you can access the multitude of information available to you as a new manager. However, Championship Manager has been designed to allow you to access any details you need on players, managers or teams by clicking on the name of the person or club you want to view, at any point in the game or on any of the various screens.

The top right-hand corner of the screen throughout the course of the game constantly displays the current game date. On returning at any point to the Main Menu, you can see the game date in full together with the number of seasons your game has currently lasted for.

New to this version of Championship Manager is the facility to view each match result as it is being played. As the game simulates each of the matches, the results are displayed in the top right corner of the screen, below the game date.

Done

Championship Manager is played in a manner similar to turn-based games, whereby the game does not advance until you have completed all of the tasks you wish to accomplish, i.e. transfers, analysing opponents etc.

Having completed all of your necessary management tasks for the day, clicking the Done button will advance the game to the next day or set of matches.

Competition Info

Each of the competitions within the game, whether at domestic, European or international level, can be accessed from clicking the Competition Info button on the main menu.

For more details on the competitions within Championship Manager, turn to The Competition section of this manual.

Squad Details

This screen presents you with an area from which you can select to view the squad details of any of the clubs within the game. There are seven categories you can choose from, all sorted A-Z.

Represented Teams, (ie those you could manage)

International Teams

Under 21 Teams

Top European Teams

Other European Teams

Rest of the World

Non League Teams

Clicking the mouse on the name of any side takes you to that club or nation's squad details screen, for a detailed look at what you can find on the squad screen go to The Clubs section in this manual.

Manager Info

In order to avoid the sack it is a good idea to make use of the various options available to you via clicking this button. This is also the place to come if you wish to add new players, take a break or resign. To take a look at the options available here, turn to The Managers section of this manual.

Player Search and Transfers

Regardless of the quality of the side you inherit at the start of the game, pretty soon you'll be wanting to bring in some fresh faces of your own. Selecting the Player Search and Transfers button will allow you to view the transfer market, the current season's transfers and a collection of your own

short-listed players.

For a fuller discussion on the buying and selling of players in Championship Manager, turn to The Transfer Market section in this manual.

Board Confidence

Ultimately there is only one barometer of your success as a manager, within the game, and that is the degree of confidence your club's board of directors have in you.

At the end of every month the board of directors' at your club meets and presents you with their comments as to your overall performance, the financial outlook of the club and the amount of money the club has either made as profit or lost in the last month.

Clicking the Board Confidence button on the Main Menu will show you the level of confidence your board of directors' showed you from its last meeting.

If you are employed as the manager of one of the game's international sides, the level of confidence shown in you by the relevant national football association is shown here.

Save Game

Clicking this option will allow you to save your current game. Once the save has been completed you are given the option of either continuing with your game or exiting Championship Manager.

The game will automatically, after every four weeks of game time has elapsed, offer to save the game automatically. The

game is also automatically saved before and after the close and pre-season updating.

Printing

When managing your club, you will find it more than useful to be able to print out many of the various screens in the game, such as league tables, squad details and fixture lists. This is particularly the case when you have to leave the game for some reason, such as work, toilet, sleep and you don't want to necessarily stop playing the game. Providing you have a working printer attached to your computer, you need not despair.

On some screens, the top left corner contains a button, the pressing of which will enable you to print. On those remaining screens that do not have a print button, it is still possible to print out that screen's details by pressing the "P" key.

The Clubs

After selecting which side you wish to view from the Squad Details screen, you are taken to that club's squad screen. Every side included in Championship Manager can be viewed in an identical manner, with the same access to financial, player and club details, as you are able to do from the squad screen of the club which you manage. Those clubs managed by human managers are highlighted for selection at the top of the opening screen.

The screen is primarily comprised of the thirty-two slots for that club's players, with details of their names, primary positions and status. Across the top and bottom of the screen are ten buttons from which you can access any number of

records useful to you for the, successful, day-to-day running of your club.

The First team Squad

Everton Squad			
Southall M	GK	Farrell G	FW
Garland R	DF	McDermott A	DF
Griffin J	DF	Robson C	DF
Allen G	DF	Williams D	DF
Barrett E	DF	Gray D	DF
Phelan P	DF	Mitchell S	DF
Asi M	DF	Thurman C	DF
Edwin A	DF	Quinn J	DF
Wolsten D	DF	Caldwell D	DF
Lee S	DF	Rowley D	DF
Dunne H	DF	Skuse D	DF
Shore C	DF	Barney M	DF
Askinson J	DF	Parry D	DF
Thomas T	DF	Joyce P	DF

There are thirty-two places available within each of the clubs in Championship Manager, allowing you full flexibility in the scope of your squad. The players are arranged, by default, from the top of the left column to the bottom of the right hand column, according to their primary playing positions, from goalkeepers to strikers.

To view an individual player's playing details just click his name and this will open the Player Information screen. For a full description of the Player Information screen, turn in this manual to The Players section.

Sometimes, during the course of a game, indicators will appear next to certain players' name. A description of each is included below.

- Inj -** The player is currently injured and unavailable for selection.
- Sus -** The player is currently suspended and unavailable for selection: the length of the suspension can be found, via the player's Condition and Availability button, by clicking on his name.
- Cup -** The player has already played in the respective competition this season for another club, or was signed too late for the competition deadline. Consequently, the player is cup-tied and, therefore, unavailable for selection.
- Trd -** The player was signed after the transfer deadline and so cannot play during that season.
- Int -** The player is currently away on international duty and is, therefore, unavailable for selection until his return.
- Lst -** The player has been transfer listed by his club.
- Loa -** The player has been made available for loan to other clubs.
- Req -** The player has requested a transfer from the club.
- Unh -** The player, for one of any number of reasons, is currently unhappy at the club.

- Ctr -** The player is currently out-of-contract and is available to move to any club that makes an approach for him, regardless of his present club's wishes.
- Wnt -** The player has been shortlisted by one or more other managers.
- Bid -** A club has made a firm offer for the player.
- Fgn -** The player is from a country outside of the EEC and is, as such, regarded as a foreign player.
- Wpm -** The player is from outside the EEC and has no valid Work Permit.

Each competition has it's own ruling on the number of foreign players a club can field during a match, the rules can be found on a match-by-match basis under Match Tactics.

(* This indicates that the player is one of his side's Star players. A side does not necessarily have to have any Star players, and any Star Players that you have in your own side are not shown).

Loan Players - if a player is currently on loan to you from another club he is shown on your squad details screen in CYAN. If one of your own players is currently on loan to another club, he is still shown in your squad so you are able to view his performances for his loan club. The player's name will show in DARK CYAN.

The Playing Positions button, which is found on the left of the top bar of buttons, is one of the most useful features on the

Squad Details screen. By clicking the button, you are able to scroll through any number of options by which you sort your squad. For example, it is possible to view your squad in terms of its highest wage earners, players' contract expiry dates, the seasons playing records, morale, form, fitness and transfer valuations.

Picking your team

Having decided which of your squad are going to make your first team assigning them a team-shirt is a simple matter.

The selection of your team is done from your club's squad screen. The right hand side of the screen contains a column of sixteen numbers representing your side's team-shirts. To assign these numbers to your chosen player, simply click and hold the number you wish to assign, then drag it over to the name of the player who you wish to wear it. Once the mouse is over the player's name, release the mouse button and the number of the shirt will appear next to his name.

Once this has been completed the player's name will also have appeared on the team sheet list, on the Match Tactics screen, should you wish to define the player's tactical role in detail.

There are, however, a number of restrictions placed upon you as a manager in the selection of your players. As well as not being able to select those players who are injured or away on international duty, each competition has its own separate set of rules regarding the nature of team selection. In certain matches, you may find that your team selection contravenes certain rules of the game. In order to determine if any such rules are to apply for your next match, go to the Match Tactics

screen and click the Match Rules button.

General Information

There is some information about your club that it is almost essential for you to know and to be able to find quickly. The General Information button allows you access to the club's entire history over the course of your game, its records and achievements, as well as details of the current state of your finances.

By clicking upon the manager name at the top of each club's General Information screen, it is possible to view a detailed breakdown of that manager's career history over the course of the game.

Club Finances

Keeping a track of your finances, during the course of the game, is essential if you wish to become a successful club manager. Your board of directors whilst looking to you to successfully guide the club on the playing side, also place in you a degree of faith when dealing with the club's finances, through the negotiation of player transfers and contracts.

Be warned, whilst your board are extremely tolerant people, a club in debt will generally find it hard to keep up with the pace of the league, through its inability to purchase new players, and a failure on the pitch together with a poor state of finances can quickly see you being removed from your job.

Clicking the Financial Information option will present you with a detailed breakdown of your income and expenditure for the current month, current season and the previous season's record.

Viewing your team

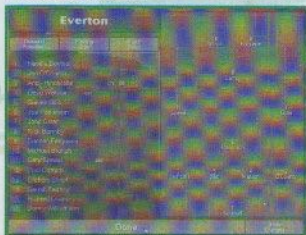
To change or view your side's tactics, or to view another side's formation, click the Match Tactics button on the club's squad page.

Match Tactics

You may have spent outrageous sums in putting your team together or had to construct a side out of the free transfer market; either way the success of your side is going to be, largely, determined by the style and tactics you choose for your side to play.

Championship Manager offers you a wide array of predefined tactical styles for you to assign to your team, together with the facility to create and define your own individual style of play.

As well as being able to define your side's tactics, it is also possible to control the moves made by certain players during the course of a match.



General Tactics

5-3-2

3-5-2 Sweeper

3-5-2

3-1-3-3

4-4-2

4-3-3

Christmas Tree

Diamond Formation

Attacking Options

5-3-2 Attacking

4-4-2 Attacking

4-3-3 Attacking

4-2-4 Attacking

All Out Attack

Defensive Options

5-3-2 Defensive

4-4-2 Defensive

4-5-1 Defensive

Sweeper Defensive

Counter Attack

Ultra Defensive

User defined Tactics

During the course of your managerial career, you will eventually feel the need to move away from the pre-set tactics, in order to allow your side to experiment and, possibly, adopt your own custom-built formation. There are a number of reasons for wanting to play a custom formation within the game and probably the most important of all is in being able to get the best performances out of your current crop of players.

Player Movement

The Match Tactics screen shows you a visual representation of your team's formation using your chosen tactics. The arrows on the diagram show the runs and movements that those players make during the course of the game, as well as those duties determined by whatever tactic their manager has selected.

Players can be moved from their current position to a new position on the pitch by clicking and holding the player with the Left Mouse button and dragging him to your new chosen area. If a player already occupies the chosen position, the two player's positions are swapped accordingly.

To define a run or movement to a player, simply click and hold his name with the right mouse button and then drag the mouse to the area of the pitch you want the player to move to. To cancel out a player's movement, click once with the right mouse button on the player's name.

It is useful to allow a degree of flexibility to your use of player movements. Whilst it is useful to set your pattern of play at the start of a me

movements in response to the events of the match, particularly if the match is not going your way. Although remember not to disturb the balance of your side too much in the process of pushing players up or bringing them back, every action you take will have a knock-on effect somewhere in your team. For example, when chasing a lead it's always worth pushing a couple of attack minded players a little further forward to offer a few more alternatives up front, whilst doing so will always leave the side defensively weaker as a result.

Style

Clicking the Playing style button on the Match Tactics screen allows you to scroll through a number of options to determine the style of football your side elects to play. Whereas the tactics used and player movements determine which areas of the pitch your players will cover and move too. Your choice of style will establish the pattern by which the side will build up its attacking play.

Three footballing styles are available to choose from:

Direct -

Using a direct style of football will result in your side playing the majority of its forward balls, over the top of the midfield, to specific key players up- front. Generally, your midfielders will be relied upon, more in a defensive capacity, than to attack, though an attacking midfielder could always be employed further forward to pick up the direct ball and to provide further attacking options. For it to work most effectively the side playing the Direct ball should have a predominance of players

with good passing attributes though the reliance on this is not as much as when playing the passing style.

Long Ball -

The long ball game has long been derided for its unattractiveness and lack of subtlety. Nevertheless, for managers on small budgets an effective side can be built quickly and, relatively, cheaply with the Long ball game in mind. Whereas most of the players in the game can perform reasonably well using the Long Ball, those players, probably, most useful to you, will be those with good stamina and heading abilities above all other characteristics.

Passing -

To find success with a side that uses the Passing style is significantly harder than with the direct and long-ball styles. Rather than picking out players' up field with a direct route to goal, the passing style will see your side slowly building their attacks from the back and through the midfield in the hope of creating an opening in the process. For the passing style to function properly the majority of your side will be composed of good passers of the ball, with a significant emphasis placed upon each player's technique and flair.

Fixtures and Friendlies

At the start of each season, a new fixture list is published.

Everton Fixtures 1997/8

Opposition	Date	Venue
Barnley	1st Sep	St James Park
Newcastle	8th Sep	St James Park
Sheff Wed	15th Sep	St James Park
Sheff Wed	22nd Sep	St James Park
Sheff Wed	29th Sep	St James Park
Sheff Wed	6th Oct	St James Park
Sheff Wed	13th Oct	St James Park
Sheff Wed	20th Oct	St James Park
Sheff Wed	27th Oct	St James Park
Sheff Wed	3rd Nov	St James Park
Sheff Wed	10th Nov	St James Park
Sheff Wed	17th Nov	St James Park
Sheff Wed	24th Nov	St James Park
Sheff Wed	1st Dec	St James Park
Sheff Wed	8th Dec	St James Park
Sheff Wed	15th Dec	St James Park
Sheff Wed	22nd Dec	St James Park
Sheff Wed	29th Dec	St James Park
Sheff Wed	5th Jan	St James Park
Sheff Wed	12th Jan	St James Park
Sheff Wed	19th Jan	St James Park
Sheff Wed	26th Jan	St James Park
Sheff Wed	2nd Feb	St James Park
Sheff Wed	9th Feb	St James Park
Sheff Wed	16th Feb	St James Park
Sheff Wed	23rd Feb	St James Park
Sheff Wed	1st Mar	St James Park
Sheff Wed	8th Mar	St James Park
Sheff Wed	15th Mar	St James Park
Sheff Wed	22nd Mar	St James Park
Sheff Wed	29th Mar	St James Park
Sheff Wed	5th Apr	St James Park
Sheff Wed	12th Apr	St James Park
Sheff Wed	19th Apr	St James Park
Sheff Wed	26th Apr	St James Park
Sheff Wed	3rd May	St James Park
Sheff Wed	10th May	St James Park
Sheff Wed	17th May	St James Park
Sheff Wed	24th May	St James Park
Sheff Wed	31st May	St James Park

Game 1 Done Quit

Throughout the course of the year games are automatically arranged and re-arranged as your season progresses but there is one further way in which your fixture list can be altered.

Particularly in the close and pre-season period, it can be extremely useful to you to arrange a number of friendlies against a range of opposition. To arrange a friendly for your side, click Fixtures and Results from the Squad details screen and then select to view the fixtures from the Full Season Calendar. Clicking the home and away buttons in the top right-hand corner will present you with a list of the teams that you can approach to play a friendly. Having made your selection, click on the team's name to take you back to the fixture calendar. If the club has an available date to play the match, the list will highlight the day, which you can then click to confirm the fixture. If no date is offered to you, select another club to approach to play.

The Captaincy

Once you have selected your side and its tactics, the man responsible for your side? The man on the field is your

captain. Such is his importance to you, that it is essential that you pick the right man for the job, your failure to do so will result in your side failing to reach it's fullest potential.

A captain has to be many things for him to succeed and finding the right player is not necessarily as easy as it might first appear. Whilst his influence as a player must be of a high enough level in order for him to gain the respect of his fellow pros, it is a blend of his attributes that will determine his success as your leader on the pitch. When you are having to determine who will captain your side, draw up a shortlist of players and use the close and pre season period to try out each of them in the job during friendlies.

When you know who you want to do the job, to give him the captain's armband click and drag, with the Left Mouse button, the Cpt symbol, on the Match Tactics screen, until it appears next to the desired player's name, then release the button.

Dead-ball Specialists

For each dead-ball situation within the game, you are allowed to designate an individual player who will be responsible for taking each type of kick, whether it is a corner, penalty or direct free kick.

Having chosen the most appropriate player for each of the dead-ball situations, the same player can be used for all three kicks, the process to give him the responsibility is similar to that for assigning the captaincy. On the Match Tactics screen, with the Left Mouse button, click and drag the appropriate symbol until it next to the player's name who you wish to take the kick, then release the button.

Dfk -

The player who takes the side's direct free kicks.

Pen -

The sides penalty taker.

Cor -

The side's corner kicker. Also takes free kicks in the corner areas.

Specialist Penalty Takers

After extra-time has been played in a cup match and if the sides cannot still be separated then the match is determined by penalty kicks.

It is now possible to determine, which of your players takes each of the five penalty kicks. On the game going to penalties, you will be taken to the Match Tactics screen.

Match Rules

The Match Tactics screen also contains the area in the game where you can check on the rules for each competition. The rules are presented on a match-by-match basis, with rules of the next fixtures to be played available to view.

It is useful to check the rules of each competitions in order to ascertain the availability of certain players and the competition's regulations on things such as away goals and extra-time, in cup competitions.

The Players



Each player within the game has his own Player Information screen containing all of his player and career records. From this screen a manager can, as well as viewing that player's ability, also negotiate to buy or shortlist that player or if the manager owns that player, there are a number of options available to the manager in his relationship with the player.

The top of the screen gives the player's full name and the club for which he currently plays. If the player does not have a club, or is of Schoolboy status, then this is stated in place of the club name. The player's age and/or date of birth, nationality, caps (if any) and primary playing positions are also given shown here.

Below the player's details are the buttons which allow access to more detailed records on the player, which can all accessed by clicking on them. The screen is set, by default, to always show the player's Playing Skills on loading.

Season Statistics

The bottom right of the Player information screen shows the

player's playing record for the current season. Three sets of statistics are given.

Domestic League and cup Competition, not friendlies.

European Club Competition, not friendlies.

International Matches, both friendlies and competitive.

The abbreviations used are as follows:

- Apps -** Appearances, including those as a playing substitute.
- Goals -** Goals scored.
- Assts -** An assist is given to the player if they provided the ball to a player who then scores.
- Mom -** For the number of Man of the Match awards given
- Yel -** The number of yellow cards that the player has received during the course of the season. Different values are given to the type of each yellow card given, depending on the offence that merited the caution.
- Red -** The number of times the player has been sent off over the course of the season. These include those occasions when a player has received two yellow cards during a match.

AvR - The average of the ratings for each match that the player has played in that season, including those as a playing substitute but not friendlies.

Primary Positions

Each player is determined as having a number of primary playing positions, that is positions for which they are thought to be well suited or have demonstrated their ability in over a number of performances.

List of Playing Positions

GK -	Goalkeeper
D -	Defender
SW -	Sweeper
DM -	Defensive Midfielder
M -	Midfielder
AM -	Attacking Midfielder
F -	Forward
S -	Striker
L -	Left-sided player
R -	Right-sided player
C -	Player best used in the centre of the field.

Players can have any number of different combinations of these playing positions. For example, a left-side defender, who was also capable of playing in the midfield as well, would be denoted within the game as such, D/ML.

Although each player has a primary playing position you may find through experimenting, that players can be played out of their primary positions without any decrease in their performance. In fact, there are some players who can be improved by a change in their position, defensive midfielders are a good case in point as most of them are more than capable of being out-and-out defenders. This can be particularly helpful to those managers who have to operate with a small squad size and whose side can be easily disrupted with just a couple of injuries or suspensions.

Alternatively, playing a player out of position can easily destroy the balance of a side and it is not uncommon for out of position players to receive staggeringly low match ratings when employed in this way.

Playing Skills

Each player within the game has a comprehensive range of attributes detailing his strengths and weaknesses. Each of these attributes are given a rating out of 20, with 1 a big weakness and 20 a real strength. All of these are relative to the players overall ability, which CM leaves for the manager to work out for himself, be it based on performance, transfer fee or International standing.

Condition and Availability

Under this option on the Player Information screen, you can view the player's physical condition and his current availability status.

Physical Condition

A player's physical condition is the one factor within the game that you must pay close attention to as you go about picking your team. Each player's condition is rated in percentage terms and at the start of a new game, every player is set, by default, to 70% match fitness.

The physical condition of each player will start to increase once your side has a fixture arranged and it takes approximately two weeks for a player to reach his maximum effectiveness at 100%, though this time will differ from player to player.

There are two factors within a game that can decrease a player's condition those are receiving an injury, playing a match or through illness.

Injuries and Illnesses

A season can be ruined by player injuries and illness, so how can they be avoided? Each player has an injury proneness rating which will largely determine how frequently that player will be unavailable to you through injury. Injuries to players can take any number of forms. Many injuries can be minor in significance and may keep the player out of action for just a few days, or they may be of a such more serious nature, such

as damage to a player's cruciate knee ligaments, which can take anywhere up to a couple of years to heal.

Players can also become unavailable for team selection through illness, though this is far less common than injuries. If a player does go down with a virus, cold or the flu they shouldn't be out of action for more than a few days, but keep your fingers crossed that the illness doesn't spread throughout your squad which it can do with quite alarming speed and results.

On a player's return from injury or illness, his physical condition is more than likely to be somewhat short of 100%. This is particularly the case when the player has been out of action for more than a week. In order for the player to return to full match fitness, it is best to allow him a further week or two to recuperate fully and for his physical condition to get close to 100%. Sometimes, however, that is not always possible and you may be forced to bring back players who are returning from injury, a little quicker than you would have liked. If you do select a player in this condition, there is every likelihood that the player will pick up another injury during the course of the match to only further complicate your team selection.

When you take charge of your club, it is a good idea to make one of your first jobs looking at how many of your squad have a high injury proneness rating. If you do have too many players with a high injury proneness rating it is more than likely that you will find it difficult to keep a consistent side together, and with an inconsistent side come inconsistent results.

Availability

As well as being injured and ill, a manager can also be denied the services of a player through suspensions. Players become suspended from team selection if they exceed a certain number of disciplinary points from yellow cards or if they have been sent off in a previous match.

If the player is currently under suspension the number of matches that they still have to miss is listed, or if a suspension is to come into effect in the future, details of the length of the suspension are listed together with the date that it comes into operation. This is generally a couple of weeks after the player has reached the disciplinary point total or been sent off.

Contract Info

Full details of a player's contractual details can be found by clicking the Contract Info button. Every aspect of the contract is shown including the contract's expiry date, the player's basic wage, payable bonuses and contractual clauses.

Transfer Info

The Transfer info option shows details of whether the player is currently available for transfer, the names of any clubs interested in purchasing him or who have made a bid, as well as an indication as to how he sees his immediate future at his present club.

To change the valuation or availability for transfer of a player at your club, click the Manager Options button.

Career History



Each player in Championship Manager possesses a complete history of his playing career. To view details of this click the Career History button. Each career history contains details of all transfers, loans, playing statistics for each player in every season since the start of the game.

In the search for new players to add to your squad it is essential that you refer to the player's career history in order to gain a fuller picture of that player's ability.

Manager Options



For those players who are at your club the Player Information screen contains the Manager Options button in preference to the Buying Options button. The Manager Options screen contains a number of different options for you to negotiate with the player. The number of options available is dependent upon that players specific transfer availability and contract.

Make Available -

Upon signing a new player, he is, by default, unavailable for transfer. Until you click this button the player will remain unavailable for transfer and, thus, will be subject to no offers from other managers until you make the player available. If you do not want to be pestered by offers for your best players leave the button unchecked. However, it must be noted that a player cannot remain unavailable for more than about 12-18 months after signing.

Transfer List -

If your patience with a player is finally at an end, click this and just hope that someone makes the same mistake in buying the player as you did. Do not think for a second though, that someone will come in and buy the player straightaway. With such a vast range of players in the game, who will necessarily want those players who didn't perform for you?

Occasionally one of your players will see the need to be placed on the transfer list at his request. If you agree to his request then he is automatically placed on the transfer list. The player can be removed from the list at any time, providing he still is under contract to you.

Asking Price -

All of the players within the game are automatically given a relatively accurate valuation. During the course of a game this valuation is subject to change, according to the player's own performances and the remaining length of his contract, but there may be circumstances within the game when you wish to value the player yourself and override the automatic valuation. Clicking the Asking Price button allows you to do this from which you can enter your own valuation. You might want to do this if you are unwilling to sell a player for his current valuation, but a bid vastly over the odds might just tempt you into releasing the player. It isn't possible, however, to give a player an unrealistic value and your board of directors, ever mindful of the club's finances, will give you an upper limit for which you can set the player's valuation. For example, for a player worth one million pounds your directors might suggest to you that the transfer fee be set no higher than two million pounds.

List for Loan -

There are always players, particularly if you operate with a large squad size, who never get a game. Whether they are currently out of favour with you or one of your younger squad members, it can sometimes be useful to you to allow such players the opportunity of getting some competitive matches under their belt whilst not being regular members of your first team. The loaning of players is quite a good idea therefore if you wish to assess one of your squad member's capabilities without necessarily jeopardising your first team performances

with their inclusion in the side. Beware, however, of allowing your loaned-out players to play in Cup matches for their loan clubs, as they will become cup-tied and unable to play for you side should you, unexpectedly, need their services in later rounds.

Offer New Contract -

There are a number of reasons why you may wish to offer new contracts to players. Firstly, a player that you wish to keep may have his contract expiring at the end of the summer and it is normally a good idea to renegotiate this in advance. Another reason for offering a new contract may be that there are other clubs interested in the player, and under his present contract he would be entitled to leave you regardless of your decision.

Free Transfer -

Sometimes you will find it necessary to release a player from your club. Maybe the player wasn't going anywhere with you as his manager or you needed to make room in your squad for some new arrivals either way giving a player a free transfer will cost you 50% of the amount of salary remaining on the player's contract.

B teams -

It should be noted that for certain Spanish clubs like Barcelona, there exists a B team which plays a lower division. The manager of such a club may move players between A & B squads, possibly as an alternative to loaning a player out or signing a player from outside.

Buying Options

For those players that you do not own, the Buying Options button is available in place of the Manager Options and offers three initial options to you when approaching that player.

Approach to Buy

Clicking this button will allow you to make an approach to buy the player. For a full account of how the buying procedure in the game works, turn to the Transfer Market section.

Approach to Loan

Throughout the course of each season you may find that you need to loan, as opposed to buying, a player. The reasons for you wanting to do so are numerous. You may be short on cash and a loan deal could be the easiest way of bringing in new faces without buying or getting free transfers. On the other hand, you could be interested in the player, but a little unsure as to his true ability, and getting him on loan would allow you a closer look at how the player would fit into your team.

There are, however, a number of restrictions with the loaning of players. During the course of the season, you are allowed to make just five loan signings with no loans allowed, for outfield players, between clubs in the same division. The movement of goalkeepers, between clubs in the same division, however, is allowed.

Having made the approach to loan the player you will subsequently be informed as to whether both the club and player agree to the temporary move. The length of the loan deal is not specified in the deal and either party can cancel the

deal with immediate effect.

To end the loan of a player click the Manager/Buying options on his Player information screen.

Add to Shortlist

There are plenty of occasions within the game when you can't get the man you're after and so when all of your approaches have failed and if you're still keen on the player you can choose to add him to your Shortlist. Once added to the list the game will immediately inform you if any other club in the game makes an offer for him. The game, however, will not tell you about any change in his transfer availability, so keep approaching his club once he's on your Shortlist as his club may eventually have a change of heart about selling him.

The Managers



The Manager Info button gives you access to a number of different screens relating to the managers within the game, together with options for those people playing in multi-player games.

Overall Reputations

Each of the managers within the game has an overall reputation rating. All new managers start the game with no reputation to speak of and you will need to start winning promotion or trophies for your reputation to increase. If you are sacked from your club and have no reputation, you will find it very hard indeed to find another club to manage. Conversely, if your reputation starts to soar it will not be long before you will be inundated with requests from clubs to become their new manager.

Performance Points

Clicking this button will show your position in the rankings of managers this season, by their performance points. Managerial performance points are awarded to each manager according to his side's performance in each of their matches over the course of the season. The points are awarded on two bases. Firstly, points are awarded for each of his side's performances based upon the specific incidents in that match and its eventual result. Secondly, performance points are awarded for his side's achievements such as promotion, winning a competition and reaching the next round of a cup competition.

Job News

Clicking the Job News button will display for you all of those unfortunate managers who, for one reason or another, find themselves on the verge of getting the sack from their current clubs.

Also shown on this screen is a list of those clubs, if any, who are currently without a manager. To view that club simply click upon its name where it appears on the screen. If you wish to apply for the manager's job at the club, click the Apply button in the top right-hand corner of the club's Squad Details screen. The club will promptly acknowledge your application for the job.

Monthly Awards

At the end of every month, divisional awards are given to those managers who have achieved the greatest success in the preceding four weeks. Clicking this button shows the current and past recipients of the awards for the current season. Further information about the various awards is shown in the Competitions section of this manual.

Add more managers

Championship Manager allows for up to eight human managers to play in a single game. When clicking this button you are asked to enter the details and club of the new manager, similar to the process when setting up a new game.

Resign as Manager

If after a number of bad results you can no longer stand the strain of managing your present club, perhaps it'd be better for both you and the club if you resigned as the club's manager. Alternatively, you may want to move to pastures new and need to hand in your resignation letter. Either way once you have offered your resignation to the board, they will always accept it and you are relieved of your managerial duties immediately. The club will appoint a caretaker manager in your place until a

suitable replacement is found.

Retire as Manager

If you really have had enough, why not go the whole hog and give up the beautiful game completely.

Manager Holiday

If you are playing in a multi-player game, it is sometimes impossible for all of the players to be around the computer at once. It is possible in Championship Manager to have the computer manage those players who are not able to play, while still allowing the game to continue as normal. To put the computer in charge of a human controlled side, click the Manager Holiday button, and then select the player's name that cannot play. On the player's return, simply click the Managers Holiday button again until prompted to click his name to return to the game.

Hall of Fame

Clicking this button will show you a list of the greatest ever managers in the history of both Championship Manager, and football at large.

The Board's Confidence in you

That level of confidence is determined on two fronts. Firstly, the success of the team relative to their status within the football world. For example, if you took over the Manchester United job the directors there will not be quite so amenable to a mid-table finish than if you had taken the somewhat softer option at, say, Coventry City.

Secondly, is the degree of success you have shown in your financial management of the club in transfer dealing and contract negotiations. If you go spending a lot of the club's money and achieve some success then the board will not complain too much. However, if you fail to reach the desired playing and financial requirements of your directors then it won't be long before they'll be calling late-night meetings and offering you their vote of confidence.

International Management

If your managerial career gets off the ground and you start bringing success to your club, it's highly likely that at some point in the future one of the Football Associations will approach you to manage their international side.

Whilst the honour of leading a side into the international arena is certainly tempting, the step from league to national management is a large one so don't for a second think that life in international management is going to be easy. The respective Football Associations take a very dim view of their nation's failure to qualify for the finals of the major international competitions, so if you do fail at the first hurdle you may find yourself returning to the club scene a little quicker than you may have originally anticipated.

To get the opportunity to manage one of the international sides, you must first have proved yourself as a manager at club level with a number of trophies to your name.

Your level of success within the domestic game will influence which of the Football Associations approach you first.

Obviously, the job as England manager is not going to be given to a manager whose sole achievement in the game has been to win the Auto Windscreen Shield, whereas the Football Association of Wales would, most likely, be very grateful to have a manager of such stature.

International management involves you controlling your squad in much the same way as you do for club management. At the start of each season, each of the national Football Associations arranges a number of friendly matches to be played over the course of the year, in addition to those qualifying matches you may also be involved in. It is possible for an international manager to arrange further friendly matches for his side, but the search to find both suitable opponents and dates to play on make this one of his hardest tasks.

In the fortnight prior to a country's next international fixture, the composition of each international squad is automatically determined. As one of these sides' managers, the automatic selection is meant to guide you in your job rather than dictate it to you. Look on the automatic selection of players as a way of relieving you of the burden of travelling the country, watching many matches, to assess the quality of the players at your disposal.

To add your own selection of players to your squad it a simple matter. When you appointed international manager, all of those players available for your selection, by way of nationality, have an extra option added to their Player Information screens for you to either add or withdrew them from your squad.

Player Contracts

One of the most important facets of your management skills will be in the way that you conduct your negotiations over the matter of player's contracts.

There are a number of different areas within the game in which you will deal with player's contracts.



Buying a Player -

If your offer for a player is accepted by his club, or if the player is available on a free, providing he agrees to discussing the move with you the game will move to the Contract Negotiation screen.

Improving a Player's Contract -

You may find during the course of your game the need to improve the contracts of certain members of your squad. The most common cause for this is if a player is being targeted by a bigger club than yours and the player may have a Big-club release clause in his contract (see Contract Clauses below). To renegotiate the player's terms at the club, go to his Player Information screen, by clicking the player's name where it

appears, and then click the Manager Options screen. From here click the Offer New Contract button, if you have already made a contract and wish to either alter or withdraw it the option will also be found under the player's Manager Options.

Renewing a Player's Contract -

Throughout the course of the season it is a good idea to keep abreast of the situation, as to which of your player's contracts expire at the end of the season. The easiest way to do this is to toggle through the Playing Position button on your club's squad screen until you come to the list of your player's contract expiry dates. If you decide to renew that player's contract and providing he wishes to discuss the matter with you clicking this option will take you to the player's Contract Negotiation screen, where he will state his required wage, length of contract and contractual clauses.

Contract Clauses

Each time you negotiate a player's contract, he will, depending on his ability and status, stipulate the inclusion of a number of different clauses into the deal. The stipulation of clauses by players is non-negotiable by those managers offering the contracts who must accept all of the player's requests. The players' requests for contractual clauses take two forms - bonuses and release clauses.

Bonuses

Win Bonus -

A one off bonus payable to the player if his side wins. Every player in the game in the game is given this bonus by default.

Goal Bonus -

Paid to the player for each of the goals he scores during the course of his contract.

Promotion Bonus -

If the club is promoted the player is to be paid a bonus in the form of a wage increase.

Domestic Trophy Bonus -

If the club wins one of the various domestic competitions, the player is paid a bonus in the form of a wage increase again in the form of a wage increase.

European Trophy Bonus -

If the club is successful enough to win one of the European club competitions, the player will receive a further bonus.

Release Clauses

Big-Club Release clause - If the player has stipulated the inclusion of this clause in his contract, it means that after the first year of the contract has passed the player is open to the approach of other, bigger, clubs. If the player wishes to move you are unable to stop him, though if you are unhappy with the transfer fee offered to you for the player, you can elect for the transfer fee to be determined by tribunal. For the first year of the player's contract, the player can be made unavailable for transfer, whereas after, this is not possible. **Relegation Release clause** - If the player's club is relegated at the end of the season, the player is placed on a free transfer and allowed to be released from the club with immediate effect. **Non-**

Promotion Release clause - If the player's club fail to achieve promotion over the course of the season, the player is allowed to be released on a free transfer from the club with immediate effect. **Management job offer Release clause** - If during the course of the player's contract, another side approaches the player with an offer to become their new manager, the inclusion of this clause prevents you from thwarting the player taking the job. The clause, similarly to the Big-Club release clause, is not in effect in the first year of the contract. **Free Transfer on expiry** - When a player's contract has expired, you will be obliged to immediately release the player concerned, on a free transfer.

Management Styles

As regards the selection of your team, there are two general schools of thought. Each school has its successful exponents within the game and the resources available to you at your club, together with your side's current performance, will in many ways influence the choice you make.

The squad system approach to team selection is possibly the most flexible and certainly the most fashionable within the game at the moment. It is also considered to be, potentially, the more disruptive to the harmony and blend of your squad of the two types.

The squad system, essentially, does away with the idea of having a favoured and consistent eleven players, and is replaced by team selection on a match by match basis. By utilising this method of management, your team selection will be primarily determined by the analysis of your side's next opponents with players selected to undertake certain tasks. For example, you may be facing a side with a tendency to play the long ball and may be tempted to pack

your central defence with players who can counteract the threat posed by this tactic. Whilst such a method of management allows for a greater flexibility in team selection it also requires a considerable deal more flexibility on the part of your squad members. There are many players within the game who do not take kindly to making sporadic first team appearances and being dropped and it is these players that can ultimately determine the success or failure of using the squad system.

The more traditional approach of picking your side based upon a favoured eleven players, like the squad system has both it's advantages and disadvantages. It could be argued that the teams most likely to succeed are those based around a consistent line-up. With a pattern of that play, practised and evolved over the course of many matches the high degree of blending and understanding within the side will in many cases eventually prove successful. With such an approach, the use of your match tactics will normally not be quite so changeable, as it would be under the squad system, with your tactics normally chosen on a home and away basis.

The Competitions



This screen divides the game's competitions into three separate categories, World European Domestic from within each category of competition the player is able to view:

The competitions next set of fixtures. The last matches to be played in the competition.

The history of the competition with a list of its previous winners and runners-up.

The following items are shown where applicable for each competition.

League and Group Tables

The draw for the next round of the competition. Those teams that have been seeded for the competition draw. The UEFA allocation of places, to the UEFA Cup, for each nation based upon its sides previous European club performances. Player Tables - In these, you can view the top players in the categories of Goals, Assists, Ratings or Discipline.

FA Carling Premiership (Top)

Team	W	D	L	W	D	L	Pts
Arsenal	10	4	0	10	4	0	34
Aston Villa	8	4	2	8	4	2	28
Birmingham	7	4	3	7	4	3	25
Blackburn	6	5	3	6	5	3	23
Bolton	6	4	4	6	4	4	22
Chelsea	5	5	4	5	5	4	20
Coventry	4	5	5	4	5	5	17
Crystal Palace	4	4	6	4	4	6	16
Leeds	3	5	6	3	5	6	14
Liverpool	3	4	7	3	4	7	13

Date: 2004-01-22

The domestic league screens also offer information on the following. The Team Form table offers information as to the form of any side based upon its previous six home and away League matches. The Club Attendance table shows the average attendance at those clubs in the division.

When viewing league tables for any of the competitions, it is also possible to view the table on a home and away match basis. To achieve this click Overall Record at the top of any league table for the table to reflect home and away records for each club.

Note. If you are playing the 16MB version of the game, all of the domestic leagues chosen will be available to view.

Monthly and Annual Awards

Managerial Awards

At the end of each month, Manager of the Month awards will be given to the most successful managers that month, in each domestic League competition. Whilst winning any award is certainly a boost to your managerial morale, it is wise to

remember that there have been many managers who have won an award in the early part of the season only to find themselves out of a job the following May.

The end of the season sees football giving its plaudits to those who have made the greatest contribution to the game over the course of the season, both on and off the field.

Player Awards

The game's players can pick up one of four end-of-season awards. The highest of these is the European Footballer of the Year award, which only the games greatest players can win. For each of the domestic leagues, there are three further player awards. In ascending order of stature, they are the Football Writers' Footballer of the Year, the PFA* Player of the Year and the PFA Young Player of the Year.

The end of the season awards also honours the season's leading goalscorers from each of the domestic league competitions.

If popularity is your aim in life then the best way to make friends to pack your team with non-aggressive types in the hope of picking up the Football Association's Fair Play Award, given to the league side with the fewest yellow and red cards. The award is invariably given to a side finishing near the bottom of its division, so it's not that clever to crow about winning it.

The history of each of the annual awards can also be found on this screen.

*PFA = The players.

The Match

Match Preliminaries

Whenever, during the course of the game, your side has a match to play, the game will return to the Main Menu. Clicking the Done button again will bring up the day's fixture list.

If there are any other matches that you wish to watch, as well as your own side's, find the fixture you want to view by looking clicking through the pages of fixtures and then click the "v" on the fixture list next to the fixture you have chosen. The "v" will change to view and you will now be able to watch that match. If you then decide not to watch the match, simply click the "view" for it to change back to "v".

To continue, click the button at the bottom of the screen to be taken to your own squad details screen. From the squad screen you can make any last minute changes to your first eleven and your match tactics.

Once you are happy with your team selection you can confirm your selection by clicking the button at the bottom of the screen. If there are any problems with your current team selection (players' injuries, on international duty, ineligibility) the game, at this point, will inform you of the fact and you will be taken back to your squad details screen in order to change your team selection. To check the rules in operation for your current match, go the Match Rules option on the Match Tactics screen.

Once you have selected a side that complies with the respective competition's rules, you are taken to the match venue. Click the button at the bottom of the screen to start the match.

The red and blue bar along the bottom of the screen allows you are a graphical representation during the course of the match as to which side is enjoying the most attacking possession over the last five minutes that have been played. Watch the bar carefully at all times and use it as a barometer as to your team's current performance.

Pausing the match

In order to view your side's performance in more detail, make a substitution or to change your side's tactics, the match can be paused at any time by clicking upon the screen. It may be necessary to do this a couple of times to pause the game if you are in a hurry.

When the game is paused, you are taken to the Match details screen, which gives you a statistical breakdown of the match in terms of both the team and individual player performances.

Player Stats

It is possible to view a complete statistical breakdown of each player's performance over the course of the game. Upon clicking the appropriate side's Player Stats screen, it is possible to view each of the side's player's contribution to the game. To find out what each of the statistics means, allow your cursor to hover over the statistic's abbreviation from which a full interpretation of the statistic will be shown. Use the screen throughout the course of the matches to see which of your players are not functioning properly and the reasons why.

Match Incidents

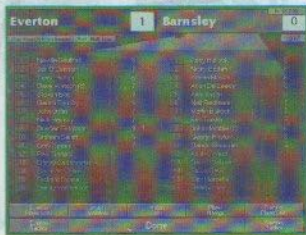
The Match Incidents screen is identical to the screen from

which you view the match. Viewing it here, however, allows you an altogether less frenetic way of viewing it during the course of a match.

Match Stats

As well as providing a complete breakdown of each of the player's performance over the course of the match, each side's performance is assessed and is accessed from this screen. Each side's performance is calculated by percentages of play in defence, midfield and attack and is extremely helpful in being able to ascertain in what areas of the park your play is lacking.

Player Ratings



The most useful and easily interpretable screen, for you to disseminate your team's performance is through the use of the player ratings. From the kick-off of each match the game is constantly assessing each player's performance and providing him with a rating out of ten. It is essential throughout the course of each match to keep a good eye on which of your

players are getting low ratings and to find out the reason why. The first place to check if a player is getting low ratings is his physical condition, if it is below about 85% then maybe he's too fatigued to play on. On the other hand, maybe the player has some other reason for his poor performance that you will just have to work out for yourself.

Tactics

It is impossible to predict the events of a match in advance and so sometimes, it is necessary to make changes to your match tactics. The process by which you can alter your tactics is identical to that from your squad details screen and can be accessed through clicking your side's tactics button.

Always, at any moment, be ready to change your side's tactics particularly if your opponent has changed his, for example, with a substitution or a change from attacking to defending or vice versa.

Substitutions

If a player is not performing as well as you would like, you can always bring on one of your substitutes in his place, at any time in the game. To make a substitution, pause the game and go to your side's tactics screen. From there click and hold the name of the player you wish to substitute, with the right mouse button, and drag his name over the name of the player you wish to replace him with, then release the mouse. Upon leaving the screen, you are asked to confirm the player's substitution, to which you can either make the substitution or cancel it.

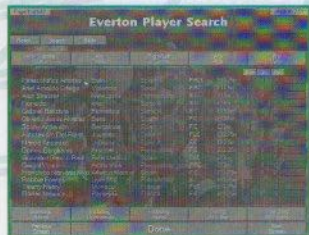
The Transfer Market

A large part of whether you succeed or fail as a football manager will be determined by your actions when you enter the transfer market. Given the sheer number of players within the game together with the vast array of statistics and records to wade through there are a number of useful tools available to you as you try and build that all-conquering side of yours. To access these click the Player Search button.

It is possible to attempt to buy any player from any area of the game by clicking on the player's name and bringing up his information screen and then clicking the Buying Options button.

Finding a player

Championship Manager includes between 3500 - 10000 players in its database (depending on how many leagues you are running and whether you have 8 or 16 MB) and so it could take you many hours of searching to find that influential right-sided defender you so desperately need for your side. With that in mind the Player Search function comes into its own as you trawl the World, European and domestic transfer markets in search of the players who'll take you to the top.



In order to narrow down the field of players, the Player Search allows you to view the names of players who conform to the specification of your search.

Clicking the appropriate buttons on the screen can set certain search parameters. Each of these buttons has a number of different options that can be toggled through, a number of which are described below.

Transfer Status

All Transfer Status -

The search is made regardless of the player's current transfer status.

Transfer Listed -

The transfer list is comprised of those players who have been placed on the list by their clubs or have requested to be placed on the list as they are unhappy at the club. Players will generally request to go on the list if they feel the club doesn't provide them with a large enough stage for their skills or if they are regularly left out of your starting line up. Alternatively, players that have requested a move can also request to be taken off the list if they regain their first team place or if your team has some success.

Listed for Loan -

Players who have been listed for loan by their clubs may, or may not, also be available for transfer. The loaning of outfield players is not allowed between clubs in the same division.

Free Transfers -

Those players, who for one reason or another, have been free

transferred and can be picked up for no fee. This is an excellent option at the end of the season to find those players on a free transfer because of the Bosman ruling*.

*Bosman Ruling :

Players aged over 23 at clubs within the European Union are allowed to move to another club without a transfer fee.

Out of Contract -

Players who have reached the end of their existing contracts and have not as yet been offered or accepted a new contract from their present club. Depending on the country in which the player is currently playing he can be picked up either on a free contract or, if his present club does not want to release him, by way of a tribunal.

Contract ends Within 3 Months -

The ultimate search for planning your close season transfer dealings. The search only generates players in the three months leading up to June but is a good place from which to stock up your shortlist.

Primary Position

Toggling this button takes you through Goalkeepers, Defenders, Midfielders and Attackers (Forwards and Strikers) as you narrow your search to certain positions.

Right/Left or Centre

The side of the field on which is the player is most comfortable, as determined by his primary position.

Age

You may have inherited a side full of ageing players only a season or two away from owning that pub or training racehorses or alternatively, your side may lack that bit of experience that only age can bring. Either way the age search parameter can allow you to block out the oldies or the just started shaving.

Value

If you're stuck at the hard end of any of the leagues, or if you spent all of your club's money, you'll spend a lot of time bringing toggling through the options to get the value low enough for you to be able to afford the players' displayed.

IMPORTANT: Having changed the parameters of your player search, to refresh the list of players shown, you have to click the Search button at the top of the screen. This has to be done with every change of the player search parameters.

Buying a player

If you have found a player you wish to make an offer for, open up his Player Information screen by clicking on his name, where it appears. To approach the player click the Buying Options button and make your approach.

When you approach a club to buy one of its players, your approach will be met by one of three responses:

Firstly, if the player is made unavailable to transfer by his club you will immediately receive an outright rejection to your approach regardless of your intended offer. To avoid endless

rejections from the player's current club check his availability on his Transfer Info screen before making an offer.

The second response you may receive will allow you to approach the player but the player's current club will only allow his transfer to you if you pay significantly over the odds for the player, based on his current valuation. If this does occur it is wise to think carefully about preceding with the approach as the amount the club may want to receive for the player could be well over double his actual value. Whilst this may not matter with players who have low valuations, for those players priced over a million pounds the difference is a significant one and to a club with a relatively low budget for players the purchase will almost immediately show a major loss on the player's resale value.

The final response to your approach will see the player's club allowing you to make an offer based upon their own realistic valuation. To increase or decrease the amount that you wish to offer click the + and - buttons. Clicking the = button restores the bid to the selling club's valuation.

When making your offer it is also possible to offer your own players in exchange. To check whether the other club is interested in any of your players' click the Exchange button in the top left corner of the screen. If any of your players are shown here, click the Exchange button again and then the player's name to return to the previous screen. It is now possible to modify the amount of cash you are offering in accordance with the valuation of the player you wish to exchange.

Having decided upon the amount you are to offer for the player, click the Make Offer button. The club will reject, consider or accept your offer. If the club chooses to reject your offer, you can easily make a new one by increasing the amount you are offering for the player. The amount of time that a club takes to determine whether to accept your offer varies from manager to manager and from player to player. Within a few days, at most, you should hear if your bid has been accepted, from then it is a matter of whether the player is interested in the move.

If the player does not want to move the deal is terminated from that point, and if you wish to subsequently approach the club about the player you will have to start from the point of an initial approach.



If the player does agree to talk with you about a move, then you will be presented with his contractual demands of minimum weekly wage, the minimum length of contract and any contractual clauses he stipulates. You are allowed to either offer your contract or if you reconsider the deal to cancel the proposed move forthwith. If you decide to make the player an offer, his response will be sent to you within a few days of you making the offer.

Scouting

One of the most useful aspects of the Player Search area are the five scouts employed by you to recommend new players from around the footballing world. At your disposal are three scouts who cover those players in the same domestic league as yourself. These three are complimented with two further scouts, one for searching out players plying their trade in the European leagues and another looking at players in the rest of the world.

The recommendations of each of the scouts fall into two categories, those players who are recommended and those highly recommended. It obviously a safer bet to look at those players that come highly recommended to you, but don't just take the word of one scout. If it's a player in your domestic league you're looking at, get a second, or better still, a third opinion on the player from your other scouts. If they all agree in recommending a player, the chance is high that the player will be useful to you. Equally so, regard with some suspicion those players who have been recommended by just one of your domestic scouts and monitor their performance before parting with your money for the player.

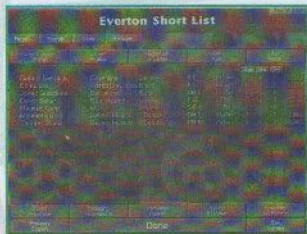
Also trust your own judgement when it comes to scouting for new players, just because a scout has not recommended a player does not necessarily mean that he would not be able to come in and do a good job for you in your side.

Transfers

With so many players available within Championship Manager, it is unsurprising that many of them fail to make the grade within the game. Nevertheless, one club's rejection could prove to be your buy of the season. With only so many first team places available, it is inevitable that amidst the collection of rejects and no-hopers lies a small group of able players, so searching through the free transfer list can sometimes unearth a treasure.

The approach to a player on a free transfer is similar to that made to a player demanding a fee. Under the player's Buying Options button, the approach to buy option is still present; however, your approach is made direct to the player rather than a club.

Shortlist



Clicking this button will allow you to view your shortlist of players. Up to sixteen players can be included on the shortlist and any player who fails to subsequently attract your attention

can be removed by clicking the Remove button at the top of the screen and then clicking the name of the player you wish to remove. If you purchase a player from your shortlist, he is automatically removed from the list.

Latest Transfers

This screen allows you to view, at a glance, the games most recently completed transfer deals.

Domestic Transfers

The domestic transfer screen allows you to view, on a month-by-month basis, every transfer deal that has been concluded between clubs in each domestic league during the course of the season.

In the top left corner of the Domestic Transfer screen there are two buttons, these allow you to view the month you wish to view, for those months of the season that have already been played.

If the month contained many transfer deals, the pages can be viewed by clicking the bottom on the left and right, towards the bottom of the screen, to scroll through the list.

Other Transfers

The seasons transfer deals involving other clubs, i.e. not in the domestic league, are included on the Other Transfers screen. Also included are those transfer deals between clubs from your own domestic league and foreign sides.

Similarly to the Domestic Transfer screen, the top left corner of the Other Transfers screen contains two buttons, to allow you to change the month you wish to view.

Players Released

This screen is in the same format as the above, and shows all the players throughout the world who have been released from their contract, be it voluntarily or not.

For those months that have had frenetic transfer activity, the pages can be viewed by clicking the bottom on the left and right, towards the bottom of the screen, to scroll through the list.

Data Editor

If you are having problems with the data editor look on the CD in common directory at either the file `edithelp.txt` or `edithelp.doc`. To do this in DOS type `D: [Enter]` or the letter of your CD ROM Drive then, `cd\common [Enter]`, and `edit edithelp.txt [Enter]`.

Note: The Technical Support department DOES NOT support the data editor or any problems with games that have been edited.

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Troubleshooting

PROBLEM: When I try to run the game it stops with the error 'cannot find file config.dat'.

SOLUTION: You are trying to start the game from the CD Rom drive. The config.dat file is created during installation on the hard disk, and it is there that you must run the game from.

PROBLEM: The game starts and runs as far as the initial options screen but freezes there. I cannot move the mouse and nothing responds on the keyboard.

SOLUTION: You have not got a DOS mouse driver installed. DOS requires a driver to be present and running in order to be able to utilise the mouse. You may have a Mouse Installation Disk you can use to fix this, otherwise contact your PC supplier in order to obtain one.

PROBLEM: I have a sound card in my machine but CM 97/98 is unable to find it during the setup program.

SOLUTION: Commonly this is because you are trying to run the game through the DOS prompt, not the DOS mode. Restart your machine in DOS mode and try again (click START-SHUT DOWN-RESTART IN MS-DOS MODE). If you are already running in DOS mode then this error usually means that your soundcard is not configured to work in DOS. Contact your machine supplier for further information on setting the soundcard to operate in DOS.



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