



FOOTBALL MANAGER REVISITED 2022-23

(version 13.41)

MANAGER'S GUIDANCE NOTES

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1. INTRODUCTION

After developing Kevin Toms' Football Manager game for several years, I thought it was about time I gave all you budding Managers a bit of help in getting the best out of the game. After all, not everyone who plays Football Manager Revisited will have played the original Football Manager, and even if you did, there are so many additional features now that it may seem a little confusing at first.

These guidance notes are presented in a screen by screen format, but there's no need to read it all in one go; simply dip in and out as you please. They have been updated for the FMR version 2022-23 edition, earlier versions of the game may not include all of the covered features and please bear in mind that players, clubs and stats vary from game to game so your screens may differ from the ones displayed in this guide.

One more thing - please don't take the game too seriously. It's only meant as a bit of fun and not intended to be totally realistic. For example, the money values are nothing like those in real life, there's a mix of the original player names from the 1982 game and current international players from the country you're managing in, the leagues don't always mirror their real-life counterparts (although I've tried to make them as close as possible within the limitations of the Spectrum) and there's far less matches in each season to prevent tedium creeping in - not to mention repetitive strain injury from constantly typing the number 99!

Have Fun!
Glen Anderson, 2021

2. GETTING STARTED

NO	COUNTRY	LEAGUES	CLUBS
1	Bermuda	20	20
2	Brazil	44	44
3	Chile	4	50
4	China	30	30
5	Colombia	4	34
6	Denmark	4	50
7	England	4	50
8	France	50	50
9	Germany	50	50
10	Italy	44	44
11	Japan	4	74
12	Mexico	35	35
13	Morocco	34	34
14	Netherlands	3	59

NO	COUNTRY	LEAGUES	CLUBS
15	N. Ireland	3	7
16	Poland	3	7
17	Portugal	4	3
18	Saudi Arabia	4	3
19	Scotland	4	3
20	South Africa	4	3
21	South Korea	4	3
22	Spain	4	3
23	Sweden	4	3
24	Switzerland	4	3
25	Uganda	3	3
26	Uruguay	3	3
27	Vietnam	3	3
28	LOAD country		

After entering your name, you will be asked to select a country in which to manage a team, by entering a number between **1** and **27**. Typing **99** will switch between the two pages.

If you can't decide which country, enter the letter **r** and the computer will select one at random for you. Don't worry about languages, its all in English. Note that the countries have varying numbers of leagues (divisions) between 2 and 4.

TIP: The game often suggests entering **99** to continue, simply pressing **Enter** also has the same effect.

IMPORTING A COUNTRY

Typing **28** at the screen above allows the loading of a country generated with the FMR Editor, such as the included Croatia or Thailand league, which will consist of 3 character arrays. If you decide on this option, then please ensure the auto loading function on your emulator is disabled then open/load the file containing the country data (e.g. Croatia.tap).

If all you get is a blank screen, then the game is still looking for the virtual tape file. If you have a red / blue alternating screen border, then your emulator is likely to be in 'real tape' mode. In either case, check your emulator settings / instructions.

If all goes well, you should see the following, and type **Y** to accept. (Typing **N** will take you back to the country menu above). Please note that the game won't accept country files created with previous versions of the FMR Editor as they haven't enough youth players, but old country files can be accepted and converted in the current Editor program for game use.

```
Character array: Croatia
Character array: Croatia
Character array: Croatia
Ok (y/n)?
```



Next, enter a skill level between **1** (easiest) and **7** (hardest). The main differences between the skill levels are the amount of money you get and the strength of the opposing teams, but there are other more subtle differences too. Levels 1 and 2 are very easy but by level 5 its hard to win many matches.

If you opted for one of the 27 built-in countries at the game start, then its name and flag will be displayed for a short time whilst the country data is being prepared, but this is not the case for imported countries as the game doesn't have the flag data for these.

In all cases you need to select a club to manage. The clubs will be displayed one league at a time, but whichever club you select will be placed in the lowest league of the country to start with. As a new Manager, you have to start at the bottom and prove yourself! As with the country selection, the computer will select a club at random if you wish by typing **r**.

The game will take a little while to set up all the data for a new season, and when its finished a list of all the teams in your division will be displayed.

Next comes the kit selection:



Each team's primary kit colour is pre-set in the game (but can be changed later). However, you will need to choose a 2nd kit to be used if your team is playing an away match and the two competing clubs have the same kit colour.

You can choose any Spectrum colour for this 2nd kit except the same colour as your primary kit or green (these colours will not be shown). There is one further condition - if your team's primary kit is white or yellow then the 2nd kit can't be either of these colours as one of them must be reserved to mark out the pitch.

Once you're happy with the 2nd choice kit, the next screen displays your current youth players, who are not yet ready to join your 1st team squad. There are 3 continental sets of youth players (European/African, South American, Asian), and the set from which you are allocated players will be appropriate to the country you have chosen to manage in.

NO	NAME	SKILL	TRAINING
17	G. Scalvini	0	30%
70	M. Beier	0	40%

Bank €270000 Loans €0
Enter youth investment Min=€8000
or type 99 to continue

If you want to develop your youth players, then a cash investment is needed for the season. The minimum investment level for a basic coach is 8,000, but the more you invest, the better the coach will be and the quicker the youth players will improve.

Once their skill level reaches 1 (i.e. when their training reaches 100%) they can move into your squad if you wish. This may take longer than one season to achieve depending on their starting training level and your investment amount, but note that unlike the rest of your squad, your youth players' skill levels are not randomised at the end of the season (even if they joined the first team squad during the year) as they are still developing at this stage.

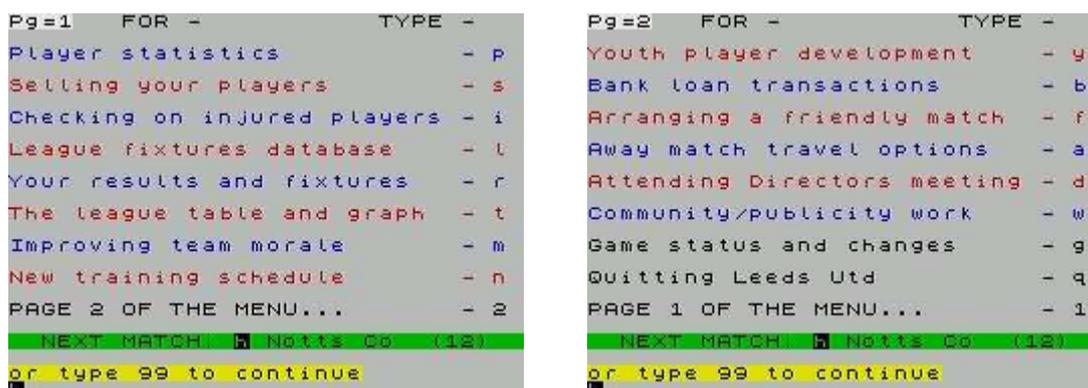
TIP: If you are managing a team in a fourth or possibly third division, then the youth investment cost is unlikely to be justified against the players' eventual values, but in higher divisions where players are worth much more money, it certainly will be worth investing.

```
** PRE-SEASON FRIENDLY GAME **  
  
Dunfrmline invite your team to  
go and play them now before the  
season starts.  
A chance to assess your team!  
Do you accept?  
  
Ok (y/n)?
```

A club may offer you a pre-season friendly game at their ground. This represents an early opportunity to assess your team (and those playing will benefit slightly), but there's no pressure to accept if you'd prefer to go to the main menu first.

If you accept the match, please see Section [4](#) for more information on match days, bearing in mind that you won't get asked all the pre-season stuff detailed in section [4.1](#) at this early stage of pre-season.

3. THE MAIN MENU



There are two pages to the main menu, and entering 1 or 2 will display the relevant page. The red and blue colours are for aesthetics only here, but note that the black items are game options as opposed to club manager options. The venue (home or away), opponent and their league position are shown if it's a league fixture up next.

TIP: As the menu options all have an different letter to access them, you can select any of them from either menu page, regardless of which page is currently displayed.

3.1 PLAYER STATISTICS



These screens are for information only. Goalkeepers/defenders are always given squad numbers 1 to 24 in black text, midfielders are allocated 25 to 48 in blue and numbers 49 to 72 in red are reserved for attackers. Please note that for the purposes of this game there is no distinction between goalkeepers and defenders.

If a team captain has previously been chosen (see Section 4.4 for details), then the captain is identified on the second page with a © symbol on the right next to his playing status.

The table below explains the columns shown in the stats pages. Alongside the playing position indicator (D/M/A), squad number and player name the first three stats (LV, EN and D) are displayed on both pages and others on the indicated page only. Also identified below is which stats are affected by skills or energy training, where applicable (see Section 3.8).

This screen is similar to the Player Statistics 2nd page, but shows players' values in place of PO, BC and PC. Enter the player number you wish to sell and an offer will be made by another club. The offer may be higher or lower than the player's estimated value. If you reject the offer, you can try selling the same player again but there may not be any more offers for him this week, and if there are, they could be lower...

Note that you can't sell injured players or those that have only recently arrived and also that the transfer window closes after about 3/4 of the season has been played.

Sometimes the player offered for sale may refuse to move to the bidding club, or he may demand a moving on fee to do so.

TIP: Selling your best players (i.e. those with skill levels 4 or 5) will not go down well with the other players and fans alike. The team morale will drop.

3.3 CHECKING ON INJURED PLAYERS



Visiting the Treatment Room to see how long injured players will be unavailable is for information only. The injured players may be happy to see you taking an interest in their wellbeing, but equally they may feel that you are pressurising them so morale could move either way, or not at all. Any morale change will only be slight.

3.4 LEAGUE FIXTURES DATABASE



This is where you can see who plays who each week of the season. Move between the sets of fixtures with the **cursor keys**. If the fixture set has already been played, the scores will be shown too. The database is for the league only, play-off and cup matches are not shown here.

3.5 YOUR RESULTS AND FIXTURES

Although your club's league results and fixtures are shown in the database option above, it can be handy to see your results and remaining fixtures all in one place, which is what this option shows. It also lists your club's cup results on the second page, and if you reach the play-offs at the end of the season they will be shown too.

The number of fixtures is determined by the league size - if there are 14 or more teams in the league, you play each team once; if there are 12 or less teams in the league, you play each team twice. As with the database option above, this is for information only - you can't change the fixtures sequence.

3.6 LEAGUE TABLE AND GRAPH

The league table is calculated after each league match so it cannot be displayed before any fixtures have been played. The information shown on the league table is as follows:

COLUMN	DESCRIPTION
P	The number of league matches played.
F	The number of goals scored (goals For).
A	The number of goals conceded (goals Against).
PTS	The number of points obtained (3 points for each win, 1 point for a draw and no points for a defeat).
FORM	The results of each club's last four league matches are shown as a form guide. The most recent match is furthest right.

TIP: The morale value of the opposition is based on their league position and recent form.

Lines are drawn across the league table to indicate promotion, play-off and relegation zones (a dotted line for play offs) as appropriate for the particular league (see section [4.10](#) for more information on play-offs). Note that any Reserve teams in the division are excluded from promotions and playoffs, so the lines may not accurately indicate the affected teams in these cases.

Pressing **ENTER** moves on to the progress graph, showing the league position of your club as each game is played and gives a visual picture of how the season is going.



3.7 IMPROVING TEAM MORALE

```

** TEAM MORALE **
1) Inviting all the players to a
   party will improve morale but
   by a lesser amount each time.
   Current Morale is 13
   The party cost is £5610
2) Allow players the afternoon
   off (instead of gym work).
3) Offer them a 50% win bonus
   for the next game.
   Next game: Montrose
   Estimated cost: £950
OR type 99 to continue
Bank £100000    Loans £0
SELECT OPTION:

```

If you lose several matches in a row, the players' morale will become low and this will make it more difficult to break the losing cycle and get back to winning ways. This is one of the toughest tasks that real football managers often face and within FMR there are three options available. Two of them cost money, so if funds are low too you've big problems!

The first option is to throw a party. This generally cheers the team up and may even heal player disputes (see Section 7.4), but comes with a hefty price tag. Furthermore, the positive impact is less each time a party is organised as the novelty factor wears off, so don't rely on this option too often.

TIP: More than two parties in a season is just throwing money away as the morale increase from a 3rd party would be tiny.

Fitness training is never very popular with players, so giving them the afternoon off will certainly raise their spirits. Its also free, but the flipside is that without the training their energy/fitness levels will suffer a bit.

Lastly, you can offer a win bonus to hopefully increase the team's performance. This doesn't directly lift the morale level, but increases the chance of winning the next game and winning raises morale. Each time the win bonus is offered (whether its actually paid or not) it doubles, up to a maximum of 800% - and you don't want to be paying that too often! The estimated cost shown on screen is the cost of paying it to the players that are currently selected to play.

3.8 NEW TRAINING SCHEDULE

```
** WEEKLY TRAINING SCHEDULE **
Please set the training levels.
Use the cursor keys to highlight
and adjust, and ENTER to finish.

15% for each area is normal with
no cost and 40% rest time. High
levels incur a cost & may impact
on team morale, but get quicker
results.

⚡⚡ Defence      - 20% +
⚡⚡ Midfield     - 15% +
⚡⚡ Attack       - 10% +
⚡⚡ Energy       - 30% +
Cost per week £720
```

The standard training plan covers 60% of players' time through the week, 15% each on defence, midfield, attack and energy training with the remaining 40% being rest time. At this level, skills are maintained but not increased, and energy is lost at 1 point per game (except for the lucky few with 'super energy'). The cost at this level is included in your Assistant's normal wages - so there's no additional 'Cost per week'.

Each of the four training areas can be increased or decreased by moving the **cursor up** or **down** to highlight it and then **left** or **right** to adjust. If the total time gets higher than 60% then your Assistant will start claiming overtime, hence the cost.

Nobody likes being worked too hard of course, so if the total time gets to 80% or more, this may have a detrimental impact on team morale. Conversely, less than 40% may increase morale, but the skills / energy would be suffering at this low level.

TIP: 35% on energy training prevents any loss after a game, and may also improve the +/- pace indicator of some players during the season.

TIP: 30% on a skill training would move the Training Progress indicators up by 10% every 3 weeks for all players in that position, and may also improve the +/- ball control and positioning indicators of some players during the season.

3.9 YOUTH PLAYER DEVELOPMENT

NO	NAME	SKILL	TRAINING
17	KJ.Hoever	0	70%
18	S.Hansen	0	70%
41	S.Esposito	1	0%

Type player no. for first team promotion or type 99 to continue

This screen shows the current development status of the youth players associated with the club. You may get an extra youth player or two joining each season.

Once their skill level reaches 1 (i.e. when their training reaches 100%) they can move into your squad if you wish. There are some advantages with keeping them in youth development a while longer though, as they're not getting any wages whilst here and with a decent investment level their training will improve faster than squad players. On the other hand, they may decide to quit or be snapped up by another club...

3.10 BANK LOAN TRANSACTIONS

No screen shot here, as its straightforward and not very visual. You can borrow money up to your credit limit, which is dependent on which division your club is in:

DIVISION	CREDIT LIMIT
Top level	200,000
2nd level	150,000
3rd level	100,000
4th level	50,000

The loan is flexible in that it can be added to or paid back at any time, but interest is charged at 1% PER WEEK on the outstanding balance during the season.

Note that a loan is generated without asking you if club funds become overdrawn, but you will be notified of this on the Weekly Finances screen (see section [5](#)).

3.11 FRIENDLY MATCHES

Up to 3 friendly matches are allowed per season, and they can be played at any time. There are some advantages and disadvantages of playing friendly games, as follows:

ADVANTAGES	DISADVANTAGES
Likely to make a profit, particularly if playing a top team.	Players can become injured.
Players' training progress levels benefit slightly for those that play.	Players can be booked or sent off. (Friendly matches do not count as a suspended game)
Energy levels rise for rested players.	Energy levels drop slightly for those playing (at standard training settings)

You must first, of course, find a team to play against. As a general rule, the bigger the club you ask, the less likely they are to accept your request for a friendly, and also note that you cannot play against teams in your own division.

Once a team has accepted your request for a friendly, the match day proceeds like any other - see section [4](#) for details.

3.12 AWAY MATCH TRAVEL OPTIONS

```

AWAY MATCHES TRAVEL ARRANGEMENTS
1) Coach travel on the day.
   Cost: #300
2) Coach travel the day before
   with basic overnight stay.
   Cost: #1200
   (Slight team performance and
   morale boost)
3) Fly the day before with good
   overnight accommodation.
   Cost: #3000
   (Bigger team performance and
   morale boost)
Current arrangements: 1
SELECT OPTION (1-3):
  
```

At the start of each season, option **1** of the away match travel options is set as a default. Options **2** and **3** clearly cost more money but are more popular with the players and consequently increase their performance at away matches. There's never any guarantees in football however, so don't expect miracles, but in an evenly matched game it might just give you the edge...

TIP: Best to stick with the cheapest option unless your club's loaded, as the benefits on the field are pretty small.

3.13 ATTENDING DIRECTORS' MEETINGS

```
*** DIRECTORS' BOARD MEETING ***
Welcome to this Directors' Board
meeting The Great Glen.
Please take a seat.

Today's agenda includes:
1 Finance
2 Team performance
3 Publicity

Hit ENTER to continue
```

Why would you want to attend a directors' meeting? Well, if your team's doing well some praise from the top is nice, but the main reason is if you're desperately low on cash they may choose to invest some more into the club. Please note that they will only invest money once per season, so there's no point in going back every week once you've got some. Don't expect millions, either!

The directors will comment on the finances, on the club's league position and sometimes on the amount of publicity work undertaken (see below).

3.14 COMMUNITY / PUBLICITY WORK

```
*** COMMUNITY/PUBLICITY WORK ***
These events increase popularity
(ie bigger gates) but can impact
on the players energy and morale
if they are too frequent.

1) Visit local hospital.
2) Roadshows in shopping centres
3) School football training.
4) Post video selfies online.

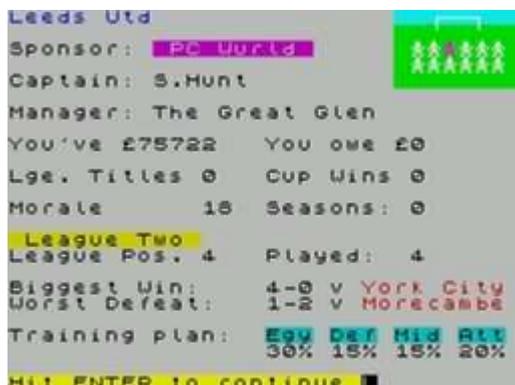
or type 99 to continue

SELECT OPTION:
```

Good community and publicity work off the pitch will increase the fanbase and therefore the gate receipts for the club. There are four options available (plus an extra one if you're funding the fan club network - see Section [4.13](#)) and they can be used more than once, although bear in mind that the effect is likely to be less each time the same option is used. Also be aware that these events may adversely affect the players' energy levels as they will be missing a training session, and maybe team morale too as many players are not keen on doing them - they may even refuse to go sometimes if asked too frequently.

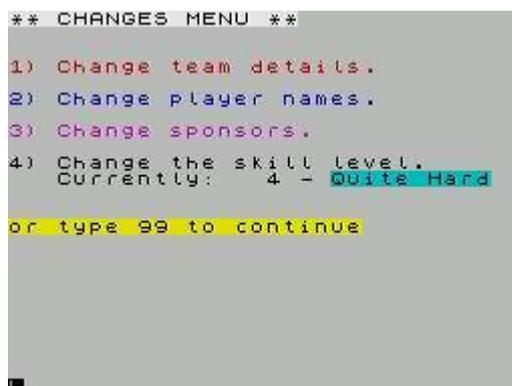
TIP: Each event can be used successfully twice per season, by the third time the fanbase increase is minimal and not worth any energy and/or morale hits.

3.15 GAME STATUS AND CHANGES



Another couple of screens for information. The first page relates to the time spent at your current club, and the second page is your whole management career.

Please note that the Manager Rating cannot be calculated until at least one complete season has been played. It is based on final league position, cup run, financial state and the skill level operating. If two or more complete seasons have elapsed, then the Manager Rating will be weighted so that 80% of it reflects last season and 20% is from earlier season(s), as achievements in years gone by become less significant over time.



After the second status page comes the Changes Menu, with options for changing team details, player names, sponsors or the skill level of the game. Skill level selection has already been covered in section 2 so no need to cover it again here, but details of the other options follow:

1) TEAM CHANGES:

You can change the names and colours of any team in your current country, and these changes will remain in effect until you either (a) start a completely new game or (b) quit your club and choose to go back to the country selection screen.



Select the team you wish to change, and you will firstly be asked to enter the new team name - with a maximum length of 10 characters and it should start with a capital letter or a number. If you wish to enter a reserve team, the 10th character must be a number 2 and they must play in the lowest league or they won't be accepted. Please also note that there must be enough non-reserve teams in the lowest league so that promotions and/or play-offs can operate properly.

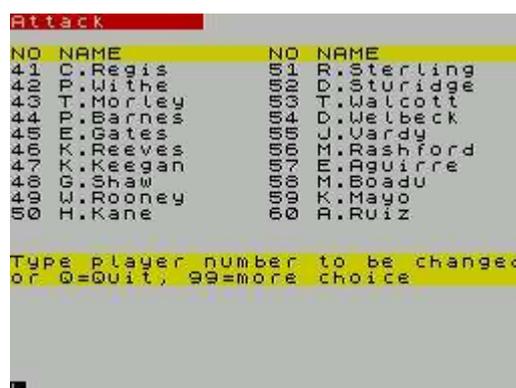
There are two colours assigned to each club, the text colour and the kit colour. They can be the same or be different, as they have different available colour ranges. The text colour is requested first, within the Spectrum colour range 0-4. As the text is nearly always displayed on a light grey or white background, it would be difficult or impossible to read colours 5, 6 or 7 so these colours are not available.

Next, select the kit colour for the team. This time the range is any Spectrum colour except green for obvious reasons. Sadly, the Spectrum doesn't have orange, so teams playing in orange have been given yellow kits by default.

TIP: Best to avoid colour 5 (cyan) for kits, as it can be rather difficult to see this colour on the green pitch.

Finally, you will be asked to input the team number of the team's local rivals. This is for identifying local derby games, so please don't select a team from the other end of the country or all teams in that area will become your local rivals which wouldn't make sense. The game uses a sort of 'post code' system (the highlighted letter) for location purposes and once you've entered a rival's number it will find any others with a matching 'post code'. If the team doesn't have any local rivals, then type N.

2) PLAYER NAME CHANGES:



This is quite straightforward. There are 24 players within each of the 3 positional areas (this includes the last 8 players in each area as youth players) and any of the names can be changed. As with team names, they are limited to 10 characters long. The usual format is first initial, a dot then family name of up to 8 characters, but its not a fixed rule. The game is likely to complain if the 1st character isn't a letter, but its free text after that. Like team name changes, they will remain in effect until you either (a) start a completely new game or (b) quit your club and choose to go back to the country selection screen.

3) SPONSOR NAME CHANGES:



If you get tired of the same old sponsors, you can change them here. After selecting which one to change at the screen above, enter the new name. Remember that the sponsor boards are 10 characters long, so if your new sponsor's name is 6 characters long for example, you may wish to insert a couple of spaces first to centralise it.

Enter the text colour then the board colour which obviously can't both be the same! The board can't be green either as it would then be indistinguishable from the pitch.

You can also load in a sponsors database (a single array) as saved by the FMR Editor by entering **L**. This works in the same way as importing countries (see Section 2).

Once you've changed all that you want, just enter **99** at the screen above to finish. You'll be given a final prompt whether to save the changes or not. If you do, the saved database will remain even if you quit and select another country because there is only room to store one sponsor database in memory. The only way to reset it is to start a completely new game.

3.16 QUITTING YOUR CLUB

You can resign from your club at any time, but be aware that if you do so a new season will start, as unlike real football its not possible to change clubs mid-season.

You've the option of staying in the same country with the league sets, player names and teams remaining unchanged, or returning to the Country Selection screen which resets everything except your name and career stats as seen on page 2 of the Game Status screen, and the sponsor database. The choice is yours.


```
+++ PRIVATE HEALTH TREATMENT +++
A high quality health provider
is offering to treat all players
injuries, reducing recovery time
- for a season fee of £27000

You've £80000    You owe £0

Do you accept this offer (y/n)?
```

There will now be an offer from a private health care provider. Taking up this offer will reduce the number of games that players miss through injuries as recovery will be quicker, but this has no impact on the actual number of injuries occurring. Sounds great, but it has a fairly hefty price tag. Take it or leave it.

TIP: Don't bother with the private health care unless your club has lots of money and/or is in the top division, as the cost is hard to justify otherwise.

```
*** PRE-SEASON TRAINING CAMP ***
A training camp is available to
improve players skills & energy.

1) Send all the squad.
   (13 players); Cost £35000
2) Send only players with skill
   levels less than 3.
   (5 players); Cost £15000
0) No training camp.

You've £90000    You owe £0
```

The pre-season training camp is next. You can send the whole squad, just the players with a skill level of less than 3, or none at all. Depending on how many players are included in option 2 will determine which is the better value, but then again not everything is about money.

TIP: Definitely worth doing as both energy and the training progress levels will increase for those players attending. Some players may even move up to their next skill level.

After a report back on how well (or not) the season ticket sales have gone, its time to get ready for the match!

Here we go...!

4.2 SCOUT REPORT

```
Scout report:
                Leeds Utd   Southend U
Energy           14         13
Morale           13         11
Defence          13         10
Midfield         11         10
Attack           15         14
PLAYERS PICKED = 11
Formation:       3-3-4
Playing Style:   3 - Balanced
Commitment:     7 - Natural
Type c to change the team,
Type 1-5 for playing style,
Type 6-9 for commitment level,
OR type 99 to continue
```

This section also covers the playing style and commitment level too. After the information screen about the forthcoming match, you are presented with the Scout Report screen. Your currently selected squad is compared against the opposition with 5 different attributes. The attribute scores have a minimum value of 1 point and a maximum of 20 pts, and they ultimately influence how the match highlights will go.

ENERGY

The Energy rating is the total energy of all your picked players divided by 11. So if you have 11 players selected it represents the average energy level of your team. Note that if you have fewer than 11 players picked then this value will be reduced.

MORALE

Players don't have individual morale levels, this rating is a single figure for the team. It is around 13 at the start of the season and goes up if your team wins, stays the same after a draw and goes down following a defeat. It is also affected by other events during the week, such as transfers, the amount of training, the captain's influence and so on. It cannot be altered at this point in time unless its highlighted, which indicates that either a player is unhappy and wants a transfer and/or two players are picked who have fallen out with each other (see section [7.4](#)), lowering team morale. Best to unpick one of them! (see section [4.3](#))

DEFENCE, MIDFIELD & ATTACK

These are the total skill level scores of the players picked in the respective positions. For example if you have three midfielders picked with skill levels 2, 3 and 4 then the midfield score would be 9.

TIP: It's possible to have more than 20 points in a positional area if 5 or more players are picked there, but the maximum permitted score is still 20 points so any extra would be wasted.

TIP: Compare Energy, Morale and Midfield directly against the opposition, but remember that your defence will be against the opposition's attack and their defence against your attack.

Do not compare defence v defence or attack v attack.

The computer looks at these comparisons along with other factors such as playing style and commitment level (see below), win bonus etc in deciding how many attacking highlights to give to each team. But there's always an element of luck too...

FORMATION

The number of players picked in each positional area gives the basic team formation. Remember that by convention the goalkeeper is not included in the defence number. These figures are not used in allocating match highlights, but do influence how many of your players are shown on the pitch in the highlights, within a limited range (2 to 4). Your opponent always has 3 players, unless defending a free kick.

PLAYING STYLE

There are 5 playing styles available from **1** (very defensive) to **5** (very attacking). The style is set by entering the corresponding number. The higher the number, the more attacking match highlights you are likely to get, as you would expect. However, more attacking by your team will leave gaps at the back and therefore more highlights for the opposition too. So its a double-edged sword.

TIP: Study the 5 attribute comparisons before deciding on your playing style. If comparisons are generally in your favour, an attacking style may give you more highlights than your opponent, but if comparisons are slightly against you it may be better to be more defensive to cut down opposition highlights as much as possible.

COMMITMENT

There are 4 commitment levels available, from **6** (less) to **9** (max) and the level is set by entering the corresponding number. A higher commitment level will increase your chances of attacking highlights and reduce the opposition's as your players win more crucial tackles but on the flip-side (there always seems to be a flip-side!) your players are more likely to commit fouls and pick up bookings from the referee.

4.3 PLAYER SELECTION

```

p=picked, i=injured, s=suspended
NO NAME LU EN D PO BC PC
000 N.Pope 5 11 0 0 0 0 0
00 J.Pickford 5 11 0 0 0 0 0
00 P.Martin 4 11 0 0 0 0 0
00 M.Mills 5 11 0 0 0 0 0
10 K.Trippier 5 11 0 0 0 0 0
00 G.Owen 3 11 0 0 0 0 0
00 R.Moses 4 11 0 0 0 0 0
00 D.Rice 4 11 0 0 0 0 0
00 M.Mount 4 11 0 0 0 0 0
00 T.Morley 4 11 0 0 0 0 0
00 P.Barnes 1 11 0 0 0 0 0
00 G.Shaw 4 11 0 0 0 0 0
00 T.Abraham 3 11 0 0 0 0 0
Type Player No. to pick. p=1
Type R to reposition a player.
or type 99 to continue
  
```

Entering **c** at the Scout Report screen will take you to the Player Selection screen. This looks the same as the 2nd page of the Player Statistics main menu option (see section [3.1](#)) except for the messages at the bottom. The important column here is

the status column at the far right hand side, at the bottom of which you will see the p= which is the total number of picked players. There is a key at the top of the screen to help with understanding players' statuses, but here's a bigger description:

STATUS	DESCRIPTION
	Not currently picked, and available for selection.
p	Currently picked to play. The p= underneath this column shows the total number of players picked to play.
i	The player is injured and cannot be picked. Note that players can become injured in training as well as in matches.
s	The player is suspended and cannot be picked. He was sent off in the previous match or has picked up 5 bookings.
u	The player is unavailable for some personal reason which you will have been notified of previously. This is quite rare.

If there are 11 or less players picked, you are invited to add an available player to the team by entering their number. If the number of picked players becomes 12 then you are invited to remove one. Each time you add or remove players, their status is changed accordingly. Note that you can only return to the Player Scout screen with 11 or fewer players picked.

PLAYER REPOSITIONS

You are allowed to play one player out of position, which can be useful if your team is weak in a particular area. Type r to use this facility, and you will be asked which player number to reposition and to which position. Entering his existing position effectively cancels the function. The player will be given a temporary number within the squad number range of the positional area selected for a single match only, and note that his Skill Level and Training Progress levels will drop as shown in the table:

FMR GAME SKILL LEVEL	DROP WHEN REPOSITIONED		INCREASE UPON RETURN TO ORIGINAL POSITION	
	PLAYER SKILL LEVEL	TRAINING PROGRESS	PLAYER SKILL LEVEL	TRAINING PROGRESS
1	-1	-5%	+1	0
2	-1	-10%	+1	0
3	-1	-15%	+1	0
4	-1	-20%	+1	0
5	-1	-25%	+1	0
6	-1	-30%	+1	0
7	-1	-35%	+1	0

If the Training Progress score falls below zero, then the Skill level will drop a further point. As shown in the table, players lose between 5% and 35% of Training Progress each time they play out of position, so use this option with care. It follows then that Skill Level 1 players cannot be repositioned at all and those at Skill Level 2 must have Training Progress of at least the drop percentages shown, otherwise they too would drop to Skill Level zero, which isn't allowed. Entering **99** (if p=11 or less) will return you to the Scout Report screen, unless the picked team hasn't got a captain that is...

4.4 CAPTAIN SELECTION



If your team does not have its captain selected, or if it's the first match of the season, then you will be asked to choose a team captain. Enter your selection and you will then be given a spot of feedback on your choice and the opportunity to change again if you wish. Once chosen, a player will remain as team captain until either he is not selected to play or the season ends. The captain can have a regular effect on team morale - positively if he's good and negatively if he's poor as you would expect. The reason that all the leadership ratings aren't shown together on this screen is that the Manager must 'talk' to players individually to evaluate their leadership potential.

The captain will be shown on the player selection page with a © symbol. The captain is also listed on the first page of the Game Status menu option - see section [3.15](#).

TIP: If you wish to change the captain, ensure he is temporarily not selected to play to force the screen above, choose a new captain then go back if you wish and reselect the former captain to play.

4.5 THE MATCH

Entering **99** at the Scout Report screen will start the match, but you may first get the option of a pre-match motivational talk if team morale is very low (this can be done 3 times per season but its effect becomes less each time). Also, be aware that the club will be fined by the FA if less than 11 players are picked as this creates a bad impression of the sport - this is even if you've no more players available for selection.



You will be presented with a screen showing which way the teams will be playing in the first half - normally the home team plays from left to right in the first half and right to left for the away team. Whilst this screen is displayed there is an option to press the **SPACE** bar to skip the match highlights if you wish and go straight to the final score (You may need to press it more than once until the computer responds as its really busy at this time).

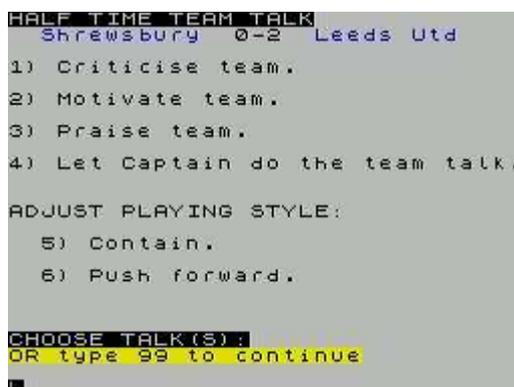


There can in theory be up to 24 individual match highlights during a match and they often but not always occur in pairs. The home team is always in their usual kit colour. The away team will be in their usual kit colour if its different from the home team and pitch markings colours, otherwise they will be in their 2nd kit colour to avoid a clash. Goalkeepers will be in purple, yellow or blue, chosen by the computer to avoid kit clashes with either team.

The match time is shown in the bottom right corner and the home team's sponsor is shown (if they have one) along with the crowd - home supporters at the left end of the ground and away supporters at the right end. The size of the crowd will depend on which league level you and your opponents are in, how well you're doing in the league, whether its a local derby and/or a cup game etc.

Note that you can do nothing but watch during the match highlights until one of two things happen, which are covered below...

4.6 HALF TIME TEAM TALK



There are four team talks available at half time (1-4) and a further two options for adjusting the playing style (5-6, see section 4.2) - but note that only one style-change option will be available if the playing style was set to the minimum or maximum level before the match. You can select an option from either or both of the two groups as you wish, but its all optional. Selecting one of the main four talks may generate a positive or negative response from the players which will have an impact on the second half. Adjusting the playing style will increase or decrease the total number of 2nd half highlights for both teams as you would expect.

The teams change ends for the second half, so both teams will now be attacking in front of their own supporters who will react when a goal is scored.

TIP: As a general rule, criticise or motivate the team if they are not winning, and praise them if they are, but don't use the same option all the time as the players will get bored. As you've no idea what the Captain will say, this is a totally random option!

4.7 SUBSTITUTIONS

As you only see selected match highlights and individual players are not identified on-screen, there would be little point in offering tactical substitutions. However, if a player gets injured during the match, you are allowed to bring on a substitute.

After the notification that a substitution is required, you will be taken to the player selection screen to add a currently unpicked player to the team. If you haven't any more available players, just enter **99** to return to the match with 10 men. If its the captain who's injured, then you'll need to choose a new one of course. The substitute will have an impact on the rest of the match in that his energy and skill level values will be added to the team in place of those of the injured player.

4.8 FINAL SCORE



Once the match has finished, the Final Score screen will be displayed. Your team's scorers will be shown (excluding penalty shootouts), along with any of your players receiving cards, and the gate receipts if your team is due any. You get gate receipts

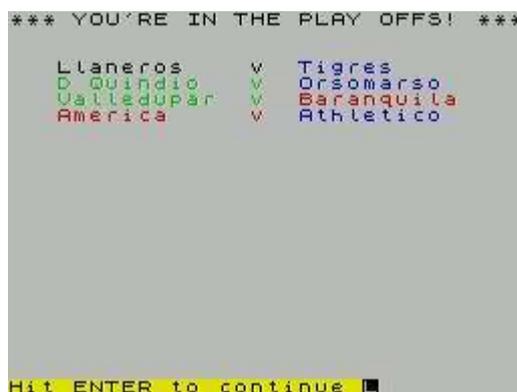
for home league games, home friendlies, and half the gate receipts for cup & play-off matches regardless of venue. No gate receipts for away league matches however. The teams' possession and shots comparisons are also displayed for information.

4.9 CUP COMPETITION

Nearly all countries have a knockout cup competition each season. The cup games are mixed in with the league matches throughout the season. Whether there are replays depends on which country you are managing in, but never in finals or semis. If a replay is allowed, it will take place immediately without going back to the main menu as the extra fixture has to be squashed in before next week's league game.

If the replay is drawn, or replays aren't permitted, then cup rounds may go to extra time and, if still level, a penalty shootout. These follow the usual rules of 5 penalties to each team then sudden death if necessary. The penalty goals are simply added to the final score as there is no real benefit in taking memory space storing them separately. There's nothing the Manager can do but watch the drama unfold!

4.10 PLAY-OFF MATCHES



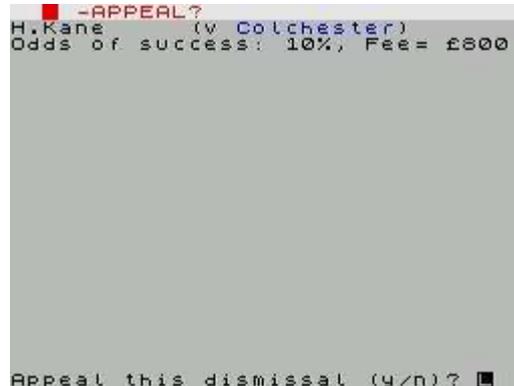
Some countries have play-off matches at the end of the season, and some don't. Where play-off matches are featured, they always follow a similar format in FMR as the Spectrum has insufficient space to accommodate the various formats of play-offs around the world.

The play-off format chosen, for simplicity, is that either 2, 4, or 8 teams under the automatic promotion places take part depending on the particular league (so no teams from the league above) in a straight knockout with the highest placed team against the lowest and the 2nd highest against the 2nd lowest etc. Aggregate scoring over two legs with the lowest placed team at home first, decided on extra-time and penalties if necessary (no away goals rule), until we get to a final which may be one or two-legged depending on the country concerned.

The winner gets promoted unless the play-off is in the top division (in real life it might be for continental cup qualification, but that's not applicable in FMR).

4.11 APPEALING RED CARDS

You are allowed to appeal to the FA against the suspensions incurred by players getting sent off, as referees do get it wrong sometimes. Note that this does not apply to suspensions resulting from players collecting 5 bookings.



As the incidents themselves are not actually shown in the match highlights, you will need some help in making a decision whether to appeal. This is provided by an estimate of how likely the appeal is to be successful. The range is between 10% and 50%, and there is a non-refundable fee to pay too to discourage over use of appeals.

Also please note that there is always the possibility that the incident was particularly bad and the FA may actually increase the suspension!

TIP: The likelihood of an increased suspension is always 15%, regardless of the success odds, so bear this in mind when deciding. Personally I wouldn't bother appealing if the success odds are less than 40% for a top player and 50% for the rest, but your attitude to risk may be different...

The result of the appeal will be displayed before the next match.

4.12 OTHER MATCHES & LEAGUE TABLE CALCULATION

If you've played a league match, then the other matches of that fixture set will be displayed as they come in. This is only for league games, the results of other cup and play-off matches will not be shown.

After all the other results have been displayed, the league table will be calculated. This may take a little while, particularly in large leagues at the start of the season when many teams may be on the same number of points so goal difference, goals scored and even alphabetical club names may have to be taken into account. See section [3.6](#) for more information on the league table.

After displaying the league table, there may sometimes be one (or more) events for you as the club Manager to deal with, which may be good or bad. These can involve players, team morale, scouts, fans, other clubs, the FA, money, and so on. Good luck!

4.13 FAN CLUB INVESTMENT

Once or twice early in the season you will be asked if the club wishes to invest some money in its fan club network. This investment helps run the network and in return the club will receive a portion of the subscriptions that the fans pay. It also allows for a further publicity option for players to attend fan club meetings.

The number of fans subscribing will be influenced by the club's league position each week - the higher up the league, the greater the number of fans are likely to join and the bigger the income will be.

```
== FAN CLUB INVESTMENT ==
This generates extra income if
the club does well.

Cash £47860      Loans £0

Invest (y/n)? █
```

TIP: This is effectively like a shares investment with the league position the basis for the weekly dividend. The more weeks the club spends in the top half of the table, the bigger the profit over the season. But time spent in the lower reaches of the league table will start to turn those profits into losses. How confident are you???

4.14 MANAGER OF THE MONTH AND PLAYERS' FORM

```
== MANAGER OF THE MONTH AWARD ==
Awarded to the Manager of:

Fleetwood

Hit ENTER to continue █
```

The Manager of the Month is awarded by the FA after every 4 league matches, based on the team with the best form that month, which is not necessarily the team at the top of the league. Congratulations if you win it, and note that the number of times you have won this award can also be seen on the Manager's Career page of the Game Status (see section [3.15](#)).

Sadly, there is no benefit to the club from you winning this award, it is a personal achievement only.

Following the Manager of the Month award, the game may identify the players that have had the best and worst form for the month, and adjust their skill levels up and down accordingly. The adjustments (less than a full skill point) will always be net zero, so your team does not gain or lose its overall skill.

```
PLAYERS' FORM
Player in form this month:
T.Abraham      +0.5 skill
Player out of form this month:
D.Watson      -0.5 skill

Hit ENTER to continue
```

5. WEEKLY FINANCES

```
** WEEKLY FINANCES **
Wage Bill = £-5600
Ground rent = £-2000
Away match costs = £-300
Gate receipts = £9028
Cup bonus = £9000
McDonald's income = £2337
(1 match left)
Weekly Balance = £12465
Bank £73380 Loans £0
Hit ENTER to continue
```

This screen shows the effect of all the money transactions during the week (and therefore can vary considerably from the one shown). Some transactions are listed in their own right, such as wages, player transfers, gate receipts and sponsorship income whilst others - the cost of a party for example, will come under a generic description of 'other expenditure'. Expenditure is shown as a minus in red, and income in black, and all the items when added together should equal the weekly balance.

The weekly balance is the main item of interest unless you're an accountant, this being how much the club has gained (if its black) or lost (in red) during the week. The usual state of affairs, assuming no player transfers or other large activity, is to gain if a home match or cup match has been played and lose money on away matches.

Underneath the weekly balance is the current bank balance and how much is owed in loans. If the cash in the bank goes below zero, then there is an automatic overdraft loan triggered, which brings the bank balance back to zero and adds the amount that was needed to the loans total. If this is the case, the message will appear 'loan increased to pay bills'

See section [3.10](#) for more on loans and credit limits.

6. BUYING PLAYERS

Until the transfer window closes after about 3/4 of the season, you will be offered a player to buy at the end of the week.

```
*** Transfer Market ***
You've £97389   You owe £0
NO NAME      LU EN DI  VAL
47 A.Carroll  4  7  0  £22000
Type your bid in (£)
Type R to recruit a Player Scout
for the season.
OR type 99 to continue
L
```

If you would like to buy the player offered for sale, simply type in an offer. It can be less or more than his current value, it depends on how badly you want him. The club offering him for sale will either accept or reject your offer. If they reject it, his value will increase so a second bid will have to be higher! As with player sales, sometimes the player offered may refuse this particular move or demand a moving fee.

You can of course enter **99** at any point if you're not interested and return to the main menu

There may be other options however - hiring a Player Scout (see [6.2](#)) and player exchanges.

6.1 PLAYER EXCHANGES

Sometimes a player exchange may be offered, with a cash settlement one way or the other depending on which player has the higher value:

```
*** Transfer Market ***
You've £51175   You owe £0
NO NAME      LU EN DI  VAL
11 J.Lescott  4  11  0  £22000
Type your bid in (£)
OR exchange him for G.Lennon
and we'll give you £7820.
(Type X to accept the exchange)
OR type 99 to continue
█
```

If the screen looks like the one here, you can still buy the player on offer as normal, or you can exchange him with the player they are interested in with the cash settlement as stated. Although you can't see the stats of your player on this screen, his position is shown in the usual colour scheme i.e. defenders in black, midfielders in blue and attackers in red. Entering **x** will accept the exchange.

TIP: Its a bit of a risk, but generally the exchange offers are pretty good value.

6.2 PLAYER SCOUT

HIRING A PLAYER SCOUT

Your club already has a Match Scout who watches and prepares the stats on the forthcoming opposition each week. This option is to hire a Player Scout who has a different role, he will try to find you extra quality players who wish to join your club. Entering **r** when prompted (as in [6](#) above) will bring up his contract demands screen:

```
PLAYER SCOUT
He will find you extra players,
but costs £200 per week plus 10%
sales commission.
Hire him?

OK (y/n)? █
```

His wages depend on which league you are in but are not huge. They will have to be paid for the rest of the season though. What may cost a significant amount is the 10% commission fee he will charge for each player bought through his services. The players he will suggest will all be skill level 2 or higher.

USING THE SCOUT

If you decide to hire him, all the future transfer market screens will include an option to see what he has found, unless a player exchange is offered, as in [6.1](#) above.

```
*** Transfer Market ***
You've £372636 You owe €0
NO NAME LV EN DI VAL
40 G.Shaw 5 13 0 €106000
Type your bid in (£)
Type R to see what your Player
Scout has found, if any.
OR type 99 to continue
█
```

Be aware that once you have decided to see what your Scout has found, you cannot go back to buy the player currently on offer, so make a decision on him first.

Your Scout may find you an alternative player to buy, or, on occasions, he may have found nothing. That's a risk you have to take with scouts. If he has found an additional player, you can proceed with the sale as usual - the only difference will be a message warning you that the 10% commission fee will be added to your bid so there's no surprises (e.g. if you bid £20,000 it will actually cost you £22,000).

TIP: Do you hire a scout? If you have a weak team and can afford to buy some better players then go for it.

7. END OF SEASON

When the season has finished, you will be shown the results of all your league, cup and play-off matches as appropriate, followed by the final league table and season graph (as all seen in sections [3.5](#) and [3.6](#)). Following these will be the club's 'Awards Night' presentations for the player of the season and the golden boot award (i.e. top goal scorer).

```
It's the Leeds Utd
* END OF SEASON PLAYER AWARDS *
Player Of The Season:
E.Dyer
Golden Boot Award:
T.Walcott
(with 17 goals)
Hit ENTER to continue
```

All clubs get a bonus payment from the FA at the end of the season, the amount of which is determined by their final league position. This payment, together with the promoted and relegated teams from your division, are shown on the next screen.

```
League position bonus= £50000
▲▲▲ Mansfield are promoted! ▲▲▲
▲▲▲ Luton T are promoted! ▲▲▲
▲▲▲ Carlisle U are promoted! ▲▲▲
▼▼▼ Coventry C are relegated ▼▼▼
▼▼▼ Crawley T are relegated ▼▼▼
Hit ENTER to continue
```

The final screen before preparing for a new season is a simple financial summary, showing whether your club has made a profit or a loss over the season, as in the example below:

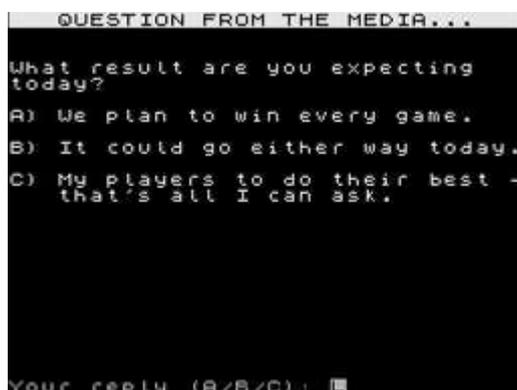
```
*** SEASON FINANCIAL SUMMARY ***
Money at season start:      £85000
Money at season end:        £92967
PROFIT                       £7967
Hit ENTER to continue
```

If you've done really well during the season, you may be 'head hunted' and offered a job to manage a club in a higher division, but like most things in life, there's no guarantees!

8. EXTRA NOTES

Here's a few extra notes which were not really covered in the sections above.

8.1 MEDIA QUESTIONS



The media may ask a question before and/or after a match. They may also ask a question at other times such as about player transfers or training or at the end of the season if you've done really well or really badly. There are always 3 available answers to a question and choose your answer carefully as they can have a positive or negative effect on the fans and players alike.

8.2 FA FINES

The FA will fine your club if too many players are getting cards. The FA have a disciplinary code, and if the total disciplinary points accumulated by your players for the season reaches a stage of this code then the club gets a fine from the FA. The higher the stage, the bigger the fine. The number of disciplinary points needed to reach each stage depends on the number of league fixtures in the season, so that teams in larger leagues are not disadvantaged:

CODE STAGE	TOTAL DISCIPLINARY POINTS ACCUMULATED FOR A FINE	Example: (league of 20 teams)
1	2 x No of league fixtures in the season	38 points
2	4 x No of league fixtures in the season	76 points
3	6 x No of league fixtures in the season	114 points

TIP: The commitment level influences the number of cards received by your players (see section [4.2](#)).

Fines are also imposed if you pick less than 11 players for a match (whether its by choice or not) as this is seen to bring the sport into disrepute, and your club could get fined and even get league points deducted if there is any crowd trouble at your matches. This is rare, but it can happen.

8.3 RESERVE TEAMS

In some countries, reserve teams are allowed to compete provided that they are not in the same league as the respective 1st team. This is partly implemented in the game, as reserve teams (denoted by a number 2 as the tenth character of their name) are in the lower leagues of the relevant countries and cannot get promoted. I say partly, because the parent team could in theory get relegated into the same league as their reserve team - its an issue that unfortunately couldn't be avoided within the limitations of the game. Note that you can't manage a reserve team.

8.4 PLAYERS' DISPUTES



Occasionally a couple of players may have a big row and fall out with each other. If they are subsequently picked to play together, the team morale will take a serious hit. This will be indicated by the morale value being highlighted on the scout report screen.

The obvious solution is not to play them together and sell one of them. Having a party (see section [3.7](#)) **may** also resolve their differences, but it's not guaranteed.

8.5 THE SACK

It is possible to be sacked, which from the game's point of view is exactly the same as you quitting your club. The sacking possibilities are shown in the table below:

CIRCUMSTANCES	OUTCOME
The club is in debt beyond its credit limit.	Certain sacking.
The club gets relegated from the lowest division.	Certain sacking.
The club gets relegated from a higher division.	The probability of being sacked increases with the skill level, from unlikely at skill level 1 to very likely at level 7
A new owner takes over the club.	A sacking if your club is in the bottom third of the division and current form is not good.