

FM 16



**CAN'T
WIN**

**TO
CHAMPION**

Managerial Success Essentials

FM16 - CAN'T WIN TO CHAMPION

Managerial Success Essentials

Written by Valex Ferguson

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DOWNLOAD TACTICS

BONUS TACTIC AVAILABLE!

I have achieved all the great performances using these 3 tactics. They have all been tested in April, so they work fine in the latest version of the game.

Keep in mind that you have to follow all the advice you'll find in this eBook in order to be successful. These are very efficient tactics, but not exploits!

DO NOT SHARE THESE TACTICS WITH ANYBODY!

I always put in a lot of hard work and late hours to get this done in time, so please don't stab me in the back. Thanks!



4-4-2 HOME (#1)

<http://theraumdeuter.com/download/3255/>

4-2-4 AWAY (#2)

<http://theraumdeuter.com/download/3258/>

BONUS TACTIC: 4-1-4-1 HOME AND AWAY

<http://theraumdeuter.com/download/3260/>

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INTRODUCTION

Hello fellow manager,

Thank you for purchasing and trusting me again. It's always nice to have a guide before starting a journey, isn't it?

You've done the right thing. You now have one!

I believe that by the end of this read you will become a better manager. I think there's a lot more to come from you and I completely believe you got what it takes.

About the Guide

Unlike the many other resources available on the web, this guide is intended to keep things simple. I've minimised useless wording and tried to keep it short and relevant.

If you have any questions or you just want to tell me how you did, contact me on twitter [@dieRaumdeuter](#) and tell me how you did.

Also, don't forget to follow theraumdeuter.com to stay updated with the latest stories and tips.

I hope that my work will help you change your fortunes and improve your performances.

Okay, enough with the blag, let's start.

[Good Luck! I have faith in you.](#)

Oh, and just one more thing: Remember to have fun!

GETTING STARTED

SETTING UP THE GAME

Ask yourself these questions before starting a new save:

1. What team do I want to manage?
2. Do I want to manage only one team?

Okay, let's say you have decided, now check the league and continental competition regulations and answer these questions:

1. Do I need/want to sign mostly HOME GROWN players?
2. What type of players do I plan to sign? (e.g. French players; cheap players from the Middle East; National Team players from Africa; Brazilians and Argentineans; the lads from Dinamo Zagreb; mostly players from the top 5 leagues, etc.)

Recommendations

Choose Nations: Only choose one if you want to manage in a single nation. Pick additional ones and set them as VIEW ONLY if you plan to highly focus on signing players from that country.

Set **Lowest Active League:** 2nd Division if you need/plan to sign Home Grown Players.

Database Size: Based on your answers to the previous questions you should now know how to set this up.

Estimated Game Speed: Target at least ☆☆☆☆ if possible.

SETTING UP YOUR PROFILE

Player Attribute Masking is now enabled by default.

Choose [Nationality](#) and [Second Nationality](#) wisely, as these two options will give you complete scouting knowledge in the respective countries.

Also note that [Additional Spoken Languages](#) will increase your chances of getting jobs or signing players from those countries.

Setting up your [Favourite Teams](#) will increase your chances of being offered to manage them.

COACHING STYLE

The [COACHING ATTRIBUTES](#) are just an indicator of your training/coaching performance (as an individual coach, just like any other staff member). These will be explained in next chapter. However, the [MENTAL ATTRIBUTES](#) can have a big impact on your career.

[Player Knowledge](#) and [Youngster Knowledge](#) indicate the percentage and accuracy of attributes you can see for players you haven't scouted.

[Motivating](#) indicates how efficient your Pep Talks and Team Meetings will be.

By having a high [Level of Discipline](#) you will prevent players from coming to you with minor concerns.

Hover the cursor over the info tooltip located in front of each attribute name to find out more.

Recommended Settings

Coaching Badge: Continental Pro License

Past Playing Experience: International Player

After selecting these two options you will have maximum number of points to allocate.

Style Focus: 2 nudges to the right (from the middle)

COACHING ATTRIBUTES

Attacking 20, **Tactical** 15, **Mental** 15, **Technical** 19, **Working With Youngsters** 15 (minimise the rest)

These attributes will make you a very good Attacking, Shooting and Ball Control Coach. I found that good coaches in these areas are usually difficult to recruit and very expensive.

MENTAL ATTRIBUTES

Maximise all but **Adaptability**, which is really unimportant unless you plan to get a job at a foreign club in the future.

With these maxed attributes you will have:

- more success when requesting things from the board
- a better knowledge of unscouted player attributes
- less players coming to you with minor issues
- a better ability to manage training overall
- better performances as an individual coach
- better results after Pep Talks, Team Meetings and Private Chats

Hover the info tooltip located in front of each attribute name to find out more.

BUILDING YOUR STAFF

You will find it more or less difficult to sign the desired staff members depending on your club's reputation, scouting knowledge, finances and on the way you've set up the database.

I advise you to read this full chapter before taking any action regarding your current staff.

I don't know why you would want to have a [Director of Football](#), so fire him along with most of your [Physios](#). It will significantly reduce your wage bill. Remember that Physios can only estimate for how long a player will be injured, nothing more.

You could do the same with the [2nd Squad Manager](#) and the [2nd Squad Assistant Manager](#). You can put your 1st Team Assistant or any other Coach in charge of your Reserve Squad.

You can also fire inefficient Coaches and Scouts if you can replace them with better professionals.

BUT, AND THERE'S A BUT!

Have a look at your Club's [Scouting Knowledge](#). Some of the staff members you are about to fire might be actually useful in a sense.

If one of the staff members has knowledge in countries or regions you would otherwise lack in, consider keeping him only for this reason, until you find a better replacement.

SCOUTING

Every club and manager should have a clear recruitment strategy. That should be designed around the regulations of their Domestic and Continental Competition – if the case.

Having a stronger [World Knowledge](#) is usually beneficial, but it can be costing you a lot of money. So make sure you tweak this department to become efficient by shaping it to address your needs, at the lowest possible cost.

[Scouts](#), [Coaches](#), [Affiliated Clubs](#) and the [Head of Youth Development](#) can boost the range of players that you will get in your search results. But ignore [Physios](#) and [Fitness Coaches](#), as can only have a very small contribution to this.

Key Attributes for Scouting

Staff members with high ratings for [Judging Player Ability](#) and [Judging Player Potential](#) will give you more accurate evaluations on the scouted players.

A scout with a high [Tactical Knowledge](#) attribute is required for Opposition Scouting.

Remember that the higher the [Adaptability](#) attribute is, the faster the respective staff member will settle and operate at maximum capacity in a new country.

[Scouting Knowledge](#) should not be neglected. Even if a staff member isn't really great at what he's doing, you can always assign others to do his job but just make use of his knowledge and benefit of having a wider search range.

The [Head of Youth Development](#) will determine the quality of your yearly youth intake - unless you assign the Youth Squad Manager or the Director of Football to handle this. This staff member requires high [Judging Player Ability](#), [Judging Player Potential](#) and [Working with Youngsters](#) attributes to be able to recruit the best possible candidates.

Ideally you should have a very competent Youth Manager which would allow you to fire both the Football Director and the Head of Youth. This would clear your wage bill by quite a bit and leave you with extra funds that you can better allocate.

Delegations

Your [Chief Scout](#) can be delegated to set assignments for the scouting team and also keep you updated with what they find. You can set this in the [STAFF RESPONSIBILITIES](#) page.

However, if your scouting strategy is very narrow, feel free to set assignments manually and fire the Chief Scout if he's on a much bigger salary and he's not better than your other scouts.

Remember that you will still be able to manually manipulate assignments and override the Chief Scout's decisions at any time, even if he's apparently in charge.

Don't forget to delegate an [Opposition Scout](#) if you haven't already got one. Go to the Scouting Assignments page, click on Create New Assignment, choose [REPORT ON A TEAM](#) and select [ONGOING REPORTS ON NEXT OPPOSITION](#).

Recommendations

Focus only on the regions that interest you. Always keep in mind the [HOME GROWN](#) status and [TEAM REGISTRATIONS](#).

Do you really need more than 2-3 scouts that cover your club's domestic country? Don't think so. The same applies for scouts with similar [Scouting Knowledge](#) in other regions. Keep the best and cut the costs by firing the others.

If you're finding it very difficult in hiring the right scouts, make a networking board request. Ask for affiliation to increase your Scouting Knowledge.

[Always scout the players that you want to sign for at least a few weeks.](#)

[Injury Proneness](#), [Consistency](#) and [Adaptability](#) are just three of the many [HIDDEN PLAYER ATTRIBUTES](#). You can only retrieve this sort of information by scouting the player for a longer period.

Don't hesitate to create assignments for your specific needs, adding all the important filters you can think of.

Also, consider monitoring various domestic and international youth competitions to have the chance to spot young talent before anybody else.

Make use of the [Opposition Scouting](#) reports. The notes regarding the opposition's weaknesses and strengths can help you counter and come on top in difficult situations.

COACHING

The quality of your [Training Facility](#) combined with the efficiency of your coaches will determine the development of your players.

You and your Assistant Manager will also form part of the Coaching Staff. If you have set your manager profile as indicated in this guide, you should get ☆☆☆☆☆ rating for training Tactics, Ball Control, Attacking or Shooting.

Your objective should be to try and get as many specific quality coaches needed in each area in order to have a balanced workload. Also, try to request a Training Facility upgrade in order to achieve maximum training efficiency.

Key Attributes for Coaching

[Determination](#), [Level of Discipline](#) and [Motivation](#) are the base attributes for any type of coach.

These combined with the specific attributes of each area will determine the quality and efficiency of a coach during training sessions.

Training Category	Specific Key Attributes
Strength & Aerobic	Fitness
Tactics	Tactical
Ball Control	Technical + Mental
Defending	Defending + Tactical
Attacking	Attacking + Tactical
Shooting	Technical + Attacking
Shot Stopping	Goalkeeping + Tactical
Handling	Goalkeeping + Technical

Coaches can improve over time and you can speed up the process by sending them to coaching courses. It's worthwhile going for it anytime you see a [SEND TO COACHING COURSE](#) button on their profile – even if that means that the club has to pay for it.

YOUR ASSISTANT

You will definitely need an [Assistant Manager/Coach](#). He can help you out by filtering out the unrealistic results of your searches. I could say it's worth having one only because of this feature alone.

Your Assistant should be considered a mix between a Scout, a Coach and a Football Director.

You need him to have high [Judging Player Ability](#) and [Judging Player Potential](#) attributes so that he will deliver relevant reports. Remember that you are shown his opinion by default when accessing one of your player's report pages.

If he's got a good [Tactical Knowledge](#) he will be able to pick your squad more wisely or give better [OPPOSITION INSTRUCTIONS](#) when you ask him to.

A higher [Man Management](#) attribute will make him better at handling overall training and private chats.

In case you want to send your Assistant to attend Press Conferences and Tunnel Interviews instead of doing it yourself, it would be ideal for him to have a high [Determination](#) attribute, otherwise he might sound upbeat most of the times.

Recommendations

Avoid passing the [Pep Talk](#) responsibility to him though, that's a far too important aspect and you need to get it right.

Your Assistant can also be delegated to arrange friendly matches; however, I would highly recommend you to set them up manually.

On the other hand, you could ask him to manage your First Squad's friendly matches once you know your team well.

You can also put your Assistant in charge of training. He can run [General](#), [Individual](#) and [Match Preparation](#) if you assign him to.

Although I would not want him messing around with my first squad's settings, I usually prefer to make him responsible of youth training, if he's got better attributes than the corresponding [Youth Manager](#) (which should be assigned to manage youth training by default.)

[Now don't get confused! You'll find the best way to set up training and how to arrange friendly matches in your advantage in the following two chapters.](#)

[You will also find a thorough Pep Talk guide later in the read.](#)

TRAINING SETUP

[General Training](#) will affect your player's attribute changes and the squad's chemistry.

[Match Preparation](#) represents the tactical side of training.

PRE-SEASON TRAINING

Recommended Settings

[General Training](#)

MAIN FOCUS: Team Cohesion (Fitness if team is gelled)

INTENSITY LEVEL: High

[Scheduling](#)

Slightly More Match Training (2nd nudge)

Do not allow rest nor before, nor after matches.

[Match Preparation](#)

MAIN FOCUS: Match Tactics

When to Change

Go to your Assistant's page, hover over Reports and select [Pep Talk Feedback](#). The 2nd line under Team Morale should tell you about the team's current level of Cohesion. When he will say that your current players are willing to die for each other, feel free to change the General Training focus.

Change the Intensity Level before the first official match.

You also have to tweak [Match Preparation](#) when your team's tactic familiarity level is Fluent (indicated on the Tactics Page.)

IN-SEASON TRAINING

Recommended Settings

General Training

MAIN FOCUS: Balanced

INTENSITY LEVEL: Average

Scheduling

Slightly More Match Training (2nd nudge)

Allow rest after matches

Match Preparation

MAIN FOCUS: Att. Movement

INDIVIDUAL TRAINING

Set each player to train for the role which you will normally assign him to take within your tactics.

Listen to your staff's advice regarding Additional Focus. They will usually indicate a player's main weakness and suggest relevant solutions. Feel free to spot weaknesses yourself and address them when needed. Remove the Additional Focus if a player becomes unhappy about it.

ARRANGING FRIENDLY MATCHES

Think about Friendly Matches as a way for your squad to obtain good match fitness, learn your tactics, increase cohesion and reach a very good morale state before the first official match starts.

Don't consider them a money-making tool. Morale will most likely suffer if you follow the money path.

And remember, Morale is probably the most important factor of your team's performance.

If you're desperate to make a buck from friendlies however, feel free to arrange one or two against highly reputable clubs at the start of pre-season.

After that, set up friendlies against clubs you will almost surely dominate and beat. Choose even weaker opponents for the last two friendlies to ensure building up positive morale momentum just before the official matches start.

Leave around 3 days between matches and target a total of 10 for your pre-season campaign. Don't be afraid to cancel all the existing friendlies and redesign your schedule.

Repeat the morale increasing trick during International breaks by arranging 1-2 fixtures against weak opponents.

Hint: If your team happens to have a rival in lower division you will make more money playing them, as you will attract more fans and sell more tickets, without risking damaging the squad's morale as you will most likely smash them.

TACTICS

You just can't get the most out of your team by playing with the same tactic in both home and away matches.

Playing away from home is much harder, so this is why you need to pay more attention to this aspect. However, this [Match Engine](#) likes tactical surprises, so this is why I provided two away tactics below.

You should use the [4-2-4-0 AWAY TACTIC \(#2\)](#) in most away matches. It's by far your best tactic. Consider it as a normal 4-4-2 and don't fear starting players out of position or setting them on an ineffectual role. Ideally you should ask them to learn the new position.

The [4-4-2 AWAY TACTIC \(#3\)](#) should be used:

- once or twice every 5-6 away matches
- when your team has very good morale
- against weaker opponents
- when opponents are using a wide tactic (have wingers, not just wing backs etc.)
- when your opposition is mostly vulnerable to facing this formation (see [Opposition Scouting Report](#))

Recommendations

Ignore role or position suitability when picking the squad.

I strongly recommend you to use only right footed players on the right flank (as fast as possible.) Although I prefer left footed players on the left flank, a right footed player can also do a decent job there.

4-4-2 HOME TACTIC (#1)

Formation & Roles



Team Instructions 4-4-2 HOME TACTIC	
Mentality: <u>ATTACKING</u>	
Team Shape: <u>HIGHLY STRUCTURED</u>	
Tempo: Higher	
Width: Wide	
Defence	
Defensive Line: Slightly Higher	
Closing Down: More	
Prevent Short GK Distribution	
Use Tighter Marking	
Build-Up	Attack
Exploit The Middle	Look For Overlap
Play out of Defence	Whipped Crosses
Pass Into Space	Run At Defence
Shorter Passing	Stick To Positions
Be More Expressive	

The **Advanced Playmaker** sitting on the left flank should be considered a normal **Winger**. I prefer to combine a very fast winger on the right with a goal scoring candidate on the left flank. The strikers and wingers will score most of your goals.

4-2-4-0 AWAY TACTIC (#2)

Formation & Roles



Team Instructions 4-2-4-0 AWAY TACTIC
Mentality: <u>CONTROL</u>
Team Shape: <u>STRUCTURED</u>
Tempo: Much Higher
Defence
Closing Down: Much More
Build-Up
Exploit The Middle
Play out of Defence
Pass Into Space
Go Route One
Player Instructions
<u>FULL BACKS</u> : Cross From Byline, Stay Wider
<u>ADVANCED PLAYMAKER</u> : Move Into Channels

Consider the [Advanced Playmaker](#) and the [Shadow Striker](#) as your normal two [Forwards](#) in a 4-4-2 tactic. Don't mind role suitability when picking the squad. The wingers should be your main scorers on this one.

4-4-2 AWAY TACTIC (#3)

To create this third tactic you just need to copy the 4-4-2 Home Tactic (#1), load it in a new slot and change MENTALITY from [Attacking](#) to [Counter](#). That's it.

CORNER INSTRUCTIONS

These settings are based on your Home 4-4-2 Tactic (#1), when SET PIECE LOCATION is **Left**. You will have to mirror the settings for the Right Set Piece Location. Replicate the same routine for the other tactics.

DEFENDING

Pos	Instruction	Pos	Instruction
DL	Mark Near Post	MCR	Close Down Corner
DCL	Mark Tall Player	AML	Edge of Area
DCR	Mark Tall Player	AMR	Stay Forward
DR	Mark Far Post	STCL	Go Back
MCL	Zonally Mark Six Yard Box Centre	STCR	Go Back or Stay Forward

ATTACKING

Pos	Instruction	Pos	Instruction
DL	Stay Back If Needed	MCR	Go Forward
DCL	Attack Near Post	AML	Near Post Flick On
DCR	Attack Far Post	AMR	Stand On Far Post
DR	Stay Back If Needed	STCL	Challenge Keeper
MCL	Lurk Outside Area	STCR	Attack Ball From Deep

THE TAKER should be the one set with **Go Forward**.

AIM AT: **Near Post** or **Far Post**

Make sure he IS NOT set to **Attack Ball From Deep**, **Lurk Outside Area** or **Challenge Keeper**.

If so, rotate instructions to retain the same shape.

SQUAD MANAGEMENT

KEY ATTRIBUTES

Determination is very important for every player. Higher values of this attribute make it less likely for a player to become nervous. Determination is also linked with personality. Always look to build an ambitious squad.

Work Rate determines how much a player will run and how often he will try to get involved in the match.

Natural Fitness indicates how fast a player gets and stays fit; it can also be considered a multiplier of **Stamina**.

If you would like to benefit from set-pieces then consider having a player who can take **Free Kicks** and **Corners**. In addition to the self-spoken attributes, look for high values on **Passing**, **Crossing**, **Decisions** and **Technique**.

Search filters should be applied on the bolded attributes:

GOALKEEPERS

Reflexes is the most important attribute by far for a goalie. Nonetheless, most of the other Goalkeeping attributes are also important.

Goalkeeping	Mental	Physical
Reflexes	Anticipation	Agility
Aerial Reach	Decisions	Jumping Reach
Kicking	Positioning	

CENTRAL DEFENDERS

A centre back must be either fast or have a very good jumping reach, but ideally you want a mix of both.

Technical	Mental	Physical
Marking	Anticipation	Jumping
Tackling	Concentration	Acceleration
Heading	Positioning	Pace
Bravery	Decisions	Strength
Aggression	Composure	Balance

FULL BACKS

Crossing and Quickness are the most important factors when choosing an offensive full back. The mental and physical attributes along with **Tackling** and **Marking** will determine the quality of the full back when defending.

Technical	Mental	Physical
Crossing	Anticipation	Acceleration
Tackling	Concentration	Pace
Dribbling	Work Rate	Stamina
Technique	Decisions	Agility
Marking	Teamwork	Balance

CENTRAL MIDFIELDERS

I prefer to have box to box type midfielders for my tactics. Of course, one of them can be slightly more defensive-minded and the other can be a little more offensive.

Technical	Mental	Physical
Passing	Anticipation	Acceleration
First Touch	Concentration	Pace/Jumping
Technique	Work Rate	Stamina
Tackling	Teamwork	Decisions
Marking	Vision	Bravery

WINGERS

The winger on the right flank should be very fast, and the one playing on the left side of the pitch should have more finishing. This is an ideal scenario, but feel free to mix it up.

Technical	Mental	Physical
Crossing	Work Rate	Acceleration
Dribbling	Flair	Pace
First Touch	Determination	Agility
Passing	Off The Ball	Stamina
Technique	Finishing	

STRIKERS

The tactic works well with either strong or agile strikers, as long as they have decent Pace and Finishing attributes. These should be your main two filters when evaluating any type of striker.

When looking for an agile striker, try to find good values in as many of these attributes: First Touch, Dribbling, Technique, Composure, Flair, Off The Ball, **Agility** and Acceleration.

First Touch, Heading, Anticipation, Bravery, Off the Ball, **Strength** and Jumping Reach are the things to look for when evaluating a stronger striker.

Ideally you want to have both types of strikers if possible.

Technical	Mental	Physical
Finishing	Composure	Pace
First Touch	Off The Ball	Agility
Technique	Flair	Strength
Heading	Anticipation	Acceleration
Dribbling	Bravery	Jumping Reach

When filtering, don't just disregard someone because they are lacking one of the mentioned attributes, but look at the bigger picture and see the overall balance of their attributes. On the other hand, very low values on the bolded attributes should not be tolerated in most cases.

SQUAD DEPTH

REGISTRATION RULES

The previous two chapters should have given you a good idea about what tactics you will be using and what types of players you require in order to perform well.

You now need to check the Registration rules of the various competitions you are going to participate in. In order to do that, go to your [SQUAD](#) page, hover the [PLAYERS](#) button and select [Registration](#). In the right top corner you will be able to switch between the rules of the various competitions you are involved in.

Once you understand the requirements, go to the [SQUAD](#) page and select the [Home-Grown Status](#) from the views dropdown. Take your time to understand what's needed for your squad to comply and keep that in mind when you're evaluating players or designing your transfer campaign.

UNDERSTANDING THE CONCEPT

Obtaining a balanced squad depth is crucial, but first you need to know what you should try to achieve.

Avoid having too many players in order to:

- allow enough playing-time for most of your players, hopefully avoiding moods of unhappiness
- reduce the number of injured players
- comply with Registration rules
- concentrate on quality and not quantity

Try to have one suitable backup for every position in order to:

- be able to handle injuries
- respect your tactical needs and maximise your performance
- rotate in order to overcome fatigue issues
- be able to counter bad form and morale by benching the affected players

You should ideally have a 22 player squad (two completely different starting line-ups) if you plan to rotate.

However, if you have a more rigid match-day squad selection method and you prefer to stick to a clearly defined starting 11, try to narrow your squad depth to 18-20 athletes.

Avoid unsettling your squad

The Cohesion of your squad will be affected by new signings. Avoid signing many players at once. You must be aware that even one signing can unsettle your squad.

But first of all, you need to check if your club has already brought-in players this season.

As you know, new players have to adapt before performing at their best. Some players experience difficulties when trying to adapt in a new country.

The players which share the nationality of your club will adapt faster. But if they don't, speaking the domestic language, or at least having a teammate that speaks a common language will speed-up the process.

SQUAD STATUS

Squad Status will influence a player's demands and affect his behaviour. It also represents a transfer availability indicator for other clubs.

The higher the status is the bigger the player's financial & playing-time demands will be.

Key Player & First Team

Informs clubs that the player is an important member of the squad and that he won't be available for cheap.

The player expects to take part in most matches and will rapidly become unhappy if he doesn't get playing time.

These statuses will make it less likely for players to consider offers from other clubs, unless they have similar or better reputation. The player's wage demand will be very high and this will discourage clubs to enter negotiations.

Rotation

Indicates that the player has a role to play in the first team. At the same time, it makes club assume the transfer value of player should be acceptable.

Although this status reduces the athletes' playing-time expectations, it shouldn't be mistaken for Backup.

The downside of this role is that offers coming from other clubs might unsettle the player. He will be excited about the prospect of getting a better status and more playing-time elsewhere.

Backup

This status will inform clubs that the player is not in the first team plans and that he is very likely to be available for a decent price.

The athlete will understand that he is not going to get much playing time.

The Backup status will lower the player's external wage demands and will increase his interest to join other clubs (loan/transfer.)

Not Needed

I believe the title is self explanatory. This status will signal other clubs that the player would be available for cheap. It will also encourage the player's agent to start sending information about his availability.

The athlete will understand that he doesn't fit in the manager's plans and that his career at the club is over.

Although this status will reduce the player's external wage demands, he might prefer to stick on his convenient wage.

Youngster & Hot Prospect

Both these statuses are telling the young players that they shouldn't expect many senior matches, with the later being a bit more demanding.

They won't have big wage demands and they are very likely to accept going on loan to get more playing-time.

The Hot Prospect status indicates that the player has a role to play in the future and that he won't be sold for cheap.

TRANSFER & MAN MANAGEMENT TIPS

Set the Squad Statuses according to your plans.

You should generally try to decrease the statuses in order to lower both financial and playing-time demands, but keep it reasonable. For example, reducing one's status from Key Player to First Team, but not more than that.

Unwanted players

When offering a player to clubs and setting his squad status to **Not Needed by Club** you shouldn't expect to get a lucrative offer. Only use this measure if you're desperate to sell someone quickly.

When you want to get rid of a player and you expect a decent fee in exchange, it is generally better to set his status to **Backup** and wait.

If you need to speed up the process, offer him to clubs when other clubs become interested in him. Another thing you can do to rush things is to transfer list him. In neither case you should lower his status even more; otherwise you will receive ridiculously low offers for him.

If the player doesn't receive any offers, it is most likely because he doesn't want to. You should assertively tell him that his time at the club is over and try to change his mind. Offer him a few more times during a couple of months and you should be able to persuade him.

Remember that only the second goalkeeper should be assigned with the Backup status, other than the players you want to get rid off.

Youth & temporarily unneeded players

Playing-time is probably the most important factor in a young player's development.

You might have players with good potential that won't get much playing time this season. Loan them out. Check the incoming loan offers and make sure you accept those in which their status will guarantee them several games.

Another common situation is that you have too many players on a position. You have a very good and experienced player that you plan to offload for a big price next season. If you other two options for this same position are also promising, considering loaning one of them with a call back clause and wait till you sell the main starter.

Transfer targets

Don't rush. Scout thoroughly. Monitor Reports.

Avoid players that have real problems with injuries. Avoid the inconsistent and those which do not match the ambition of your squad.

Go for the ambitious, those who relish big matches and consistently perform at the highest level. The scouting report will also tell you the approximate transfer fee and wage demand. Start negotiations at the minimum indicated and advance incrementally.

If you're low on funds, be clever. Wait until the price is low and get yourself a bargain! Focus on Transfer Listed players, Loans and players ending contracts. And most importantly, don't expect to fix everything in one window.

DEALING WITH COMPLAINTS

You will avoid a lot of complaints and reduce the potential factors that can determine unhappiness if you follow the advice regarding [Squad Depth](#) and [Squad Status](#).

But there will be situations when you will still have to face such problems and you will most likely be forced to make a promise. Always address the unhappy players using the tone suggested by your Assistant.

[Never make a promise you can't keep](#). Expect a big morale drop amongst your squad when failing to deliver.

Concerns regarding a move to a bigger club or moving to a club that plays in continental competitions can be resolved in most cases by promising something that matches the player's ambition. If the player is not satisfied with your promise, just let him go – I mean it.

When you reject a bid for a player and he becomes unhappy about it, tell him you will accept a bid that matches your valuation of him. Increase his [Squad Status](#) and set a huge [Asking Price](#) to discourage bidders.

When a player is complaining about not getting enough playing time, you have to either promise to give him more games next month or propose a loan/transfer. If it's a youth player with a lower squad status you can try to blag him by saying that you will play him in cups.

If one of your players is finding it hard to adapt, consider giving him one or two free weeks, as per your Physio's suggestion. Another thing you should do is to sign another player from his home country, or just let him go.

MEDIA HANDLING

Press Conferences can rarely affect the morale of a player.

Their main use is to reduce complacency and motivate your squad. Media interactions can also be used to provoke complacency and put pressure on the opposition.

You will find 5 possible answers in most of the questions asked. Try to use either the 2nd or the 4th answer in most cases. If you are unsure about what to say just use the 3rd, which usually represents a totally neutral answer.

DO'S

- Put pressure on the opposition when you have the chance. Target the player with the lowest [Determination](#) attribute
- Almost always be slightly pessimistic about your chances, especially when your team is in good form; the ambitious players will be motivated to prove you wrong
- You should only be slightly positive about your chances of winning a match when your team is on a bad run and you are very sure of a victory

DON'T'S

- Avoid praising your players too often; keep them focused and avoid complacency.
- Never praise the opposition's players, nor their goals
- Don't be optimistic about your chances of winning a match when your team's morale is high and you are on a good run o form

PEP TALKS

PRE-MATCH

You should use the following Pep Talks to override the bellow instructions when you have them available:

This is a great opportunity to show all the experts that they have been right to back you up!

The following phrase is also useful in case you haven't got the first one in your list:

I know a lot of you will be keen to avenge what happened last time when we played...

Lastly, use I want you to pick up where you left... if your team performed very well in the last match.

Use I expect to see a much better performance... if your team played really badly last time out.

FAVOURITE

Venue	Recommended Talk	Tone
Home	I expect nothing but a win & I have faith in you	<u>ASSERTIVE</u> and <u>CALM</u>
Away	I expect you to win & I have faith in you	<u>ASSERTIVE</u> and <u>CALM</u>

UNDERDOG

Venue	Recommended Talk	Tone
Home	Go out there and impress me & I have faith in you	<u>CALM</u>
Away	Go out there and impress me & I have faith in you	<u>CALM</u> and <u>CAUTIOUS</u>

HALF-TIME

FAVOURITE

Venue	Scenario	Recommended Talk	Tone
Home	Winning by 2+ goals	*Keep it up lads! & I have faith in you	<u>ASSERTIVE</u>
Away	Winning by 2+ goals	*I am pleased with your performance & I think there's a lot more to come from you	<u>CALM</u> and <u>PASSIONATE</u>
Home and Away	Winning by 1 goal	Don't get complacent out there & I have faith in your ability	Home: <u>ASSERTIVE</u> Away: <u>CALM</u>
Home	Drawing	I am not happy with your performance & I have faith in you	<u>ASSERTIVE</u>
Away	Drawing	I am not happy with your performance & I have faith in you	<u>ASSERTIVE</u> and <u>CALM</u>
Home	Losing	Come on lads, show a bit of desire & I am disappointed with your efforts.	<u>AGGRESSIVE</u> and <u>CALM</u>
Away	Losing	I am not happy with your performance & I have faith	<u>CALM</u>

*after managing a team for half a season, use Don't get complacent out there and I have faith, if your squad is at least fairly ambitious.

UNDERDOG

Venue	Scenario	Recommended Talk	Tone
Home	Winning by 2+ goals	*Keep it up lads! & I have faith in your ability	<u>CALM</u> and <u>PASSIONATE</u>
Away	Winning by 2+ goals	*I'm happy with how things are going, keep it up lads & I have faith	<u>CALM</u>
Home and Away	Winning by 1 goal	Don't get complacent & I have faith in your ability	<u>CALM</u>
Home	Drawing	I am pleased with how things are going, keep it up & There's a lot more to come from you	<u>CALM</u> and <u>PASSIONATE</u>
Away	Drawing	I am not happy with your performance & I have faith	<u>CALM</u>
Home	Losing	I expect to see a much better showing from you in the second half & There's a lot more to come from you	<u>CALM</u>
Away	Losing	Sow me something else in the second half & I have faith	<u>ASSERTIVE</u> and <u>CALM</u>

*after managing a team for half a season, use Don't get complacent out there and I have faith, if your squad is at least fairly ambitious.

FULL TIME

FAVOURITE

Venue	Result	Recommended Talk	Tone
Home and Away	Won by 2+ goals	Well done & after congratulating outstanding performers - if any, repeat the first line	Home: <u>PASSIONATE</u> Away: <u>ASSERTIVE</u>
Home and Away	Won by 1 goal	*Well Done & Pleased	<u>CALM</u>
Home	Draw	That was not good enough & move on without giving any further individual talks	<u>ASSERTIVE</u>
Away	Draw	Not good enough & move on without giving any further individual talks	<u>ASSERTIVE</u>
Home	Lost	I am not happy with the result & Not happy with your performance	<u>AGGRESSIVE</u>
Away	Lost	I'm far from pleased & Not happy with your performance	<u>ASSERTIVE</u> and <u>CALM</u>

*after managing a team for at least half a season, use That was a bit let off and move on if your squad is at least fairly ambitious.

UNDERDOG

Venue	Result	Recommended Talk	Tone
Home and Away	Won by 2+ goals	I'm very happy with the result and the way you've played & Your efforts were crucial in our win	<u>CALM</u>
Home and Away	Won by 1 goal	Well done lads & after congratulating outstanding performers - if any, repeat the first line	<u>CALM</u>
Home	Draw	Well done lads, you've just proved a lot of people wrong in avoiding defeat out there! & I was impressed with your efforts.	<u>PASSIONATE</u> and <u>CALM</u>
Away	Draw	I'm far from pleased with what I just saw from this team & move on	<u>CAUTIOUS</u>
Home	Lost	I am not happy with your performance out there & move on	<u>CAUTIOUS</u>
Away	Lost	I am not happy with your performance out there & I'm disappointed	<u>ASSERTIVE</u>

TOUCHLINE TALKS

Touchline talks will not affect your players' morale. This is why they are optional from my point of view. However, they can influence the player's attitude (which can be seen under [Body Language](#)) and some tactical aspects of your game. This is why they can prove slightly useful on the long-run if used properly.

Monitor your squad's [Body Language](#) (which can be displayed always on top by enabling the specific view pop-up or by clicking on the Team Talk button) to use the in-match talks efficiently.

Touchline Talk	How & When to use
Calm Down (Assertive)	(individual) on booked players
Concentrate (Assertive)	(team) right after scoring a goal
No Pressure (Calm)	(individual) on nervous players
Demand More (Aggressive)	(individual/team) when body language indicates complacency
Tighten Up (Cautious)	(team) when you don't need to score and you want to avoid conceding, 5 minutes before the end of each half.
Push Forward (Assertive)	(team) when you desperately need to score, 5 minutes before the end of each half.

ALTERNATIVE WAYS OF INCREASING MORALE

PRIVATE CHATS

Morale is probably the most important factor of your team's performance. So think twice before saying anything to your players; you don't want to risk lowering it. If you are unsure about saying something, just keep it for yourself.

You should have no problems in getting the desired results if you stick to the bellow instructions. However, be careful not to say the same thing twice in less than 3 weeks, as your players might get bored and react badly to it.

[Praise Conduct](#) – Passionate

Should be effective unless the player has been booked many times recently or you have had arguments or disciplinary problems with him.

[Criticise Conduct](#) – Assertive

After one of your players has been sent off and tell him that he's setting a bad example for the younger players.

[Recommended Signing / Staff Addition](#) – Calm

Check the [OVERVIEW – INFORMATION](#) page of a player to try and see if he's got any favoured personnel that would be suitable for your request. National Team players will be more likely to come up with answers. And remember, you need him to come up with a suggestion to have a chance of increasing his morale.

Criticise Last Game / Recent Form – Passionate

When the Last Game or his Recent Form (last 3 matches) rating is below 6.8)

Be careful when criticising specific aspects of his game. Make sure you actually checked his stats and be fair.

Praise Last Game / Recent Form – Passionate

When the Last Game or his Recent Form (last 3 matches) rating is above 7.4)

Congratulate on Achievement - Passionate

Whenever one of your players is getting his first cap, he gets picked as Player of The Week or he scores his first goal for the National Team. Shortly said, congratulate them anytime you are given the chance to.

Praise / Criticise Training Level – Passionate / Assertive

[GO TO TRAINING – INDIVIDUAL](#) and check the Overall Performance Indicator. It will be easy for you to find out what you have to say.

Although this might not increase morale, it can have a positive effect on your player's future training performance. Focus on criticising underperformers.

Talk To Player On Loan – Passionate / Assertive

Praising or criticising a player's **Development** or **Form** can increase his morale and determine him to do better. This can have a big effect on his performance, as it will most likely improve morale and it will also inspire motivation.

FRIENDLY MATCHES

You can usually sneak in two friendly matches during the International Football breaks. This will help your uncapped players keep their [Match Sharpness](#) condition up and also increase their morale.

Another thing you can do is to squeeze a friendly match between your fixtures even, outside International breaks, if your team's fitness level allows it.

Playing a weak nearby team at home should result in a comfortable win for your team (morale boost), without tiring the players too much.

USE YOUR OTHER SQUADS

If your first squad's morale is poor and you can't achieve a decent level of morale before a match, look for players in the reserve or youth squads.

If you find some decent players having a very good morale, give them a chance in the first team and hope for the best. It can definitely change your fortunes in some cases.

CONTRACTS

This is a desperate measure and should only be used in extremely difficult moments, usually during the end of the season. Only use it if you plan to renew some contracts anyway in the near future and try to do it for more players at once (usually 4-5 days before the match.)

Offer new contracts to some players and their morale will increase once they sign it – a few days after offering.

PROVEN PERFORMERS SHORTLIST

This list is very likely to change with the game updates.

If you bid that exact amount in the first day, before clicking [Continue](#), you should get your offer accepted in most cases. Euro (€) is the currency used for these examples.

The reputation of your club might also affect the asking price, so don't expect this list to be extremely accurate.

Setting a [Large](#) database when creating the game should help you see all these players.

Remember, you ideally want to assimilate all the advice you received through this eBook and find the players yourself. And don't be afraid to make mistakes. That's the only way to learn and improve your talent scouting skills.

GOALKEEPERS

Player	Club	Nationality	Asking Price €
Pierrick Cross	Free Agent	FRA	0
Eugenio Lamanna	Genoa	ITA	1.5 M
Predrag Rajkovic	M. Tel-Aviv	SRB	5 M
Bartłomiej Dragowski	Jagiellonia	POL	8 M
Alisson	Internacional	BRA + GER	10 M

CENTRAL DEFENDERS

Player	Club	Nationality	Asking Price €
Ondrej Mazuch	Free Agent	CZE	0
Vukasin Jovanovic	Red Star	SER	525 k
Mads Fenger	København	DEN	1.1 M
Jonathan Mensah	Evian	GHA	2.2 M
Bruno Martins Indi	FCP	NED	13 M
Domagoj Vida	Dynamo Kyiv	CRO	15.25 M

RIGHT FULL BACKS

Player	Club	Nationality	Asking Price €
Garry Bocaly	Free Agent	FRA	0
Martin Linnes	Molde	NOR	800 k
Borja San Emeterio	Racing	ESP	3.6 M
Gino Peruzzi	Boca	ARG + ITA	3.9 M
Mario	Villarreal	ESP	13.5 M

LEFT FULL BACKS

Player	Club	Nationality	Asking Price €
Xabi Castillo	Free Agent	ESP	0
Guilherme	Steaua	BRA + POR	1.4 M
Ludwig Augustinsson	København	SWE	3.4 M
Emmanuel Mas	San Lorenzo	ARG + ITA	4.9 M
Danny Rose	Tottenham	ENG	15 M

CENTRAL MIDFIELDERS

Player	Club	Nationality	Asking Price €
Patrick Ekeng	Free Agent	CMR	0
May Mahlangu	Free Agent	RSA	0
Kristoffer Ajer	Start	NOR	1.1 M
Moisés	Rijeka	BRA	1.3 M
Thomas Delaney	København	DEN	2.3 M
Lucas Romero	Vélez	ARG + ITA	6 M
Sergiy Sydorchuk	Dynamo Kyiv	UKR	14 M
Sebastian Rode	Bayern	GER	14.25 M
Lucas Lima	Santos	BRA	17 M

RIGHT WINGERS

Player	Club	Nationality	Asking Price €
Ezequiel Schelotto	Free Agent	ITA + ARG	0
Lulinha	Botafogo	BRA	625 k
Yann-Erik de Lanlay	Rosenborg	NOR + FRA	1.2 M
Valentino Lazaro	RB Salzburg	AUT + GRE	4 M
Ezequiel Cerutti	Estudiantes	ARG + ITA	4.8 M
Pione Sisto	Midtjylland	DEN	8.5 M (clause)
Dudu	Palmeiras	BRA	8.5 M

LEFT WINGERS

Player	Club	Nationality	Asking Price €
Raffaele Palladino	Free Agent	ITA	0
Andrija Zivkovic	Partizan	SRB	1.2 M (50%)
Pablo Mouche	Palmeiras	ARG + ITA	1.3 M
Caner Erkin	Fenerbahce	TUR	6.25 M
Andrés Chávez	Boca	ARG	4.2 M
Federico Mancuello	Independiente	ARG + ITA	4.7 M (clause)
Nicolás Lodeiro	Boca	URU	5.75 M

STRIKERS

Player	Club	Nationality	Asking Price €
Alejandro Martinuccio	Free Agent	ARG	0
Mohammadou Idrissou	Free Agent	CMR	0
Matheus Carvvalho	Barra da Tijuca	BRA	40 k
Baye Oumar Niassé	Lokomotiv Moscow	SEN	2.1 M
Andreas Cornelius	København	DEN	2.5 M
Diego Rubio	Valladolid	CHI + GER	4 M
Moussa Marega	Marítimo	MLI	3 M
Luca Waldschmidt	Frankfurt	GER	3.1 M
Michaël Frey	LOSC	SUI	6.5 M
Luan	Atlético Mineiro	BRA	8 M
Luan	Grêmio	BRA	9.75 M
Gabriel Barbosa	Santos	BRA	13 M
Lucas Pratto	Atlético Mineiro	BRA	14 M
Vincent Aboubakar	FCP	CMR	22 M

CONCLUSIONS

This guide has come to an end. I really hope you enjoyed the read. If you have any further questions feel free to contact me on twitter [@dieRaumdeuter](#).

Take your time to use the assets given throughout the pages and don't rush things.

Don't expect to fix and achieve everything in your first season. After all, think about what happens in real life.

As any new manager at a club, you need a bit of time to impose your style. Solidifying the understanding of a new philosophy and building up a good level of chemistry takes a bit of time!

Did this eBook deliver?

Do you feel you received what you were promised?

Well don't just tell me, but let the community know about your experience by sharing your feedback publicly.

So go out there and spread the word, your feedback is the only way to praise this work!

Also, don't forget to follow [theraumdeuter.com](#) to stay updated with the latest stories and tips.

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Tschüß!