Football Manager

Kader, Taktik und Scouting

Einführung

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Football Manager

introduction

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1.   introduction

The guide is intended to provide basic information for a gaming experience that is as realistic as possible

will. At the same time, various aspects of FM from the areas of squad, tactics, training

and scouting are presented and related to each other.

The guide is intended to give clues as to how to deal with the possibilities of FM and how

can bring in himself. Since I do all the work in FM myself, this is of course very complex.

However, each player can decide for himself whether to implement it in a similar way or only in partial aspects

would like to or only uses this guide to gain knowledge.

In addition, I would like to point out that this also makes the FM more realistic when going to the save

Start as many leagues as possible are loaded, the most important ones are playable and in the game also those

Adjusted level of detail. Only with the appropriate level of detail, for example, can reasonable

Extract data from the game. There are also leagues that are not in the basic game of the FM

are present and other settings for more realism. For this I would like to refer to the Creator

Reference Daveincid and Dave_the_editor.

The procedures presented here refer to one below

annual seasonal rhythm, as is common in Central Europe. The tipping point is usually

the end of the first half of the season in December. For seasons performed within a calendar year

(e.g. Sweden, Norway) you can remember this point and the ones described here

adapt procedures to suit you.

a notice

At the end of Guide 04 Metric Data there is a special note on saves. Especially

if you only want to act with the data, the one briefly described there is

approach needed.

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2. The players understand

When we play the FM, do we actually understand what's happening? Why the players act how they act? The players define themselves through attributes. But there are two problems with this:

First, the players' abilities are not made up of individuals, but rather of the combination multiple attributes. Several skills together ensure that a player can perform a specific action. For example, a player needs for a good Dribbling not just this attribute, but others to actually dribble successfully be able. Other skills, such as a corresponding physique, ensure that he also can prevail. It is difficult to read everything easily from the many attributes.

Second, there are several hidden attributes that define a player. attributes like Professionalism, consistency or dealing with pressure can be actions of the player affect or promote. But you can't see them directly, you just get them a statement from their own employees.

This means that it doesn't really make any difference whether I have a part (admittedly a considerable part) of the attributes or whether I hide the attributes. Actually can I can only read the basic abilities from it anyway, but not his actual ones Services. Maybe get a striker with a great attribute picture for a lot of money, but in the end he barely hits the goal.

Without the attribute view, I'm forced to focus on player performance focus. I need to pay more attention to gameplay. Without attributes I'm actually forced to rate my players and don't necessarily ask the player with the apparently better attributes, but the player who performs better shown in training and games.

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At the same time, I also sound out other players. I'm not looking at the attribute picture, but

on the one hand, check the assessment of the scouts who have seen these players and compare theirs

Performance (stats) with the performance of my players.

It may be that the FM becomes more difficult as a result, or that you get longer in a season

located. But you get to know your players much better and try your strengths more

to work out.

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3. attributes

In real life, football clubs have no way of categorizing a player by attributes

categorize. Rather, they use two fundamentals that they base themselves on in order to win a player

evaluate:

a) Evaluation of coaches and scouts

Players of their own team are supported by the trainers in games and in training

observed different processes. Through special training methods and game situation

the coaches get a picture of the player and what skills he brings with him. Next to

physical values, these are primarily technical properties. The mentality is something

more difficult to detect and therefore needs to be closely observed and discussed in person

to be determined.

Scouts take a similar approach. They watch the players during the games and try their hand

to get as comprehensive a picture as possible. There are a lot of game observations for that

necessary. It is always difficult when a special player is to be observed.

Finally, it can happen that the player only has a few minutes or not at all

is on the field or, depending on the game situation, cannot show his full strengths.

b) Metric data

Metric data are nowadays used by various companies (e.g. Wyscout, Opta,

Statsbomb, Instat or GSN) and sometimes also in special analyses

summarized. Nevertheless, more and more football clubs have their own analysis departments, in

where the data is analyzed and evaluated. This applies to the evaluation of your own

Players from the training and game data. But also and especially for foreign players

in the field of scouting.

Both basics are implemented in FM and can be used very intensively.

In addition, the FM has attributes related to various traits such as passing,

the speed or nerves of steel to be able to calculate the flow of the game. these can
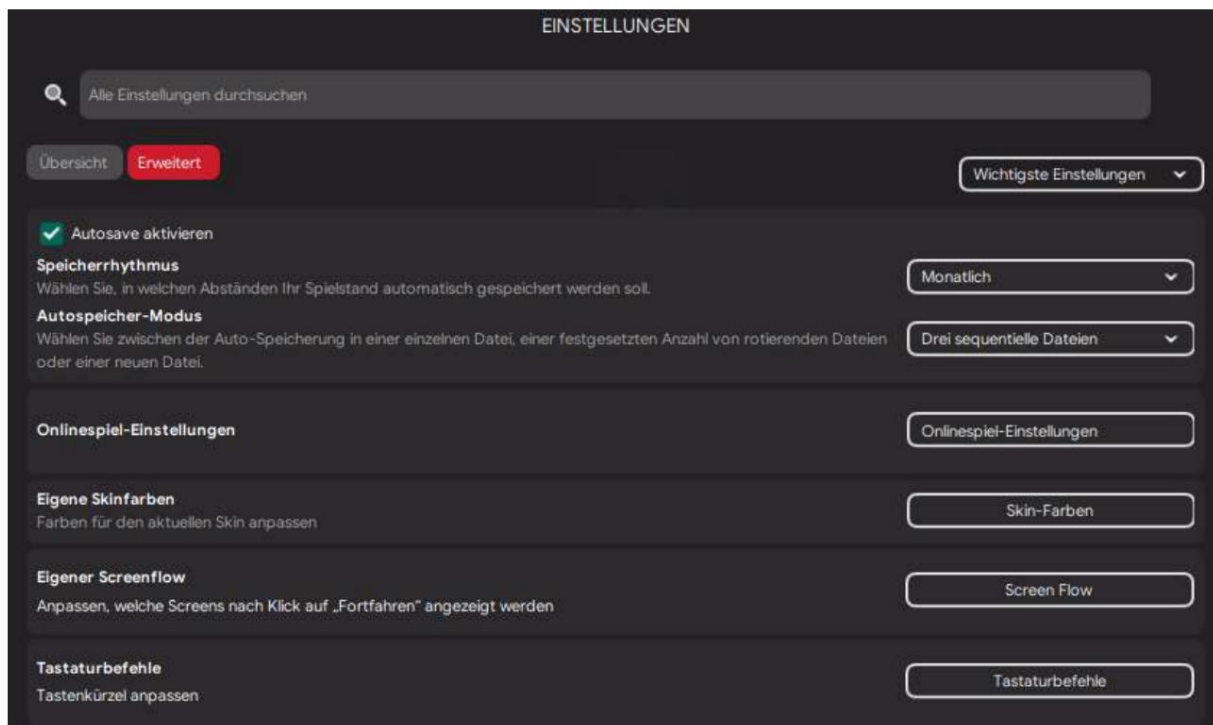
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therefore not be switched off for the most realistic game flow possible. However, you can make them invisible or only tend to make them visible through appropriate skins.

Turn off attributes

If you use a corresponding skin such as the "Star Attributes" skin, the Attributes hidden and replaced by colored stars or colored schemes. The colors are based on the settings in the FM, which you can adjust yourself and the quality of the displays attributes. If you prefer the standard or other skins, you can change the attributes Hide via the settings in the FM.

The <FM> button takes you to the <Settings>. Here you can find the <most important Settings> and there via the button <Skin Colors>.

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If you check the "Show advanced settings" box, you get the color codes

for the four attribute colors. By default they are dark grey, white, yellow and green. On the right

You can also set the attribute from which the respective color appears.

In order to hide the attributes, you only have to set the values in column A to zero

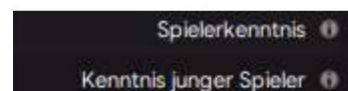be set. The label to the right is now no longer visible.

side effect

Playing without attributes has an interesting side effect. At player creation

Attributes are assigned to mental values, among other things

"Player Knowledge" and "Young Player Awareness". A low value

would mean that you see a larger range in attribute values (eg: 3-10). a high one

Value reduces this (Ex. 6-8).

If you play without attributes, you don't need any or only a few points there, which you can now use on others

can distribute areas.

a notice

Of course, much of the information presented here can also be used if you are using the FM

attributes plays. Only here the emphasis may be slightly different. Here are the ways to

Creating tactics is purely related to the game system, since you don't create your own opinion

can (at least not initially). Also, the focus here is on the data to go over this

infer the skills of each player. Furthermore, the one shown here

Scouting method presented on the search without attributes. Otherwise you would

possibly include them in the filter or take a closer look at them,

before signing a player.

4.   content

The guides are intended to present various aspects of key aspects of Football Manager

will. I'm trying to keep a common thread from the start of a save with squad rating and

the subsequent search for tactics through to the search for new players. Through this

the reader gets an overview of how I deal with a save.

Of course, the squad rating has the highest position at the beginning of the save. Especially if you have the

team does not know. But in the years that follow, the FM player has to play again and again

Reevaluate squads, for example due to new players in your own and in opponents

clubs or a new league.

At the beginning you look for a suitable tactic. This one will keep coming back

adjusted over the course of a season due to problems or simply by different ones

enemy formations. In the years that follow, you adjust your tactics again and again, depending on the situation

circumstances and existing player material.

Ultimately, training is key. What should you pay attention to? A few points will be here

addressed.

Finally I have to rate my players and with other players of the league or overall

to compare. Both in terms of a tactical adjustment or weak points in the squad

uncover. For this I then use existing performance data from the data center or the

own sources of squad view.

I try to fill gaps or weaknesses in the squad with equivalent or even better ones

fix player. In order to be able to do this, I need a scouting system, which gives me the

opportunity to find the right players.

So all points are linked and should therefore be presented here. The advantage is,

that you can get tips from the guides, adopt parts of them (without equal

overturning his own game idea) or simply reorienting himself.

I wish you a lot of fun with it.

Micha Jörgensen