

General Guide to Championship Manager 3 - Season 01/02

by Marc Vaughan

This file is designed to be a general guide to the installation and playing of Championship Manager 3 - Season 01/02.

I have tried to make this guide relevant to everyone who plays the game regardless of their knowledge of the game or of football. Those people who have played the game before may want to skip over the 'Installation & Running' and 'Starting a New Game' sections as it isn't my intention to 'teach Grandma to suck eggs', however I am trying to cater to all people.

I apologise in advance for the rather terse nature of the writing; I am after all a programmer and am more used to writing design documents than hints and tips guides.

The hints and tips in this document have been updated to refer to the cm01/02 version of the game.

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Installation & Running

Insert the Championship Manager 3 - Season 01/02 CD into your CD-ROM drive and close it. Wait for the installation program to autorun. Once the start up screen has appeared, follow the onscreen prompts to install CM3 onto your hard drive.

If you want to play Championship Manager 3 after installation, it will be located in the 'Programs' folder which is accessed by pressing the 'Start' button in the bottom left hand corner of the Windows '95/98/2k/NT' desktop.

Problems & Solutions

- Program doesn't autorun

If you find that the installation program hasn't autorun on your machine then simply open 'My Computer' and double-click on your CD-Drive. Then double-click on 'Setup' to start the process.

- Installation Program reports lack of disk-space

If the installation program reports a lack of disk-space when you have loads available then this usually indicates that you have two hard drives in your machine. The installation program unzips data in quite large chunks to the hard-drive upon which Windows is installed so even if you aren't installing the program onto this drive some free disk-space will be required upon it.

Game Settings

Before starting a new game it is recommended that you click on the 'Game Settings' button to ensure that the game is configured to best suit your needs.

By default Championship Manager 00/01 detects the type of system that you have and tailors the selections to match that system - hence on a high specification machine all of the options will be active, while on a lower specification machine only some may be selected.

Clicking on the 'Reset' button will restore the game settings to the system default.

All of the options that can be selected from the Game Settings dialog are described below:

- Language

This combo-box allows you to select the Language that text will be displayed in. By default this will use the same settings as your Windows Operating system.

- Currency

This combo-box allows you to select the currency that all values within the game will display. By default this will use the currency associated with the defaulted language.

- Wages

This allows you to specify whether wages are displayed in Weekly, Monthly or Yearly format within the game.

- Font

This allows you to either choose to run the game using the original Championship Manager font (Traditional) or the new font (Futuristic).

- Screen Mode

This indicates whether you want to run the game Full Screen or within a Window.

If you run the game Full Screen you can still use other programs by pressing 'ALT + TAB' to switch Championship Manager 3 into the background.

- **Background Changes**

This indicates if changes to the background picture should be done during the game. If you are on a very low-end system (or a high-end system with a very old graphics card) then disabling the picture changes may speed up your game play quite a lot.

- **Sound**

This option allows you to turn the match sound effects on and off. Please note that the match sounds are only available when watching a match on 'Slow' or 'Very Slow' speed.

- **Database**

This allows you to adjust the size of the database that is used in the game. The Normal database includes all players in some way associated with your selected leagues (i.e. They play in that league or are of a nationality associated with the league) and also all players who are at other major clubs in the world. The Minimum database only includes all the players in active teams (i.e. Those teams who are actually in an active division) and those who have high world reputations.

The actual players available will be slightly different each time you play the game, as there is a random factor in selecting which minor players are loaded into the game.

Using Minimum database makes game processing considerably quicker as between days every single player in the game has his statistics updated. If you have less than 64MB of memory and are planning on running more than a single league then I recommend that you select the minimum database option.

This is especially important in CM01/02 as there are approximately 40% more players in this version of the game than in CM00/01.

- **Matches Stored**

This allows you to adjust the number of match histories which are stored on disk. This affects how many seasons you can go back and still see match details. Using only the English league, 5,000 matches allows you to go back approximately 1 ½ seasons.

If you are low on disk space then it is recommended that you use the minimum setting of 5,000 matches.

- **Auto-Save**

This setting allows you to configure whether you want the game to automatically save itself at certain periods during your play.

- **Save Compressed**

This setting allows you to specify whether you want to save games using compression or not. If your save games are compressed then they will take up less disk-space but take longer to save to disk.

- **Flashing Text**

This setting indicates if you want important messages within the game to use flashing text. It is recommended that only High-End systems use this option as it interrupts the game's normal processing.

- **Background Matches**

This setting indicates if matches are played in the background while you are involved in your match. If this is turned on then the delay waiting for other match results to be calculated will be shorter.

If you are on a very low end machine then you may have to turn this setting down to 'Low' or 'None' to stop your match clock from updating erratically.

- **Print To**

This setting indicates the destination for any print selections made during the game.

Starting a New Game

To start a new game simply click on the New Game button on the main menu, the game will display a progress bar for a short time while the database is loaded into memory and then the "select leagues" screen will be displayed.

INSERT PICTURE HERE
The Select Leagues Screen

From this screen you can choose which leagues should be simulated within your game. The number of leagues that you have active in the game is very much down to individual tastes and patience. However, there is a table below showing the recommended number of leagues to be run on a range of systems (bear in mind that a background league counts as ½ a league in this table):

Processor	Memory	Recommended Number of Leagues (Max)
Any	24MB	1 (Max 1 regardless)
P133 - P200	32MB	2 (Max 3 if using Minimum database)
P200 - P450	64MB	3 (Max 5 if using Minimum database)
P400+	128MB	10 (Max 15 if using Minimum database)
P400+	256MB+	ALL

Recommended number of leagues by system

If you select a league as a Background league then it will be active with a cut-down match engine which will mean that the league will not take up as much processing power (and time) to simulate as a foreground league.

In CM01/02 it is possible to manage teams who are in background leagues, should you get a job with one of these clubs the 'background' league will change into a 'foreground' league.

At this point you may notice that for the first time in the upper left corner there is an option to use 'Real Player Data'. By default this is enabled, meaning that CM01/02 will play as in all previous game versions using the real-life player data. However if you set this option to 'No' then the game will generate the players, meaning that you will have a harder challenge and no longer be able to fall back upon purchasing 'old favourites' to give your team an 'unfair' advantage - the choice is yours.

New to CM01/02 on this screen is a toggle box allowing you to turn the 'Fog Of War' option on and off. When enabled this will prevent a manager from instantly seeing the attributes of any player in the game, revealing only those which you might realistically know about. This encourages the player to utilise his scouts and is intended to make the game more realistic. If you decide to turn the option off then all player attributes will be visible as in previous versions of Championship Manager.

Upon selecting your desired leagues click on the next button. There will now be a pause while the game initialises the leagues that you have selected (bear in mind that if you have selected several leagues then your PC may pause for several minutes ... this may be the time to make a cup of coffee).

INSERT PICTURE HERE

Enter Name Screen

Once the game initialisation is completed a screen will be displayed where you can enter the name of a manager and if desired a password for his tactical data.

It should be noted that the passwords within CM3 are optional and don't need to be set. If you use passwords within your game then please ensure that you write it down as without it you cannot reuse any manager data or resume control of your team upon reloading a saved game.

Upon entering the name of your manager, the Manager Nationality screen will now be displayed using this screen you can select the nationality that your manager will take. When you have selected the nationality of your manager click upon the 'Next' button.

The manager's nationality will affect how players view the manager and also how clubs are likely to view the manager (e.g. A German manager will be unlikely to be offered a position as the manager of the England National team).

The "Club Selection" screen will now appear showing the available clubs that your manager can take charge of. To view information about a team click upon its name and you will be taken to the "club squad" screen. You can find out further information about a club by using the buttons which are shown upon the "Club Squad" screen. To take control of this team click upon the control club button which is displayed at the top right of the "Club Squad" screen and then select "Yes" when asked if you wish to control the team.

INSERT PICTURE HERE The Manager Status Screen

The "Manager Status" screen will now be displayed. This screen displays all of the managers who are currently in the game, the team that they are managing and whether they are active (playing) or on holiday (not playing). From this screen you can add a new manager by clicking upon the "Add Manager" button which is present on the menu-bar or Finish the game setup and enter the game proper by clicking upon the "Finish" button.

If you accidentally click "Finish" at this point and realise that you haven't added in all the managers that you wanted in the game then you can add managers in during the game by selecting "Add Manager" from the Game Options menu.

Problems & Solutions

- "Out of Memory" Error

If you receive an "out of memory" error then either try running less leagues (if you are running the game on a machine with 16MB of memory then it is recommended that you only run 1 league), or close any open programs (including TSR programs which may be located upon the windows taskbar).

- "Lack of Disk Space" Error

If your receive a "lack of disk-space" error then please close the Championship Manager 3 program and attempt to free some disk-space before attempting to play the game again.

- "Game is too slow"

If you find the game too slow then the following things can be tried to speed it up:

Turn Off Flashing Text (Game Options)

Turn On Background Processing (Game Options)

Start a game using the Minimum Database Setting (Game Options)

Start a game using fewer leagues (Game Setup Screens)

Start a game storing fewer match stats (Game Options)

- “My favourite player isn’t present in my current game, but he’s in the database”

Different players are loaded into the game each time it’s initialised if less than 6 leagues are use. This is because it’s impractical to use all 50,000 players in a game (unless you have a very high specification machine). To ensure a particular player is loaded into the game you will need to select the league which he is associated with (e.g. for Brighton’s Jeffrey Minton to always be present in the game ensure that the English League is selected).

- “I wanted to play in the Conference but it’s not present”

Ensure that all 'lower leagues' which you desire have been highlighted on the “select leagues” screen when starting the game.

- “I want to play using the entire database of staff”

To force the game to load in the entire database (which means that there are many more international jobs available) simply select 6 or more leagues. Be warned though - a game of this size will be unplayable on a low-specification machine.

- Game Crashes

We are regularly issuing updates to Championship Manager 3 via cm3.com. As soon as a bug is identified, reported and confirmed we will attempt to include a fix for it in our next update.

The only crashes that we have been unable to fix so far are due to the memory demands that cm3 makes of the windows operating system. The game will use a fair amount of hard-disk swap-space on PCs with 16 MB (or 32MB if running a lot of leagues); if the partition that windows is installed to has a low amount of disk-space available then the game may become unstable. Because this is a problem outside of the CM3 program we are unable to rectify this.

Playing the Game

This section describes the main features of the game and how to go about the day to day business of running your football club.

The first screen that you will see in the game will be the "News" screen. This screen will inform you of any important happenings in the world of football during your game. Initially there will usually be 3 messages displayed.

- 1? A Message announcing your appointment as manager of your desired club
- 2? A Message from your board of directors indicating what they expect you to achieve this season.
- 3? A Message detailing the first few games of the season to allow you to prepare your squad and possibly prompt you to investigate the strengths and weaknesses of the opposition.

INSERT PICTURE HERE The News Screen

Of these messages the most important is the second as this indicates how the board expect you to perform during the season in order for you to retain your job as club manager. Below is a table detailing what the board message says and what it means in real world terms:

Board Message	Expected Position
Serious Championship Challenge Expect European Qualification	1 st To qualify for a European competition by some means (and if this isn't due to league position, then at least a respectable league position).
Expect Promotion	At least a play-off position (and if only a play-off position, then to win the play-off final).
Expect Play-Offs	At least a play-off position (but not as much pressure to win promotion).
Respectable League position	Upper half of the league table
Stay Clear of Relegation	Mid table position
Battle Bravely against relegation	Lower half table position
Improve club squad	Relegation or bottom of league

To be guaranteed to keep your position as club manager you must attain the league position that the board requests and perform respectably in all other competitions that you are in (e.g. winning the league with Barcelona may not be enough to keep you in a job if you're knocked out in the first stage of the Champions League). However, that is not to say that if you don't achieve as highly as expected that you will automatically be sacked. The board will take into account extenuating circumstances (such as poor club finances) and may give you a bit of lee-way in your achievements, especially in your first season at the club.

Upon becoming manager at a new club one of the most common things a manager wants to do is to evaluate the current squad of players. The easiest way to do this is by arranging some friendly matches.

Arranging Friendlies

To arrange a friendly match click upon your manager's name and select 'Club Squad' from the menu that appears. This will take you to the "Club Squad" screen that you should recognise from setting up the game. Click on the "fixtures" button and the fixtures for the current season will be displayed (as shown below).

INSERT PICTURE HERE

The Fixtures Screen

From this screen you can select to arrange either a single friendly (by selecting "Home Friendly" or "Away Friendly" from the Menu), a tour of a foreign country (by selecting "Tour") or a mini-tournament (by selecting "Tournament").

If you decided to set up a simple one-match friendly then the next screen to be displayed will be a calendar representation of the current season to allow you to decide when the friendly will be played.

Dates where it is impossible to arrange matches (due to closeness to other matches) will be displayed in grey. Other matches will be displayed showing the team involved, the location of the match (either "H" for a home match, "A" for an away match or "N" for a match at a neutral venue) and the name of the competition that the game is part of.

To select a date on which to play a friendly simply click on any date beside which "Date Available" is displayed. The text which displayed "Date Available" will now display "Date Selected". Click on the "Next" button to display the "Choose Friendly Teams" screen.

INSERT PICTURE HERE

The Choose Friendly Teams Screen

To select a team to participate in your friendly match simply click upon a team name. The "Squad" screen for that team will now be displayed. To invite the team to the friendly click upon the "Invite Team" button which is displayed in the top right corner of the screen and then click "Yes" when queried about inviting the club to a friendly match.

Clubs will not always be available for friendly matches as they may have arranged pre-season matches of their own. Also bear in mind that clubs who are larger in stature than your team may decline to play you.

The Match Day

To move the game on until the date of your friendly match is reached, click on the 'Continue Game' button. Upon doing this the screen will go grey apart from the bar at the bottom which will display information about what the game is processing.

INSERT PICTURE HERE

CM3 appearance during processing

Upon some relevant fixtures being reached, the day's fixtures for a competition are displayed on the screen (in Teletext format). Teams managed by human managers will be displayed in yellow to allow them to be easily spotted. From this screen you may click upon any team to inspect the club, click upon the competition name in the title bar to inspect the current state of the competition or click upon the 'v' sign in the fixture list to toggle a match to be viewed by you.

If your team has a game scheduled then clicking the 'Continue Game' button will display the Squad screen to allow you to organise the team for the match.

Organising tactics

To select the tactics for the team click upon the "Tactics" button on the Club Squad screen. The "club Tactic" screen will then be displayed.

INSERT PICTURE HERE

The Club Tactic Screen

On the "Tactics" screen you can see your team listed on the left and the formation on the right. In the formation area click and drag on a player to move his position, right click and drag to set a running path, just as in Championship Manager 2.

If you click on "With Ball" and "Without Ball" you will see exactly where you have asked your players to stand depending on the part of the pitch that the ball is in. To move a player, click and drag once more. To select a different zone simply right-click on the area to edit. If you edit a player's position on the underview, when you return to the overview you will note that the player's circle will now be displayed with a thick white outline to indicate that this player has custom instructions for playing in this position.

INSERT PICTURE HERE

The Team Instructions Dialog

Next it is recommended that a manager set his team's playing style by selecting "Team Instructions" from the "Formations" menu. This will cause the "Team Instructions" dialog box to be displayed, allowing a manager to indicate the style of play that a team should attempt and what set-piece takers will be used.

"Mentality"

This indicates the basic fundamental mentality of the team, whether they are more defensively minded or attack minded.

- Normal

This indicates that the team will play "Normal" football.

- Defensive

This indicates that the team will be cautious and attempt to ensure that they aren't caught out at the back when attacking.

- Attacking

This indicates that the team will be attack minded and may push more men forward than normal, be very cautious when using this option or you may find yourself caught short at the back.

"Passing Types"

This indicates the style of passing that your team will attempt to employ during a match. Bear in mind that not all passes made will be of the type you specify; the style selected just biases a player's decisions.

- Direct

This passing style indicates that a team will attack quickly, not employing the more patient passing around the edge of the box that is employed by certain continental teams to try to pry open defences. Examples of teams who employ this tactic in real-life are Wimbledon and the Norwegian national team.

To use this passing style it is recommended that the players who will distribute the ball should also have high ratings for Passing and Creativity, the players who will be involved in the attack should have high ratings for Pace and Flair.

- Long Ball

This tactic indicates that instead of a patient build up to an attack a team will often attempt to simply pump the ball over the midfield and hope that an attacker can get onto the pass. Examples of teams who employ this tactic in real-life are Cambridge (in the 80's under John Beck) and quite a few lower division clubs.

To use this passing style it is recommended that you have forward players with good ratings for Strength, Anticipation and Heading.

- Short

This tactic indicates that the team will attempt to build attacks by a series of intricate short passes between players. Examples of teams who employ this tactic in real-life are most Italian and South American clubs.

To use this tactic it is usually helpful if the players in your team have high ratings for Passing and Off-the-Ball movement. A reasonably high rating for stamina is also useful, as a team playing this style has to make a lot more movement than one simply lobbing the ball up the park.

- Mixed

This passing style indicates that the type of passes to be played is left up to the individual players themselves, thus some-times long balls will be played, and sometimes short passes depending upon the player and situation.

"Tackling"

This indicates the harshness of your team's tackling within a match.

- Soft

This indicates that players will pull out of 50-50 balls and will be less inclined to make crunching sliding tackles during a match. This style of play is recommended for Friendly matches and matches where you really don't want your players to receive any injuries or bookings.

- Normal

This indicates that the players will play their normal game, hence David Batty would be inclined to scrap for every last ball.

- Hard

This indicates that the players have been told to fight hard during the game, they will be more inclined to go in for 50-50 balls and make risky tackles. This style of tackling is recommended against teams who are physically weak or technically superior.

"Team Styles"

There are three team playing styles which act as over-rides to a tactical formation and indicate to players a method of play which is not just positional. These styles may either be turned on or off and may be combined (although this is not always appropriate).

- Offside Trap

This indicates that the team will attempt to play an offside trap. The defending players will

attempt to push forward as a unit to force opposition players offside when a pass is made. Arsenal used to be renowned for playing this way.

To play using the offside trap it is recommended that your defence has high ratings for Stamina, Condition, Anticipation and Positioning.

- **Counter Attack**

This indicates that a team will attempt to 'suck' the opposition forward and then hit them quickly with a counter attack while their men are out of position. Many Italian clubs play using this style.

To play using Counter Attacking tactics it is recommended that you have a solid defence and fast attackers with good stamina.

- **Men Behind Ball**

This indicates that a team will attempt to stifle the opposition's play by putting as many men behind the ball as possible to prevent scoring chances. Many minor teams will play this way in real life when faced with opposition that are much better than them.

"Set-Piece Takers"

To select players to take set-pieces click on the arrow next to the Set-Piece to which you wish to allocate a player and select your chosen player from the drop-down list which appears. The 'L' and 'R' indicates the area of the pitch in which the set piece occurs, hence Free Kick (L) indicates free-kicks on the left side of the pitch.

INSERT PICTURE HERE The Player Instruction Dialog

The last stage of tactical organisation is setting up individual instructions for those players who you determine should be playing a special role within the team. This may be telling John Westcott to run down the wing or a central defender to man-mark Alan Shearer - the choice is up to you.

Most of the selections on the "Player Instruction" dialog are identical to those in the "Team Instruction" dialog, however these are the following additions:

Set Pieces (A / D)

This indicates the role of this player during attacking set-pieces. For example if a player has 'Forward' selected here then he will push forward when his team have a free-kick. This option is recommended for Defenders who are good at heading.

Free Role

This will give the player greater lee-way to roam from his tactical position. A player who is given this instruction should usually be an exceptional player and most definitely have good off-the-ball characteristics (so he is in the right place at the right time).

Run with the Ball

This will tell the player to run at the opposition when he gets the ball. Players who play as Wingers or Forwards (especially those playing 'in the hole') are usually the players who are given this instruction, regardless of their position on the pitch though it is recommended that this instruction is only given to players with good Pace, Acceleration and Dribbling.

Hold Up the Ball

This will tell the player to hold the ball when he gets it. It is recommended that players who are given this instruction have a reasonable physical presence to allow them to shrug off challenges.

Long Shots

This instruction will tell the player to attempt long-shots when given the chance. It is recommended that only players with good shooting be given this instruction.

Marking

A player can either be told not to mark anyone (None), to cover players who are within a certain section of the pitch (Zonal) or to mark a certain player (Man Marking). It is recommended that only players with a good rating for Marking be given man-marking assignments.

Try Through Balls

A player can be instructed to try through balls or not. These are creative passes played in front of forwards for them to (usually) run on to. It is recommended that only players with high Creativity and Passing are told to try through balls.

Cross Ball

A player can be instructed to cross the ball. These are passes played from out wide to the centre of the pitch (usually targeted at the opposition area). It is recommended that only 'wide' players with decent 'crossing' are told to cross the ball.

NB: The match engine has been tuned for CM01/02 to accentuate the usefulness of wingers in the game as these were under-effective in prior versions.

Selecting a team

There are many decisions to be made when selecting a team for a match. Opinion is divided within the football world as to whether you should select your tactics and formation according to your team or select your team according to your tactics and formation. Exactly how you decide to organise your team is up to you.

Bear in mind that for home games your players will be motivated more highly by the home fans and a slightly more attacking bias to your tactics can be considered. For away games (especially where the opposition team is much better than your team) a more measured approach to the match might be appropriate.

INSERT PICTURE HERE

The Club Squad Screen during team selection

Above the section containing player names is a list of player positions corresponding to the currently selected tactics. To assign a player to one of these positions simply click upon the position and drag the position over the name of the player who you want in this position and release the mouse button.

Listed in the table overleaf are what are generally considered to be the most important attributes for each player position.

Players with less than 70% Condition will probably perform poorly within a match as they aren't match fit.

Players who are unhappy or who have poor morale may not perform to their full ability. This depends on their pressure, professionalism, determination and loyalty statistics. You can judge these characteristics from the type of messages that are displayed in the 'Future' section of their factfile (see later in document for more details).

It is important to also bear in mind the style of tactics that you are using, and to ensure that this is taken into consideration when selecting your team. For example, it is no good selecting a player

as a left midfielder simply because he is your most skilful player for that position, if that position requires him to do a lot of runs and he has a very low stamina.

Position	Important Characteristics
Goalkeeper	Reflexes Handling Positioning Balance Bravery
Left / Right Defenders	Tackling Positioning Pace Anticipation Strength Marking Passing
Central Defenders	Tackling Positioning Heading Jumping Anticipation Strength Marking Bravery Teamwork
Attacking Wingers	Passing Shooting Off the Ball Creativity Pace Crossing Dribbling Flair
Attacking Midfield	Passing Shooting Off the Ball Creativity Pace Teamwork Anticipation Dribbling
Defensive Midfield	Strength Stamina Tackling Positioning Passing Heading Jumping Teamwork
Fast Striker	Shooting Anticipation Pace Acceleration Off the Ball
Target Striker	Strength Jumping Heading Shooting Anticipation Passing

My preferred tactic is a 442 Formation with wide wingers pushed onto the edge of the pitch and one of the central midfielders set to run forward with the ball. This is a balanced formation and works best with a tall target man in one of the striker positions. I usually use this tactic with Short passing turned on and when away from home or playing opposition who I consider to be more skilful than my team I play with Pressing turned on (and should I go ahead I turn on Counter Attacking). This tactic is available for download from the official Championship Manager 3 Fanclub at <http://www.sigames.com>.

While this tactic works wonders against computer opponents be warned that human opponents are liable to do the unexpected and can be much harder to play against.

My 442 Custom Tactic

Other Tactical Notes of Interest

This section details tactics which I have used during matches, they may or may not be of use/interest to you. For further discussion of tactics in Championship Manager I would recommend going to the 'Tactical Tips' section of the cm3 message board and looking for a message entitled 'Editing Tactics' (or similar). This thread usually contains a lot of useful information and I try to look in on it on a regular basis (although near releases this isn't always possible).

Scaring the opposition into surrender:

If an opposition player is controlling the game but has a low 'Bravery' rating then you might consider man-marking him with a big bruiser (high Strength and Aggression). This may cause the player to back off from 50-50 balls, thus allowing your team to impose themselves more on the match.

Giving Creative Players space

I don't recommend that you give creative players 'Pressing' instructions as this means that they are more likely to be near an opposition player when your side regains the ball.

Pressing

Don't expect all of your team to be able to press for the entire match in CM00/01, pressing will tire players out quite quickly if they have low stamina. Unless I have a team with high stamina across

the board I usually use pressing in 5 minute bursts to disrupt opposition pressure.

Defend from the Front

If you have hard-working attackers then sometimes it may be helpful to tell them to close down the defence, this will prevent defensive play makers from having time to look around for creative passes and can sometimes cause mistakes which can generate goals.

Maximise Set Pieces

I definitely recommend customising which players are Forward/Back for set pieces as this can be worth several goals over the space of a season.

In particular for Corners I would recommend pulling back any players with 15+ Jumping ability when defending and conversely pushing forward as many players with 15+ Jumping or high Anticipation / Off the Ball skills (the latter for getting on the end of any rebounds).

Holding up the ball

I recommend using holding up the ball if have a player with High Strength, Dribbling and Technique (especially if he has low pace) if he plays either as a lone SC or as a DMC (this will allow the rest of the players to get forward).

Check the referee

I would recommend NOT playing with hard tackling if you have a referee who is rated as 'Harsh' ... although it can work (especially if your opposition have players who are easy to 'wind' up).

Getting crosses into the box

If you have tall (i.e. Good jumping and heading) strikers then try playing with very wide wingers and pushing them forward so that they are more likely to get crosses into the box.

Wide Players

Something which players often overlook is that if wingers hog the touchline then your team will be quite likely to get a throw-in if they are tackled.

Forcing Strikers to make runs

If you want to force a striker to make runs through a defence then simply push him forward of the opposition's defensive line (I usually just always position them in front of the opposition goal regardless of where the ball is on the pitch in the 'With Ball' tactics screen). This will cause the player to run towards his tactic position until he realises he is offside, at which point he will tack back and then start the run again. Bear in mind that I only recommend this if the striker isn't tired and has very good "Off-the-Ball" skills.

During a Match

INSERT PICTURE HERE
The Main Match Screen during a match

Upon entering a match the "Main Match" screen will be displayed. This shows the current match score at the top of the screen and a possession bar in the bottom half of the screen. The buttons at the bottom of the screen will take you to additional information screens through which the match can also be displayed, these screens are:

Match Statistics Screen

This screen details the match statistics from a team point of view, the number of Goals, Shots, Freekicks for each team is displayed here.

Freekicks is the number of free-kicks that the team in question has received because of fouls on their players.

Player Match Statistics Screen

This screen breaks the match statistics down into values for the players on each team.

The following abbreviations are used on this screen:

Abbreviation	Description
Pass	Number of Passes attempted by a player
Tck	Number of Tackles attempted by a player
Hea	Number of Headers attempted by a player
Ast	Number of goals created by a player
Sho	Number of shots attempted by a player
On	Number of shots on target
Con	Players' current condition
Int	Number of interceptions made by player
Run	Number of successful runs made by player
Off	Number of times a player has been caught offside
Fou	Number of fouls given against a player
Fld	Number of times a player has been fouled
Cmp	Number of Passes / Tackles / Headers completed
Key	Number of Key Passes / Tackles / Headers completed

Pitch Possession Screen

This screen splits the pitch into three sections and displays the percentage of possession within each section. You can change the time period that the information displayed related to by selecting an 'First Half', 'Second Half' or 'Last Five Minutes' from the view menu.

Live League Table

This screen is only accessible during league matches and displays the league table as it would be if all the currently played games finished with their current scores.

This is especially useful towards the end of the season as the promotion and relegation places are decided.

Match Report Screen

This screen displays the text that is displayed during a match in past tense so that you can read through at your leisure and determine which players influenced the game.

To begin playing the match simply click on the 'Kick Off' button, this will now change into a 'Pause Match' button to allow you to pause the match if you have to leave the PC for some reason.

You should now see a message displayed indicating that the match has kicked off, the clock in the top left hand corner will begin to count upwards and commentary will be displayed when anything exciting happens in the match. To attempt a substitution simply click upon your clubs tactics button and when the ball next goes out of play you will be allowed to attempt a substitution.

The commentary has been enhanced considerably in Championship Manager 3. This allows people to easily ascertain the reasons behind the success (or otherwise) of their teams. As well as the various statistics available to you as manager (e.g. rating, passing stats etc) the following key messages should be taken into consideration:

- Defenders
Messages about successful tackles (or players beating them) will give you an indication of your defender's skill in comparison to the opposition player involved. Bear in mind that

sometimes there may be a key player on the opposition who cannot be handled by a single defender (e.g. Thierry Henry) in this case it may make sense to put 2 players on man marking him (I usually use one defender and one midfielder).

If opposition players are getting shots in but the commentary about the shots indicates that they had very little space then this indicates that your current tactic is successfully closing them down if not actually getting the ball from them.

- **Midfielders**

Messages about passes which lead to shots (especially where the commentary mentions easy chances or tap ins) or about lots of passes going astray.

If the opposition has an attacking midfielder who is making lots of runs into the box then it may be an idea to tell one of your midfielders to Man Mark him.

- **Attackers**

Messages about shots where a goalkeeper was off his line tends to indicate a player with good anticipation and vision.

If all the shots that attackers are having indicate that they have little space to work in, then the defence is closing them down. In this case it may help to find players with better off-the-ball movement or to give the players more runs to try to shake markers off them.

- **Other Messages**

In CM01/02 there is even more feedback than before to bring tactical nuances to your attention, look out especially for an indication that a striker is 'towering above' your defender (i.e. you're weak in the air) or that a striker is continually out-pacing your defence. In a similar fashion the commentary may mention that the defenders are not picking up a player's runs from midfield.

It a good idea when players get aggravated (shown by arguing with the referee, showing players, kicking the ball away etc.) to either substitute them or put their tackling down to Easy to attempt to prevent them from getting themselves sent off.

Also when a message is shown indicating that a dubious decision has been given this can sometimes indicate that one of the players involved has dived. It should be noted if a player is red-carded for this challenge, as it is fairly likely that you can get the ban appealed after the match.

Other match tactical things to bear in mind when organising your team include:

- If an opposition player gets a yellow card then he will be less likely to make challenges on your players as he will be worried about being sent off. You can take advantage of this by setting his opposing number to run with the ball.
- If you have a team with forwards with good condition, pace and dribbling then you can quite often sucker teams in by playing 'Counter Attack' after going a goal up.
- Your team captain has a certain amount of influence over the style and work-rate of a team, bear this in mind when selecting him.
- If you play the 'Offside Trap' tactic and you have tired defenders then it will be less successful than if the defenders were fully fit.
- A fully fit and enthusiastic youngster will in some cases be better than a tired and jaded first team player.
- Players who have low stamina aren't suited to a 'pressing' game as this will tire them out even quicker than normal.
- Keep an eye out for messages indicating that a player has taken a 'knock', this means that he may now be carrying a minor injury and might be a candidate for substitution.

When a player falls below 70% condition he is considered to be tired and will probably not play such an active part in a game.

On The Training Ground

Having had a chance to evaluate your team in a match you may now decide that it is time to improve your squads training scheme to suit your tactical preferences.

The training within Championship Manager 3 has been implemented in such a way that you can either ignore it, in which case your assistant manager or head coach (depending on who is available) keeps your players training sensibly.

Please note that if you have no coaches at a team then your team's skills may deteriorate though.

INSERT PICTURE HERE

The Training Screen

When you first go to the Training Screen the main section of the screen will display the players in your squad and around the outside of this there will be a collection of Blue buttons. The currently-selected button 'Overview' displays all of the squad players and their selected training regime. Each of the other buttons indicates a style of training.

To change a player's training regime simply left-click on that player's name then drag and drop him onto the desired training regime. The button next to the player's name should now display his new training regime.

If you select the attributes option from the view menu then you will notice that the player's attributes are displayed in three colours. Red indicates an attribute which has dropped, Blue indicates an attribute which has not changed and Green indicates an attribute which has risen.

Using the default training schedules that come with the game I would recommend putting the goalkeeper's under Goalkeeper Training, defenders under General Training and midfielders and strikers under Skills Training.

If you are to get the maximum benefit from your players training then you will need to assign the correct coaches to each coaching regime. To do this simply click upon the "Coaches" button on the overview, this will cause a dialog box containing the names of your current coaches and their assigned training schemes to be displayed. To examine a particular coach's strengths click upon his name. This will take you directly to his factfile.

The most important attributes that a coach should have for assignment to each of the default training schemes are shown below. Bear in mind that a coach's ability to 'Judge Potential' and 'Judge Ability' is important as otherwise the coach may take up valuable training time with players who have no chance of improving.

Training Regime

General
Fitness
Shooting
Skills
Tactics
Gk

Important Attributes

Coaching Outfield Players, Adaptability
Coaching Outfield Players, Discipline
Coaching Outfield Players
Coaching Outfield Players, Working with Youngsters
Coaching Outfield Players, Tactical Knowledge
Coaching Goalkeepers

If you are finding it hard to obtain decent coaches for a small club then I would recommend that you approach Bob Clayton and/or Richard Stacey. They both begin the game unemployed but are top class coaches.

INSERT PICTURE HERE

The Customise Training Scheme Dialog

It is possible to create a custom training regime by selecting one of the blue training buttons and then selecting edit. A dialog box, which will allow you to specify the exact training pattern, will now appear. Simply click to toggle between the various training combinations possible. From this

screen you will see that it is possible to retrain a player in a new position (thus if your young left-back is fast and good at dribbling you may decide to retrain him as a left winger). Be warned, however, that this takes time.

If a player has no aptitude for being retrained in a position that you have selected for him to be trained in then he will become 'unhappy with training'. This will lower the effect of any training upon him.

If a training regime is overly ambitious (e.g. You select "Intensive" on all categories) then players training with it will be more prone to injuries (and very importantly, their condition may rise slower than normal). In contrast, if you only lightly train players then they will be less prone to injuries while training.

When a player is injured he will automatically be taken out of training until he recovers.

The Transfer Market

After a manager has evaluated his squad his next step is to discard any unwanted players and buy players to shore up weak team positions. He may also want to attempt to tie key team players to long term contracts.

Buying Players

To find suitable players for purchase most managers will search the transfer markets to find a suitable player. This is done by selecting 'Player & Staff Search' from the Manager menu.

INSERT PICTURE HERE
The Player & Staff Search Screen

When searching for players to buy I recommend two methods.

The first is to set up filters on the important attributes (listed in the 'selecting a team' section) to find the type of player that you're trying to purchase in the staff search area. Then send scouts to each player unearthed by this search individually so they can assess the player (I tend to use this method if I'm looking for a single player in a particular position).

The other method is to send out the scouts on a general search and then apply the filters to the results of that (I generally use this if I'm looking for players in several positions at once).

Again, for the first time in CM01/02 players will react to your signing of big-name players, sometimes positively indicating that the club is going places sometimes negatively by indicating that they are worried about the extra competition for a team place. How you deal with this is of course up to you ...

Selling Players

To sell players in Championship Manager 3 simply place them on the transfer list to advertise the fact that they are available for offer. If you are after a fast sale then it may be necessary to drop the value of the player to entice clubs in.

If a player's squad status is set to 'Not Needed' then he will be more likely to accept transfer offers from other clubs. Please bear in mind that this will make the player unhappy though. In CM00/01 a player might actually accept a contract for a lower amount than he is currently on if the player is unhappy at his current club.

To place a player on the transfer list simply go to his player profile by clicking on his name and then select 'Set Transfer Status' from the Action menu displayed at the top right of a players

profile.

Note:

If you transfer list a player unexpectedly (for example shortly after purchasing a player) then he may take umbrage at this and talk to the media.

Before discarding any unwanted players be aware that relationships between players exist much more in CM01/02 than in previous versions; if you sell a player who is much loved by his teammates you might find you have a dressing room revolt on your hands. Warning of this can be found by referring to the 'Future' section of each players profile and noting if they have a favourable comment about a player (e.g. "Is honoured to be at the same club as Bobby Zamora").

INSERT PICTURE HERE

The Transfer Status Screen

The Transfer status screen will now be displayed from this screen you can change the perceived value of the player (what other teams will expect to have to offer to purchase the player), the players squad status (how he is thought of within your squad) and his transfer status. Should a club approach to buy this player the negotiations will now take place via the "News" screen. When you receive an offer from a club for one of your players simply click on the "Respond" button to take you to the "Offer Negotiation" Screen.

INSERT PICTURE HERE

The Offer Negotiation Screen

Upon this screen you can either adjust the offer that the club has made you using the plus or minus buttons. You can also add/remove clauses by clicking upon them. The various options available on this screen are detailed below:

- **Transfer Fee**

This is the basic fee that will be instantly paid upon the transfer being completed.

- **Monthly Instalments**

This will allow the club involved in the transfer the chance to pay the transfer fee over a period of months instead of in one go.

- **Percentage Of Next Sale**

This clause means that if the club that the player is sold to in turn sell the player on then a percentage of the fee the new club receives will go to the original club. This clause is popular among small clubs selling players to larger clubs. If you click on the percentage amount then this will change in steps of 5%.

- **Fee After 10 League Appearances**

This clause indicates an amount that will have to be paid by the purchasing club if the player makes 10 league appearances for his new club. You can change the number of appearances that the player must make for the fee to be paid by clicking upon the number of appearances.

- **Fee After 10 International Appearances**

This clause indicates an amount that will have to be paid by the purchasing club if the player makes 10 international appearances for his new club. You can change the number of appearances that the player must make for the fee to be paid by clicking upon the number of appearances.

- **Exchange**

To attempt to take a player in part-exchange click upon the 'Exchange' button and you will be taken to a screen where players who can be offered in part-exchange are listed. To add one of these players into the deal simply click on the 'Exchange' button and then on the name of the player you wish to add into the transfer deal.

When you return to the main Transfer Negotiation screen the part exchange player should now appear in the bottom half of the screen as part payment for the transfer.

All that's left to do after you're happy with the settings is to press the Negotiate / Cancel button and continue the game to see if the club will accept your demands.

Contract Negotiations

Contract Negotiations usually take two forms either negotiating a contract for a player who is joining the club or attempting to extend the contract of a player who is already present at the club. Negotiations with players presently at your club can afford to be drawn out and you can haggle with the player over clauses to try to get the best deal possible. Negotiations with players you are attempting to purchase are usually harder as there is always the risk that they will sign a new (and possibly more lucrative) contract at their current club or have a better offer from elsewhere.

A new hazard to bear in mind when attempting to sign new players to your club is that in cm00/01 you cannot just jump around the 'player status' until you find the status at which the player will sign cheapest. The player will remember the status that you tell him and it will take a small amount of time (up to around 2 weeks) for him to allow you to approach him with a new status.

INSERT PICTURE HERE Main Contract Offer Screen

When you offer a player a contract the "Main Contract Offer" screen will appear.

The top most section of this screen will indicate if the player is interested in a contract from your club and if so what his demands are. Be warned some players based abroad may demand many times their current wage, as they will have to dislocate from their families and friends to join your club.

If a player indicates that he is not interested in 'joining as a squad player' or a similar message then this means that the player will consider joining but only if considered as a different type of squad member (usually he wants a more important role but some young players won't want to be thought of as first team members because of the pressure involved in this).

If a player indicates that he isn't interested in a contract then he is very unlikely to accept a contract from you unless the offer is considerably more than he is on currently (in this case "Escape" clauses also become very important).

The lower section indicates the offer you are about to make to the player, by default show the player's current demands (or if the player is demanding more than your board will allow you to offer, then it will be set to the maximum allowed).

The parameters that can be tuned on the main Contract Offer screen are:

- **Weekly Wages**

This section indicates the weekly wage that the player will receive while playing at your club.

Be warned that the total wage bill that your team have affects both the wages that you can offer to other players and the amount of money that the board will allow you to use for transfer funds. For example if you have 20 players in your squad earning around £30k a week then you will have an annual wage bill of approximately £30 million pounds which may persuade the board to restrict your spending power somewhat.

This of course works both ways; quite often you can free up transfer funds by allowing highly paid players to leave the club.

- **Signing On Fee**

This is only shown when you are attempting to sign a player from another club and is a bonus payment that the player receives when he joins your club.

This fee can often persuade a player to join a club. However, when you are managing a small team, don't be scared of dropping this value (especially for Free-Transfer players who are probably quite desperate to join a club).

- **Contract End Date**

This is the date upon which the player's contract expires.

It is advisable to be cautious of giving older players long contracts as they may lose fitness and form towards the end of their career (Ian Rush anyone?).

- **Position**

Certain older players will have an extra field displayed which allows the job you are going to offer the player to be toggled between 'Player' and 'Player/Coach'.

Apart from the main Contract Offer screen there are two other sub-screens that can be accessed via the Blue buttons at the top of the screen. These screens are the 'Contract Bonus' screen and the 'Contract Clause' screen.

The Bonus screen allows you to offer players bonus payments according to their performances within games. For goalkeepers these bonuses relate to Clean Sheets while for outfield players they relate to Assists and Goals.

The Clause screen allows you to offer players 'Escape Clauses' which will allow them to leave the club in certain situations. The three clauses are described below:

- **Minimum Fee Release Clause**

This indicates that if a team offers the amount indicated, then you would not be allowed to refuse the transfer offer. This clause is always active.

- **Relegation Release Clause**

This indicates that if a team is relegated then the player will be free to move if the club is offered the fee indicated. When this clause is active it is displayed in red.

- **Non-Promotion Release Clause**

This indicates that if a team is not promoted then the player will be free to move if the club is offered the fee indicated. When this clause is active it is displayed in red.

- **Manager Job Release Clause**

This indicates that if the player is offered a management position then you will not be able to retain the player.

Note:

This is the only Release clause that has no fee relating to it.

If you increase the 'Fee' related to a requested release clause (or even worse remove the clause all together) then the player in question will be very reluctant to sign the contract unless compensated in other ways.

New Transfer System

The new transfer system comes into place in the game on the first of September 2001 (as it did in real-life).

The immediate effects of it in the game are only visible by clubs scrambling to tie their important players to long term contracts just before the new system comes into place. Again as in real-life, contracts signed under the old transfer system are immune to the new transfer regulations and handled under the old system.

After 2 years you will start to see the 'full' effects of the transfer system, this is basically a 'new' bosman style ruling. Under this ruling a player who has been under contract for 2 years (if aged over 28 when the contract was signed) or 3 years (if aged under 28 when the contract was signed) will be able to move from a club regardless of whether they are willing to sell the player or not.

If a player moves under this ruling the club he leaves WILL gain compensation for the loss of the player which can be considerable for a top class player.

I recommend that you renew important players contracts before they become unprotected if at all possible.

Game Details

This section of the Guide reveals some of the finer details of the Championship Manager 3 engine.

Board Ultimatums

New to CM01/02 is the ability to issue ultimatums to your board.

If the board unjustly refuses one of your reasonable requests for more money to waste on untried foreign players, call their bluff and issue an ultimatum. This puts your job on the line but can force the board to see things from your point of view (on the other hand it can also lead to your sacking).

This is best used only after you have made an impact at a club, as a board will have no problem with dismissing an unproven manager for such an arrogant action. However if you have brought glory to the club in the form of silverware you can probably get away with moaning like a real manager ;-).

Appealing Against Red Cards

You can now appeal against bans which you feel are unfair. The FA may rescind these bans occasionally and the media may pick up on your moaning ways.

You can do this by simply clicking the 'Appeal' button that is displayed above certain suspension news items (please note that not all suspensions are open to appeal - any that are (if any) depend on the league in which your team is active). For best results with appeals scrutinise the commentary surrounding the offence in the match report. If it mentions a 'harsh decision' or the opposition player diving, then it's much more likely that you'll be successful.

Leave Of Absence

You can now send players who are homesick on a leave of absence in an attempt to cheer them up. This is only available as an option when a player is homesick. Please remember that there is a risk associated with this option as the player may decide that he prefers life at home and fail to re-appear for training at the end of his holiday.

Rehabilitation

Players with recurring injuries may now be sent for rehabilitation to cure those injuries.

This option is only available when a physio has detected a player's recurring injury. Be warned - treating players in this way will remove them from first team action for quite a while. However, it might mean that they have less niggling injuries and can help young players fulfil their full potential which might otherwise be prevented.

NB. If a player is injured when sent for surgery his time out will be the total of his surgery time plus his injury time.

Improved Scouting

Hand in hand with the Fog of War option you may now set a scout to constantly watch your next opposition. This scout will return with a detailed report of the teams strength and weaknesses.

You can do this by selecting 'Scout Next Opposition' on a scout's option menu. This will tell the

selected scout to keep an eye on your next opposition and to report back with information upon the teams strengths and weaknesses. Generally the scout will come back with the team's most likely formation, their general strength (relative to your team - in your scouts opinion) and information upon any particularly strong players that the team has.

Discipline

In Championship Manager 3 you can take your aggression out on your staff. If a player has upset you for some reason you can now discipline him either with an official warning or by fining him up to 2 weeks wages.

To fine a player simply select the 'Discipline Player' option from the staff 'Action' menu and then select the severity of the fine or warning and the reason for it being given.

The various reasons, which can be given when disciplining players, are explained below:

No Reason

This is a very dangerous thing to do and is tantamount to victimising a player for no reason.

Unprofessional Behaviour

This reason should be selected when the player has done something that brings the club into disrepute, examples of this are the player going AWOL, missing training.

Dismissal in prior match

This reason should be selected when a player has been sent off during a previous match.

Violent Behaviour

This reason should be selected when a player has been involved in violent acts during a match.

Poor Performance

This reason should be selected if you feel that a player is under-performing.

When doing this caution is recommended however as if you fine players too often you may upset the player (or even friends of his within the squad) and possibly incur the wrath of the board.

If you use the fine system sensibly it is possible to improve player's attitudes slightly (thus if a player is fined for missing training he may decide not to do that again).

AWOL Players

Player power has been implemented in CM for the first time, certain players may now become so unhappy at a club that they may go AWOL. If a player at your club goes AWOL then he will be unavailable for matches until he decides to return to the club.

It should be noted that a player going AWOL will disrupt the rest of the squad and may also cause the chairman to react against the player.

It should be noted that players can go AWOL for many reasons the most common being a player 'unable to settle in a new country' or a player who feels his career is being stifled due to transfer offers being declined.

Changing Squad Status

Changing of a player squad status is much more important in the new version of Championship

Manager. If you muck around too many players then your reputation will be sullied which may cause your existing squad members to disbelieve the status that you have given them (and also make potential signings dubious about joining you).

When changing a player's squad status take into account the following:

1. How long since he signed his last contract (a player won't appreciate being signed as an important player and then dropped to a backup player 2 weeks later. However if he has had erratic form and in the team for 9 months then he may take a more pragmatic approach to a change in status).

2. Age Of the Player (if a player is past his prime then he is more likely to accept a drop in squad status).

The Reserve Team

The reserve team in Championship Manager 3 can be managed either by yourself or left to your assistant manager to control.

The reserve team is mainly used for developing young talent or bringing players back from injury, however it can also be useful for building up the confidence of young players who have lost form.

Players who are placed in the reserve team for any length of time should have a squad status of 'Backup Player', 'Hot Prospect' or 'Decent Young Player' otherwise they will get upset with you quite quickly.

It is possible to force a player's selection into a reserve match even when you aren't managing the team by selecting him into the squad, this is very useful when you have just obtained a player and want to see how he gets on.

Non-Playing Staff

It is very important to try and find the right non-playing staff for your club. Each member of the non-playing staff has a clearly defined role within the game; their sphere of effect is shown below:

Note:

In Championship Manager 2001/02 the displayed staff abilities are relative to the staff's current ability level so what you see is what you get. A staff can change in ability in the same way that a player can.

For the first time, in CM01/02 non-playing staff can now learn languages in the same way as players. Non-playing members of staff who can communicate with players are much more effective than those who can't.

- **Physio**

A physio treats injured players and a good physio will speed up the recovery of injured players slightly.

Physiotherapy is the most important attribute for physios, Man Management, Discipline and Motivation are also important to a lesser extent.

- **Coach / Assistant Manager**

A Coach's role at a club is to train players. Assistant Managers also train players but will have the responsibility of picking the reserve team.

The following attributes are important to Coaches and Assistant Managers:

Working With Youngsters

Judging Player Ability
Judging Player Potential
Coaching Goalkeepers
Coaching Outfield Players
Man Management
Motivation
Tactical Knowledge (if in charge of reserve team)

If there is no Assistant Manager then the picking of the reserve team is left to the most senior coach.

- Scouts
Scouts are used to search for new talent within the game.

The most important attributes for scouts are Judging Player Ability and Judging Player Potential.

New Player Stats

As well as the 'traditional' player statistics there are now the following ones for your analysis:

Pass This is the percentage of passes that a player has completed. When looking at this, bear in mind that the type of passes that a player attempts and the area in which he attempts them has a large bearing on this stat. Hence traditionally defenders will have a higher percentage than other positions as in real-life.

Tck This is the number of tackles completed on average in a game.

Drb This is the number of dribbles complete on average in a game.

Sh Tar This is the number of shots on target on average in a game.

Won Number of Matches in which a player was involved in which his team won.

Lost Number of Matches in which a player was involved in which his team lost.

Tgls Total goals scored by his team when he was playing.

Tcon Total goals conceded by his team when he was playing.

Background Processing

Whenever the mouse cursor turns into a hand click your left mouse button and control will switch back to you, while processing carries on in the top left hand corner of the screen.

Finances & Transfer Funds

The amount of money that your team generates depends largely upon your team's reputation and the size of their stadium. Extra cash from investments and the like however are down to the business acumen of the chairman in charge of the club.

The amount of the available funds that the board will release as Transfer Funds is affected by several different factors:

- Board Caution
The board will reserve a certain amount of money to ensure that the club's out-going bills can be covered for a certain period of time. The amount that the board holds back for this depends on the personality of the chairman at the club. Obviously a club with a large wage bill and stadium will hold back more money than a club with a small stadium and light wage bill.

The maximum wage that the board will allow you to offer is calculated in a similar fashion, thus if you have a high wage bill the board will be less likely to allow you to offer high wages to incoming players.

- Manager Reputation

The reputation of the club's current manager in ratio to that of the club affects the amount of funds that the board will make available. Thus if an unknown manager takes control of Manchester United then he won't be given the same amount of funding that Alex Ferguson would get.

- **Club Reputation**

The board will cap the amount of money that a club can spend in a season according to the size of club (e.g. Fulham are one of the richest clubs in Britain but Kevin Keegan wasn't allowed to spend as much as a Premiership club).

Youth Players

During the game (usually at the end of a season although not always) you may get a news message indicating that a player has been promoted from your youth team into your reserves for your assessment.

If you check your team then you will find the player has been placed in your squad and is on a rolling contract, if you believe that he may make a useful player in the future then give him a contract - otherwise release him.

Note.

If you have a full team of 50 players then you won't get any youth players promoted.

Weather

As in real-life the weather will affect the way a match plays. The actual effects are shown below:

Weather Condition	Match Effect
Breezy	Long Passes more difficult, Long shots harder to get on target but also harder to save
Drizzle	Makes ball control slightly more difficult
Dry	No Effect
Wet	Harder to control ball, as it will skip about. Pitch will be slightly boggy so players will tire more quickly
Hot Temperature	Players will tire slightly more quickly
Cold Temperature	Players with low work-rate and motivation will be slightly less inclined to run around.

Stadium Relocation / Expansion

The board may expand your stadium at the end of a season. There are two reasons why the board will consider doing this; (1) If you have been promoted into a league which has a minimum stadium requirement that your stadium doesn't meet or (2) if the attendance's are sufficiently high (average attendance should be 90%+ of the stadium capacity) and you have the money available to do so.

Bear in mind that expanding a stadium is expensive and that this may remove a large part of your transfer budget. Also the larger a stadium that a team has the more money its costs to upkeep it. If your club stays in a poor financial situation for too long then the Health and Safety officers may force the closure of parts of your stadium due to lack of upkeep.

Referee Statistics

There are now referee statistics available in all leagues active in the game. These include 'Games Played', 'Yellow Cards', 'Red Cards' and 'Average Rating' (Average rating indicating how

the referee performed during a game ... a referee with a low average rating is more prone to incorrect decisions or poor control of a match than one with a high rating).

These can be used by a discerning manager to be warned that maybe 'Hard Tackling' isn't a good idea in the next match (or maybe that the referee is a soft-touch and the team should launch in two footed).

Keeping Morale High

Players who have high morale will usually play better than those who have low morale so it is important to keep player morale as high as possible. To keep player morale high it is important to keep each player feeling that they are valued members of the squad. This can be done by:

- **Player Personality**

A player's personality can affect his mood quite severely; some players are naturally more moody than others.

You can detect this in Championship Manager 2000/01 by keeping an eye on the 'Future' section of a player's factfile, to give you an idea of how this works I've listed a few examples in the table below:

Phrase	Meaning
Outraged	Low temperament and isn't amazingly professional.
Disappointed	Model professional who isn't going to rock the boat or dip in his application when unhappy.
Worried or Upset	Not very good at handling pressure.
Believes he can force his way back into the managers plans	Hardworking and good at handling pressure
Thinks this club is a stepping stone for the future	Disloyal, Ambitious and fairly unprofessional.

1)As you can see from the list it is fairly easy to ascertain the personality of the player from the phrases that are displayed (not all phrases in the game are in the table as there are several hundred possibilities).

2)

- **Ensuring that the players squad status is appropriate**

A player won't be happy if you tell him he is an important player and then never play him.

- **Don't jump his squad status around repeatedly**

If you change his squad status every other week then this makes a player feel insecure about his position at the club.

Players will indicate that they have been upset by a change in their squad status by displaying a message indicating that the 'player feels he has been treated unfairly' on their profile.

- **Pay him what he is worth**

If you bought your star player while in the conference and put him on a 7 year contract at £150 / week then when you reach the Premiership he will not be very happy to still be stuck with that contract.

- **Don't try to train a player for a position that doesn't suit him**

If you try to train a player for a position that he feels he isn't suited for then he will tell you he is 'unhappy with training'. This will slow any improvements that he may gain from training and may make him more prone to not turning up for training.

- Language Barrier

If a player can't communicate with any other staff members then he is more likely to be unhappy than one who can talk to other staff.

- Disliked Players

Some players actively dislike other players and shouldn't be placed in the same team, this you can only find out by trial and error (a player will tell you when it happens).

- Vetoing Player Requests

Ignoring player requests for transfer or first team football may make players unhappy.

- Winning Games

No player likes always being on the losing side, winning games is an effective way of increasing squad morale.

- Value him realistically

Players won't be happy about being over-valued by their coaches. While a happy player might allow you to value him at 10 times his value if he's tolerant and at his favorite club, an unhappy player who wants to move to a bigger club will probably be unhappy if valued at 1.5 times his Automatic market value.

Note:

In Championship Manager 2001/02 a player will indicate his unhappiness to you by saying that he is 'unrealistically valued'.

- Protect him from the media

If you fail to protect players from media criticism then this can affect the way they feel about you.

Note:

This is a double-edged sword however as certain players may take your defence of them to the media as an indication that they can relax and take things easy.

Also defending a player who has criticized his teammates may upset the players he offended.

- Time at the club

Certain players will feel that they have achieved all they can at your club and be looking for a new challenge. If you force these players to stay put then their morale will drop.

If a respected senior member of your team is upset then it will have a ripple through effect on the rest of the team. For example if Shearer is unhappy at Newcastle then it may unsettle other players in the squad.

Keeping your Job

You know that your job is on the line when your board is less than satisfied with your performance, your name has appeared on the potential job vacancy screen and either Supporter Protests or the Dreaded Vote of Confidence has occurred.

To keep your job as Manager you must learn to appease your chairman. The following things affect a chairman's happiness in CM3.

- Transfer Decisions

If you free-transfer valuable players (or players that the chairman likes) then the chairman will be understandably upset with you. What the chairman views as a valuable player depends on the size of the club you are managing (e.g. Brighton may be upset at a player valued at 50k being free-transferred where as the Liverpool board wouldn't bat an eye in the same circumstances).

- **League Position**

The chairman indicates to you the club's desired league position at the beginning of a season (or when you take over the club if you come into the job part way through a season). If you are failing to achieve this after the first few games of the season have passed then he will start to have doubts about your ability.

- **Runs of Form**

If the club has a run of form (either good or bad) this will affect the chairman's mood, if you have a bad league position then a good run of form may prevent you from being sacked. If you have a good league position then it may raise doubts that you can sustain your good start.

- **Supporter Pressure**

Supporters are notoriously fickle in football and that manager who was god for rescuing the team from relegation and winning a cup last season may not be so popular this season (remember Joe Royle, Ov?). Supporters will react badly to poor league position, bad runs of form or the transferring of favorite players.

- **Board Player Suggestions**

Occasionally the board may indicate that they believe a player is a good signing for the club or that a player is a valuable member of the squad. If your team is performing well then feel free to take these judgements with a pinch of salt, however if all is not going quite so well it may make sense to listen to the board.

- **Board Requests**

If the board warns you that you're taking too much time on business aspects of the club and not enough on your management then take them seriously, as any further requests that you make will try their patience.

- **Financial Worries**

As if you haven't enough things to worry about, the board would prefer you to at least keep the status quo financially. If you drastically improve the situation then this might make up for short-fallings elsewhere at the club (although it depends on whether the chairman wants success or profit).

- **Fining Players**

If you discipline players frequently then you may find that your board warns you about your destroying the team's morale ... ignore this warning at your peril.

Note:

The Disciplinary module has been tuned for Championship Manager 2001/02; the board is now quite unlikely to take offence at your fining style while you are successful on the pitch.

- **Bad Media Management**

If you are unable to handle the pressure of the media and they disrupt your team morale sufficiently then this may affect the board's view of you.

- **Time at club**

The longer a manager has been at a club the more a chairman will expect from him.

It should also be noted that each chairman has a different personality and certain chairman will be more likely to fire managers than others, I have listed a few clubs below who have patient chairmen.

Northampton Town	English Third Division
Crewe	English First Division
Manchester United	English Premiership

Player Characteristics

This section details the attributes that are related to a player within Championship Manager 3 and how they affect the game play. Those attributes with 'GK' next to them indicate an attribute only used by goalkeepers.

Characteristic	Description
Acceleration	How quickly he can reach full speed from a stand still.
Aggression	How aggressive he is. This helps a player to win the ball.
Agility (GK)	How agile he is This helps a goalkeeper when get to a ball to try and make a save. It also helps with a player's recovery from parrying a shot.
Anticipation	How well he anticipates where the ball is going next. This is very useful for Strikers.
Balance	How well he keeps his balance when challenged
Bravery	How brave he is in dangerous situations. This is important for crosses and last ditch tackles.
Creativity	How creative he is (able to see key passes etc.), this helps players make key passes (those passes that lead to shots). This is very useful in attacking midfielders.
Crossing	How good he is at crossing the ball. This is a required rating for wingers.
Decisions	Ability to make split-second decisions to benefit the team.
Determination	How determined he is to win.
Dribbling	How good he is at dribbling with the ball. Only use 'Run with Ball' with players who have good dribbling abilities.
Flair	How likely he is to do the unexpected.
Handling (GK)	How good a goalie is at handling the ball.
Heading	How good he is at heading the ball. This determines where the ball goes when a player makes a header.
Influence	How well he leads and inspires his team mates, this is important for all of the team (as a famous manager once said you don't win anything with kids) but doubly so for your captain.
Jumping	How good he is at jumping for the ball. This indicates how good a player is at getting up for headers.
Long Shots	How likely he is to score from outside the box
Marking	How good he is at marking opponents. Very handy for defenders.
Off the Ball	How good he is at moving into good attacking positions - the attacking version of Positioning this gives a striker space and time to shoot.
Pace	How fast he can run when at top speed
Passing	How accurately he can pass the ball, this ability is essential for creative midfielders.
Positioning	How good he is at keeping a good defensive position - the defensive version of 'Off the Ball' this ability helps a player close down opposition players.
Reflexes (GK)	How good he is at making reflex saves
Set Pieces	How good he is at taking set pieces
Shooting	How good he is at shooting (combination of Long Shots and finishing)
Stamina	How long he is able to play before tiring
Strength	How physically strong he is. Makes up for lack of skill in lower divisions, also used to determine whether a player is affected by jostling.
Tackling	How good he is at making tackles
Teamwork	How good he is at playing for the team
Technique	How good his technique and ball control is
Versatility	How easily he adapts to playing in unfamiliar positions
Work Rate	How hard he works in a match

The following hidden characteristics also exist:

Characteristic	Description
Adaptability	How well he adapts to living in a country which isn't his own
Pressure	Ability to perform under the threat or relegation, or the pressure of a promotion challenge
Professionalism	How a player conducts himself on and off the pitch.
Loyalty	Likelihood of him wanting to stay at a club through bad times (or when a bigger club is interested in him)
Sportsmanship	Whether or not he's the kind of player who'll kick the ball out of play when an opposing player is injured (or if he'll dive when challenged).
Temperament	How likely he is to flare up and punch/kick etc.
Consistency	How consistent a player is in his match form
Corners	Whether or not he can wing in an effective corner.
Dirtiness	How much of a hacker he is
Finishing	Coolness in front of goal
Free Kicks	Whether or not he can bend one into the top corner or float a pin-point ball into the box
Important Matches	Even the best players can crack up when it comes to the World Cup final
Injury Proneness	Liability of the player to succumb to injury. Darren Anderton and Jamie Redknapp might have high ratings
One-on-Ones	Ability to take on and go around another player
Penalties	Skill in scoring from the spot
Throw Ins	Ability to perform long throw-ins
Vision	How good he is at seeing other players in space, or a goalkeeper off his line
Favorite Club	The club that a player prefers to be a part of
Disliked Club	Any club would be less likely to join
Favorite Staff	Staff that the player respects within the game (this could include you if you have brought a player through the youth team into the first team or taken him into the international team)
Disliked Staff	Staff that the player doesn't like within the game (this could include you if you have abused a player e.g. Dropping him from the first team or Free-Transferring him)

Ideal Player Ages

The ages at which players mature into a 'complete' player differs by the position of the player within Championship Manager 3. Before this age a player will be more likely to develop as a player, after this age a player will be more likely to drop in stamina and skill (although certain abilities like leadership, consistency and decisions will continue to improve).

Playing Position	Peak Age
Goalkeeper	33
Defender	31
Midfielder	29
Striker	28

The most dramatic improvements in player ability will usually happen below 24 years of age. Also bear in mind that these 'Peak Ages' are only guidelines and players will sometimes peak before or after these ages.

The age at which a player is liable to retire is again affected by his position. Bear in mind that a player who is still very fit (indicated by high Stamina) and playing first team football is less likely to retire than one who is unfit and languishing in the reserves.

Playing Position	Earliest Retirement Age
-------------------------	--------------------------------

Goalkeeper	35
Defender	32
Midfielder	31
Striker	30

Players can also be forced to retire through bad injuries, however this is very rare.

Editing Configuration Files

There are several text files in the Championship Manager 3 data directory that can be edited to allow customization of the game. This section details these files and how to edit them.

Player Setup Configuration File

This configuration file is used at the start of the game to add any loans, future transfers, international retirements and injuries. This file is found in the cm3 data directory and is named 'player_setup.cfg'.

The basic format of this file is

<type> <first name> <common name> <second name> <club> <extra info.....>

where :-

<type> = the type of action which is carried out
<first name> = the first name of the staff we are using
<common name> = the common name of the staff
<second name> = the second name of the staff
<club> = the club which the staff belongs in
<extra info> = any extra information specific to the type

Any of the names can be "" which is used to show that the field is not used.

The available types are as follows:-

- INJURY

This type adds a starting injury to the game. An example of this is Slaven Bilic being injured at Everton.

The extra information defines the type of injury. This can be one of the following: -

COLD, FLU, VIRUS, FOOD_POISONING, TWISTED_ANKLE, SPRAINED_ANKLE,
DAMAGED_FOOT, STUBBED_TOE, DAMAGED_HEEL, BROKEN_TOE,
STRAINED_ANKLE_LIG, DAMAGED_ACHILLES_TEN, TORN_ANKLE_LIG, BROKEN_ANKLE,
BROKEN_FOOT, BRUISED_SHIN, CALF_STRAIN, TORN_CALF_MUSCLE, GASHED_LEG_1,
SHIN_SPLINTS, BROKEN_LEG_1, TWISTED_KNEE, STRAINED_KNEE_LIG,
DAMAGED_KNEE_CAP, DAMAGED_KNEE_CART, TORN_KNEE_LIG,
DAMAGED_CRUCIATE_LIG, PULLED_HAMSTRING, BRUISED_THIGH, THIGH_STRAIN,
TORN_HAMSTRING, DEAD_LEG, GASHED_LEG_2, BROKEN_LEG_2,
GROIN_STRAIN, TORN_GROIN_MUSCLE, HIP_INJURY, BROKEN_PELVIS, BRUISED_RIB,
CHEST_INJURY, BACK_STRAIN, FRACTURED_RIBS, BROKEN_RIBS, SLIPPED_DISC,
DAMAGED_SPINE, STUBBED_FINGER, CUT_HAND, BROKEN_FINGER, BROKEN_HAND,
SPRAINED_WRIST, STRAINED_WRIST, DAMAGED_ELBOW, FRACTURED_WRIST,
GASHED_ARM, FRACTURED_ARM, BROKEN_WRIST, BROKEN_ARM,
DAMAGED_SHOULDER, DISLOCATED_SHOULDER, BROKEN_SHOULDER,
STRAINED_NECK, DAMAGED_NECK, BROKEN_COLLARBONE, BRUISED_HEAD,
FACIAL_INJURY, GASHED_HEAD, BRUISED_JAW, CONCUSSION, BROKEN_NOSE,
FRACTURED_JAW, DISLOCATED_JAW, FRACTURED_CHEEKBONE,
BROKEN_CHEEKBONE, BROKEN_JAW, FRACTURED_SKULL

- FUTURE_TRANSFER

This type sets up a transfer which will take place in the future. An example of this is Steve McManaman signing an agreement to join Real Madrid.

The extra parameters are :-

<buying club> = the club who is buying the player

<day> = the day

<month> = the month

<year> = the year

<fee> = the transfer fee

<wages> = the player's wages at his new team

<contract length> = the length of the new contract in years

- LOAN

This type sets up a loan deal for a player between two dates. This allows players to be on loan at the start of the game.

The extra parameters are: -

<loaning club> = the club who is loaning the player

<day1> <month1> <year1> = the starting date of the loan

<day2> <month2> <year2> = the end date of the loan

- INT_RETIREMENT

This type specifies that the staff has retired from the international team. An example of this in real-life is Duncan Ferguson's retirement from playing for Scotland.

No extra parameters are required.

- RETIREMENT

This type specifies that the staff is going to retire at a future date. An example of this in real-life is Alex Ferguson's imminent retirement from management.

The extra parameters are -

<day> - Day that he will retire on

<month> - Month that he will retire on

<year> - Year that he will retire on

- COLOURBLIND

This command switches the colours used in the game over so that they are more distinguishable for people who are colourblind.

- CHEMOTHERAPY

This is used to indicate that a player has cancer and is receiving treatment, in the game such players ALWAYS recover from their illness and this injury is not used in any other manner during the game.

Picture Configuration File

This file, which is stored in the "pictures" sub-directory, is used to associate picture files which objects in the game like clubs and players. This file is named 'pics.cfg' and is held in the cm3 data directory.

It is divided into several sections which are:-

CLUBS

NATIONS

COMPS

STADIUMS

STAFF

For the first four sections, each line contains the name of the club or nation, etc and then a list of picture files associated with that object separated with commas.

For staff, the full name of the staff must be used, followed by their date of birth.

European Competition Configuration File

This file is used in the first year of the game to ensure that European competitions have the correct teams from the main nations. This file is named 'euro.cfg' and is held in the cm3 data directory.

The format of the file is :-

```
*<nation>  
<club 1>  
<club 2>  
..
```

where

<nation> = the European nation for the following clubs

<club ?> = a club which belongs to the nation

The clubs for one nation are sorted in order of European competition importance. The top 1 or 2 teams will play in the Champions Cup, followed by teams playing in the Cup Winners Cup, UEFA Cup and Inter-Toto Cup respectively.

Recommended Players

The following players are recommended if you're managing teams in the English lower divisions (i.e. Second, Third or Conference). I haven't given any recommended players for larger teams as you can find these simply by reading the sports pages of any national newspaper.

Goalkeepers

Player Name	Club	Position
Andrew Quy	Haloswen	GK

Defenders

Player Name	Club	Position
Paul Dillon	Rotheram	D LC
Alan Archibald	Patrick Thistle	D C

Defensive Midfielders

Player Name	Club	Position
Carl Laurie	Northwich	D/MC L/R/C

Midfielders

Player Name	Club	Position
Kim Kallstrom	Häcken	AM/F C
Jeffrey Aubynn	OIS	AM/F L

Attacking Midfielders

Player Name	Club	Position
Tonton Mokouko	Swedish Club	AM/F C

Matthew Etherington	Peterborough	AML
Kennedy Bakircioglu	Hammarby	AMR/C

Strikers

Player Name	Club	Position
Bobby Zamora	Brighton	S C

Cheats

Despite our best efforts a few cheats have been left in Championship Manager 3 - Season 00/01, these will be fixed in a future release but for the present version (3.70 as I type this) the following known cheats are present:

- **International Management**

On the team selection screen when starting a game you can select to manage an international team by going to the teams Squad screen and selecting to manage them as with any other team. You can get to an international team's Squad screen by clicking on a player's nationality within a player profile.

- **Buying on the cheap**

You can obtain players via the Bosman ruling and then sell them quickly on for a decent profit (remember that you aren't paying anything for them so getting £1,000,000 for a player worth £5,000,000 is still £1,000,000 profit!).

This will give you a reputation for being a disloyal manager however which may dissuade players from joining you in the future.

Common Problems and Solutions

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

- **Manager Notes Bug**

Some systems have corruption in the game news and in very rare cases a crash that is associated with setting a 'timed reminder' manager note. To fix this problem please download the patch from sigames.com (2Mb in size):

(DirectX)

<http://www.sigames.com/download/official/cm0102.zip>

(GDI)

http://www.sigames.com/download/official/cm0102_GDI.zip

You can also get the patch on CD from EIDOS technical support (the numbers in the back of the manual).

- **Lots of Memory Under WinXP and (possibly) Win2k**

There is a bug in Windows XP, this means that machines with lots of memory (cache + main memory > 1Gb) may report incorrectly that they are low on disk space. Microsoft acknowledges this and there is a fix available.

Go to Microsoft and download and install the application compatibility toolkit for XP, I'm not sure of the link but do a search in the knowledge base.

Once it is installed Run the QfixAPP application and select the following setting which makes windows lie about the windows memory size (see picture at CM fix pic). Make sure you save the fix to the compatibility database so it will always run without needing to change it.

It should work for windows 2000 as I recall that there is a similar program compatibility toolkit and associated application

<http://msdn.microsoft.com/downloads/default.asp?URL=/downloads/sample.asp?url=/msdn-files/027/001/685/msdncompositedoc.xml>

it's 1.54mb

(Running)

After you have checked the box, click the "advanced" button and then click the "create fix" support button. You will then be asked whether you want to install the fix - click "yes" and it will be permanently implemented into a fixes database so cm will run every time. The compatibility in the properties of an application is only basic; the AppWizard gives more detailed options. Hope this helps

- **Corrupt Data Files**

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

- **Virus Checker Enabled**

Certain Virus checkers can slow down the game's operation by checking whenever a file is accessed on the hard disk. In certain circumstances this can make the game freeze for long periods of time.

If you encountered this problem then please disable your virus checker.

- **Bad Hard Disk Sectors**

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

- **Lack Of Hard Disk Space**

CM3 requires a minimum of 75MB of free disk space on both the Windows and cm3 partitions to operate ... the game checks disk space frequently but windows is a multi tasking O/S and can let other applications steal available disk space. To prevent problems with disk-space when running cm3 please ensure that at least 150MB of free disk-space is reported at all times when running the game.

- **Lack of memory**

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

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

- **Incompatible Hardware.**

Common incompatible hardware includes:

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

- **Other Problems**

If you do still have problems running the game then please mail me at marcv2@sportsinteractive.co.uk with the following information and I will attempt to investigate your problem further:

1. Processor
2. Memory (MB)
3. Disk space free (on both the windows and CM3 partitions) when problem occurs (you can get this by opening a DOS box and typing dir on each partition).
4. Version of the game being ran
5. Official or unofficial (i.e. NOCD) version.
6. Full error message reported (if any)
7. O/S used
8. Editors used (even if not on the data used in the current game)
9. Using Edited data? (and if so where did you get it from)
10. Leagues active (and whether foreground or background).
11. Game Date upon which the problem occurred.
12. Portable or desktop PC
13. Virus Checker Present (and enabled) ? and if so which one
14. Windows Virtual Memory settings (managed by windows or limited to 'x' MB)
15. Do you experience problems when running any other games or applications ?
16. DirectX Version
17. Graphics card installed

Game Additions in Championship Manager 01/02

This chapter briefly details the major changes to the Championship Manager 3 Engine for the release of Championship Manager 01/02.

Updated Leagues and Competitions

All of the Leagues and competitions from cm3 have been updated with any rule changes implemented. All data in the game has been updated by our team of researchers. You can also now select a bigger variety of low divisions to be active regardless of whether you're running using the Minimum or Normal database setting.

New Transfer Rules

The new transfer rules from FIFA, which come into place on the 1st of September, are fully implemented in CM01/02.

Fog Of War

For the first time in Championship Manager 3 not all player data is visible instantly within the game. Well known players will obviously be immediately visible however for lesser players some or all of their attributes may be hidden from view until they are either scouted or play against a side that is managed by a human manager.

This feature is optional and can be turned off at the start of a new game.

Board Ultimatums

You can now issue an ultimatum to the board to try and persuade them to do something if a prior request is turned down. Be warned though, this is best only done when you've proven your worth to the board otherwise they may call your bluff.

Ban Appeals

You can now appeal again bans which you feel are unfair. The FA may rescind these bans occasionally and the media may pick up on your moaning ways.

Improved Scouting

Hand in hand with the Fog of War option you may now set a scout to constantly watch your next opposition. This scout will return with a detailed report of the teams strength and weaknesses.

Leave Of Absence

You can now send players who are homesick on a leave of absence in an attempt to cheer them up.

Rehabilitation

Players with recurring injuries may now be sent for rehabilitation to cure those injuries.

More Player Feedback

More feedback from players via their player profiles about how they feel and act. Players' relations with other squad members have been much enhanced and they will now complain about transfers in and out of the club if appropriate.