

FOOTBALL MANAGER REVISITED

EDITOR GUIDANCE NOTES

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1. INTRODUCTION

After several years of developing Football Manager Revisited, I thought it was about time to give users the facility to create their own leagues to use in the game and to that end I've created a league editor program. There's also, obviously, an import function now included in the game, but the 28 built in countries remain and are not affected by the imports. If you choose to import a country, the only difference from the built in countries is that there is no large flag displayed during the setting up sequence.

Leagues can have 2, 3 or 4 divisions, each having between 8 and 20 teams, with or without playoffs. There's also a variety of other options available, such as the currency symbol to be used, whether matches can be postponed because of heavy snow, whether cup replays are allowed and the size of an average crowd.

There have been the facilities within the game to edit teams and players for several years and these remain - these options have also been ported in to the editor along with a new sponsors editing function.

All that remains for me to say is have fun creating and playing new leagues!

Glen Anderson
October 2020

2. GETTING STARTED

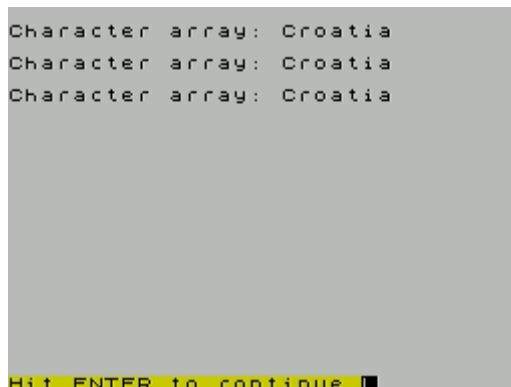
```
* FMR - LEAGUE EDITOR *  
© 2015/25 Glen Anderson  
  
1) Create a new league.  
2) Load a league file from tape.  
  
4) Load sponsor file from tape.  
5) Save sponsor file to tape.
```

The Editor initially presents only 4 options upon loading - option 3 is unavailable as there are no league files in memory to save just yet. The standard sponsors database is preset into the Editor - hence option 5 is present but rather pointless to use until the sponsors have been edited.

The options are rather self-explanatory, and we'll deal with creating a new league a bit later (section [4.2](#)) along with the sponsors editing (section [4.6](#)). For now, we'll load in the Croatian league that I've supplied as an example...

3. LOADING IN A LEAGUE

To load a league, please ensure that the auto loading function on your emulator is disabled then open/load a 'tape' file with country data on it (in our case Croatia.tap) and then select option **2** from the Main Menu above. If all goes well, you should see the following screen:



```
Character array: Croatia
Character array: Croatia
Character array: Croatia

Hit ENTER to continue
```

If all you get is a blank screen, then the Editor is still looking for the virtual tape. 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 and instructions.

There is no point in proceeding any further in this guide until you have successfully completed the file load above. This is because the procedure above is needed to import a saved league into the FMR game itself.

As the screen above shows, each league/country consists of 3 Character arrays, all with the same name, detailed as follows:

- The first array contains the name of the cup and each division, along with their sizes, promotion / playoff / relegation rules and some other miscellaneous data.
- The second array contains all the teams' data - names, colours, local rivals etc.
- The third array contains all the players' names (including youth players). The players' stats are randomly generated within the game itself and are not stored here.

If you load a league created with an older version of the Editor, the files will automatically be converted for use in this version.

Once you have loaded in a league, select option **0** to bring up the Editing Menu...

4. THE EDITING MENU

```
EDITING MENU
1) View league details.
2) Change league details.
3) Edit additional items without
   affecting leagues/teams.
4) Edit teams' details.
5) Edit players' names.
6) Edit sponsors database.
7) Reset all teams, players or
   sponsors.
0) Return to the main menu.
```

```
EDITING MENU
6) Edit sponsors database.
7) Reset all teams, players or
   sponsors.
0) Return to the main menu.
```

The Editing Menu contains a variety of options, including option **0** to return to the Main Menu for loading and saving files. The options are detailed in sections 4.1 to 4.7 below. Please note that if there's no league currently in memory, then options **1-5** will not be displayed, as in the screenshot on the right.

Please note that Editing Menu option **2** is exactly the same as the first option in the Main Menu; it's duplicated simply for convenience.

4.1 VIEW LEAGUE DETAILS

```
LEAGUE DETAILS
HNL
Dir promoted: 0 Size: 10
Relegated: 1 Playoffs: 0/0
Join cup: R4
Prva NL
Dir promoted: 1 Size: 12
Relegated: 2 Playoffs: 0/0
Join cup: R3
Druga NL
Dir promoted: 1 Size: 15
Relegated: 3 Playoffs: 1/2
Join cup: R3
Currency: km Snow: Yes
P/O final legs: 2 Ave crowd: 1/5
Cup Q/F round: 3 Replays: No
Hit ENTER to continue
```

Editing Menu option **1** shows pretty much all the data stored in the 1st character array that was loaded - this data can also be manually input via option **2** of the Editing menu (described in section 4.2 below) if a new league is desired. The information shown in the screen above will become clearer in the next two sections of this guide.

Pressing **ENTER** to continue will take you back to the Editing Menu.

4.2 CHANGE LEAGUE DETAILS

By choosing menu option **2**, we'll now walk through recreating the Croatian league that has already been loaded. If a league is already in memory, you will be warned that it will be lost by continuing with this option. As the finished Croatian league can

be reloaded from 'tape' as required, you can safely type **Y** to continue. The following message will be displayed on screen:

```
Enter the name of the knockout
cup (max 12 chrs), or just press
ENTER if none.
Croatian Cup█
```

Before you enter the new league details, you must decide whether there will be a knockout cup competition in addition to the league. Nearly all countries have one, but there are a few exceptions hence the reason it is an optional feature. If you would like to include a cup competition then give it a name of up to 12 characters, otherwise just press **ENTER**.

```
Each country can have 2, 3 or 4
divisions.
Number of divisions? 3█
```

You need to input how many divisions to include, between 2 and 4 (Croatia=3). A minimum of 2 divisions is required so that promotion and relegation can take place. Note that the game cannot handle multiple divisions in parallel, (eg North & South).

```
HNL
HNL can hold any even
number of teams from 8 to 20.
How many teams? 10█
```

Now we get into a series of questions regarding each division in turn starting with the top tier. To start, the division requires a name (eg 'Division 1', 'Super League' or whatever), and also a size which can be any even number of teams from 8 to 20. If the division you are simulating has an odd number or more than 20 teams, then

sorry but you'll just have to miss one or more teams out. The Croatian divisions are called HNL, Prva NL and Druga NL and have 10, 12 and 16 teams respectively.

```
HNL
Division size: 10

Number of playoff teams, if any.
The options are: 0,2,4,8
How many teams? 0
```

The next question is about playoffs. Playoffs are optional, including in the top division. By way of explanation, top tier playoffs are obviously not for promotion, but may be used to produce an overall season champion. The number of teams in the playoffs is requested with a maximum of 8 if the division is large enough. For Croatia, the top two tiers HNL and Prva NL don't have playoffs so **0** would be entered but the Druga NL has a promotion playoff with **2** teams, i.e. a simple final.

```
HNL
Division size: 10

Number of playoff teams, if any.
The options are: 0,2,4,8
How many teams? 0
```

The number of relegations comes next, in our case, **1**. Notice that the number of directly promoted teams has been inserted automatically, zero here as it's the top division. The maximum number of relegations allowed is 5 in theory, but this may be reduced depending on the number of teams involved in promotions and/or playoffs and the overall size of the division.

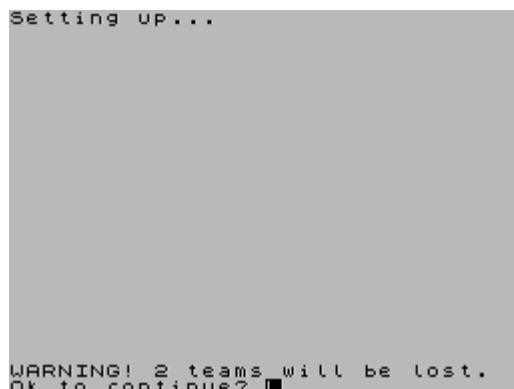
```
HNL
Division size: 10
Direct promoted: 0
Playoff teams: 0
Relegated: 1

There are 7 cup rounds plus the
final. Which round do teams in
this division join in?
Joining round (1-5)? 4
```


If a cup competition was chosen at the start of this section, then the above question will be asked. Within the game, there are fixture provisions for up to 7 cup rounds plus the final. Not all (or any) teams have to join in at the same round however. For example in England the Premier League and Championship teams do not enter until the 3rd round. In our Croatian example, teams in the HNL join the cup in the 4th round so **4** should be entered. Prva NL and Druga NL teams join the cup in the 3rd round, so a value of **3** would be entered in these cases. You may need to count the rounds backwards from the final (round 8) to work this out for other leagues.

At this point the Editor will check that you're happy with your data inputs before proceeding to the next division.

Once all divisions have been completed, the league will be generated with the total number of teams created as necessary. You will be informed how many teams have been added, or, if there was a previous league in memory and the overall league capacity has shrunk resulting in a loss of some teams, then the Editor will warn you first - if you don't accept the loss of teams you will be taken back to input all the league details again. In our case there's no change so you **won't** see this screen:



Once the league has been set up, some additional items will automatically be requested...

4.3 EDIT ADDITIONAL ITEMS



The first additional item is to choose a currency symbol. There are 30 symbols built into the game, which are either exactly like or similar to many currency symbols from around the world. The Croatian symbol is 'Kn' for example, number **16** in the list.

The next question asks whether matches can be postponed due to snow. This will obviously depend on which country in the world your league is being based on. A simple response, **Y** or **N**. It's **Y** for Croatia although it's rare to snow near the coast. Next is a question about the average crowd size of top division matches relative to other nations, and requires an answer expressed as a rating out of 5, with 1 being very low and 5 is the highest.

```

Additional items
Currency symbol: kn
Snow:                Yes

Average crowd sizes relative to
other nations.
Range: 1=least to 5=biggest.
Crowd size (1-5)? █

```

Most countries would be rated 2/5 or 3/5. England and Germany have the highest domestic attendances in world football so they get a 5/5 rating whilst small countries like Northern Ireland and St Kitts & Nevis have very small top league attendances so they are rated 1/5. Croatian football is no better supported, with average top tier crowds of less than 3,000 so it also gets 1/5. Here's a guide to help you decide:

| Average real top division attendances: | Rating |
|--|--------|
| 30,000 + | 5/5 |
| 20,000 - 30,000 | 4/5 |
| 12,000 - 20,000 | 3/5 |
| 5,000 - 12,000 | 2/5 |
| < 5,000 | 1/5 |

Please note that this rating factor is for the visual crowd effect in the match highlights only. It has no impact on the revenue from gate receipts as that would make the low rated countries too hard to play.

If there is no cup competition or playoffs in any division, then this will be the end of the extra items and you'll be taken to the Editing Menu when happy with the data.

```

Additional items
Currency symbol: kn
Snow:                Yes
Average crowd:       1/5

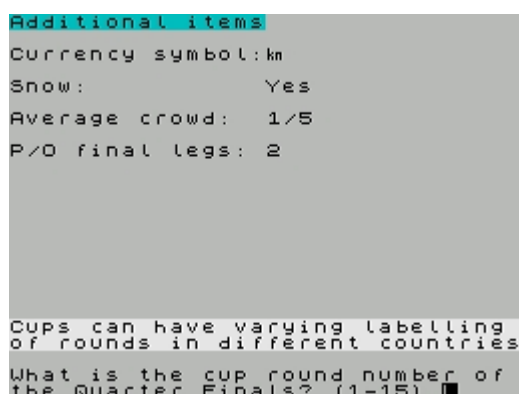
A playoff final can either be
over 2 legs or a single match.
1 or 2 legged playoff final? █

```

If there are playoffs in one or more divisions, then you will be asked whether the playoff final should be over 2 legs or just a single match (Croatia=**2** legs). This is just for the playoff final, earlier playoff round(s), if any, will always be over two legs. Please note that the answer given here applies to all this country's divisions that have playoff finals. You can't specify a separate answer for each division with this question.

If there's a cup competition, you will also be asked which round number the Quarter Finals are called. This question at first glance seems a little weird. We've already established that there are 8 cup rounds with the Final as round 8 and the Semi Finals as round 7, so the Quarter Finals must be round 6, right? Well yes, but they don't have to be actually labelled 'Round 6'.

For example, the Quarter Finals in the real Coupe de France are labelled 'Round 12', whilst the Quarter Finals in the real Croatian Cup are only 'Round 3'. It depends on how the real tournaments operate and how many teams are included in them at the various stages. This is simply a labelling issue for the game to use and it has no bearing on the actual joining round data that was entered earlier when setting up each division.



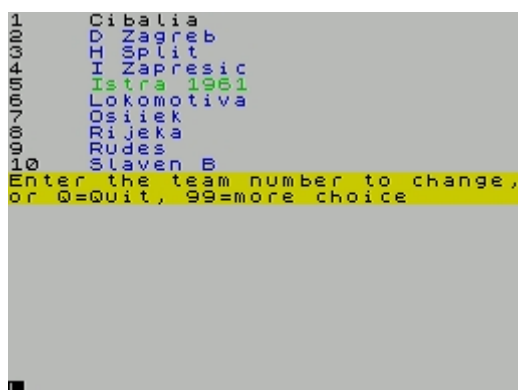
The screenshot shows a menu titled 'Additional items' with the following options: 'Currency symbol: kn', 'Snow: Yes', 'Average crowd: 1/5', and 'P/O final legs: 2'. Below these options is a text box containing the message: 'Cups can have varying labelling of rounds in different countries'. At the bottom of the menu is a question: 'What is the cup round number of the Quarter Finals? (1-15)' followed by a cursor icon.

The upshot is that if you were generating the French league you would input 12 and the cup rounds in the game prior to the semi finals would be labelled Rounds 7-12. For Croatia you would input **3** and the rounds would be labelled Qualifying, Qualifying, Round 1, Round 2 and Round 3.

Finally, you will be asked if cup replays are permitted with a simple **Y** or **N** answer. If no, then cup games will go straight to extra time and then penalties if drawn (Croatia=**N**).

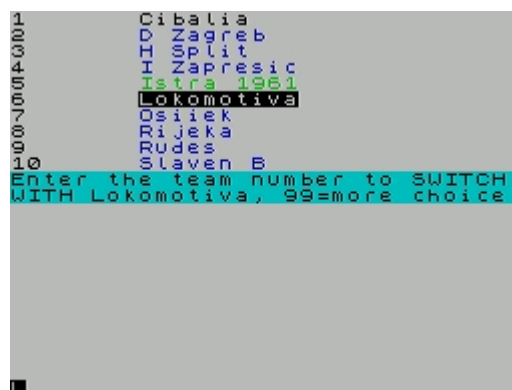
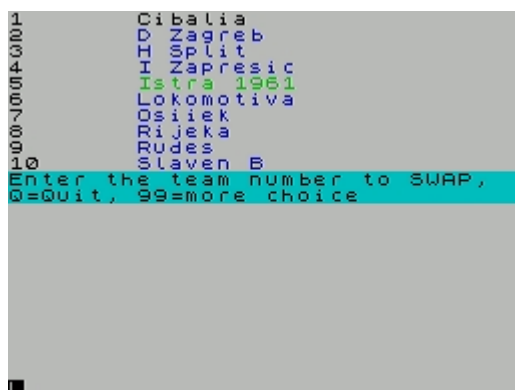
If you're happy with your answers, you'll be taken to the Editing Menu.

4.4 EDIT TEAMS' DETAILS



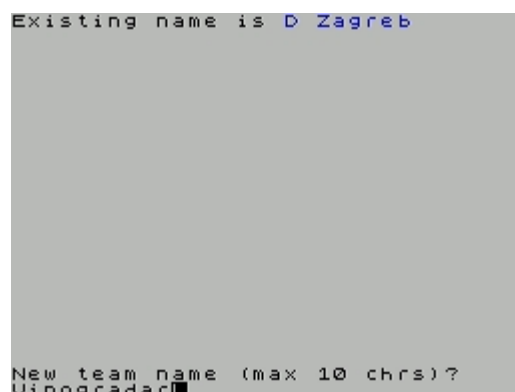
Editing Menu option **4** allows you to edit the names, text and kit colours and local rivals of each team, and also which division they are in. The lists of teams will be grouped into their divisions, with an additional list at the end (if applicable) of the teams ready to replace those relegated from the bottom division after the 1st season

Before we go into the editing options, if you simply wish to swap two teams around (as in a promotion and relegation), then there is a easy option to do this by typing **S**. This turns the options strip light blue to indicate 'swap mode' is active, and you will be asked to enter a team number to swap. (You can cycle through the divisions by entering **99**). You will then be asked for another team number to switch with your highlighted team. Once supplied, the swap takes place and the options strip returns to yellow.

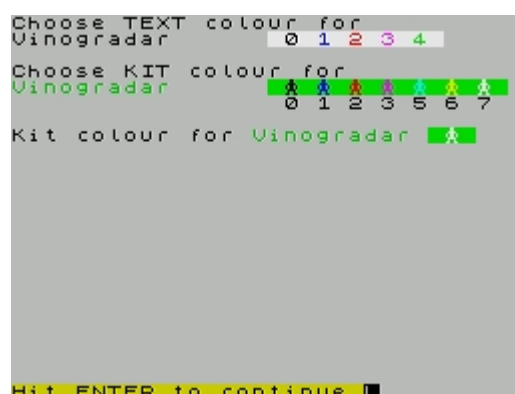


If you wish to edit the details of a particular team, then input their team number when not in swap mode and you will firstly be asked to enter the new team name - with a maximum length of 10 characters and it should start with a capital letter or a number.

If you wish to enter a reserve team, the 10th character of the name must be a number 2, they must play in the lowest division and there must be enough non-reserve teams to cover promotion / playoff places or the new reserve team won't be accepted into the league.

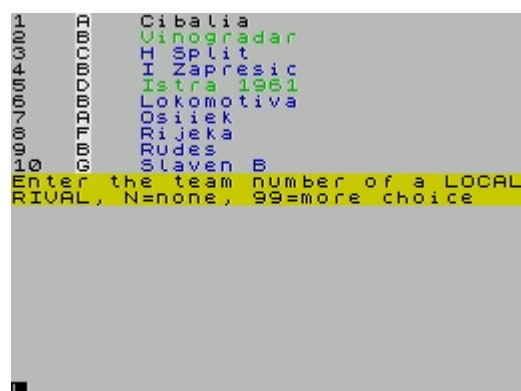


There are two colours assigned to each club, the text colour and the kit colour. They can be the same or be different, as they have different available colour ranges. The text colour is requested first, within the Spectrum colour range **0-4**. As the text is nearly always displayed on a light grey or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

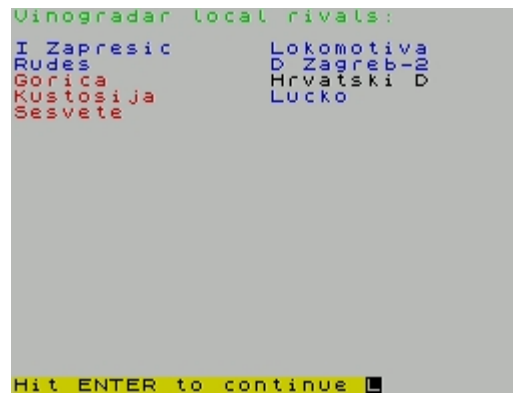


Next, select the kit colour for the team. This time the range is any Spectrum colour except green for obvious reasons. Sadly, the Spectrum doesn't have orange, so teams playing in orange have been given yellow kits by default.

Note - It's best to avoid colour 5 (cyan) for kits where possible, as it can be a little 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 the edited team's local rivals which wouldn't make sense.



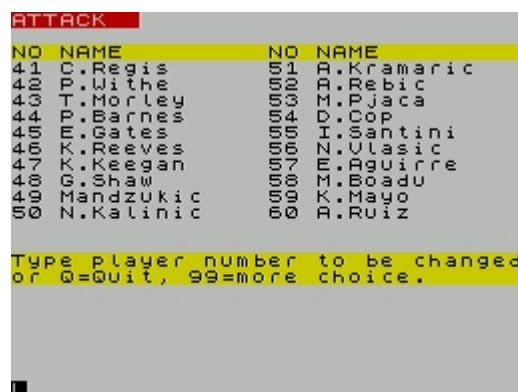
The game uses a sort of 'post code' system (the highlighted letter) for location purposes and once you've entered a rival's number it will find any others with a matching 'post code'. If the team doesn't have any local rivals or they've not been input yet, then type **N** which creates a new 'postcode' letter.

Upon quitting, you will be asked if you would like to sort the teams in each division alphabetically. This has no impact on the game; it just makes teams easier to find.

4.5 EDIT PLAYERS' NAMES

Option **5** of the Editing Menu allows you to change the player names. There are 24 players within each of the 3 positional areas – defence, midfield and attack, (the last 8 players in each area are youth players) and any of the names can be changed.

By default, the players from the original 1982 Football Manager game are included and the youth players are clearly marked as such.



Player names 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. In some Asian countries for example, the surname comes first. The Editor is likely to complain if the 1st character isn't a letter, but its free text after that.

4.6 EDIT SPONSORS' DATABASE

By choosing Editing Menu option **6**, you can change the names and colours of the sponsors that appear in the game. Once imported into the game, this will overwrite

the existing database and be used for all countries, as there is only room within the game for one sponsors' database at any given time.

There is the facility to load in a previously saved sponsors database to the Editor on the Main Menu. It works in exactly the same way as loading in a league (see section [3](#)) but there's only one character array file instead of three.

Here's the sponsor editing screen:



After selecting which sponsor 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 has 6 characters for example, you may wish to insert a couple of spaces first to centralise it.

You will be asked to enter the text colour and then the board colour which obviously can't both be the same!

Once you've changed all that you want, just press **ENTER** at the screen above to return back to the Editing menu.

4.7 RESET ALL TEAMS, PLAYERS OR SPONSORS

Selecting option **7** from the Editing Menu brings up the Reset Menu. Sometimes you may wish to clear data out and start again from scratch, although this isn't usually necessary.



Option **1** resets all current teams to default names (Team 1, Team 2 etc) with random colours and 'postcode 'A'. It does not alter the total number of teams or division sizes.

Option **2** resets the player names back to the original 1982 players and the other default names.

Option **3** resets the sponsors' database back to the standard one found in the game.

The Editor will confirm with you before proceeding with any of the above, and option **0** returns you to the Editing Menu.

5. SAVING TO TAPE

After returning to the Main Menu via Editing Menu option **0**, the league and/or sponsors database can be saved to 'tape' by selecting Main Menu options **3** or **5** respectively. The files can be saved at any point, not just when completed, but they may not work correctly in the game until they are finished.

```
3 files will be saved.  
  
1. The league & misc data...  
2. Teams data...  
3. Player names...  
  
Press REC & PLAY, then any key.
```

As previously seen when loading in the Croatian example, a league consists of 3 character arrays. The sponsors database, however, is just a single array.

Ensure your emulator has a virtual tape file ready for writing / recording in a tape format such as .tzx or .tap (**not** snapshot formats such as .z80 or .sna), then select the appropriate save option. You will be asked to supply a Spectrum filename (up to 10 characters) before the standard Spectrum 'Press REC & PLAY, then any key' message is displayed to save each array. In the case of saving a league, a description is displayed for each array as shown above.