Menu Options

File

Open

Save

Save as

New player

New club

Resign club

Exit

Squad

Senior squad

Youth team

Buy player

Transfer-list player

Sell player

Match

Next matches

Opposition

Tactics

Play match

Records

Results

Tables

Fixture list

Cup entrants

League position

League results

Cup results

Cup winners

Leading scorers

Finance

[Balance sheet](#)

[Player contracts](#)

[Transfers](#)

Options

[Options](#)

New

Start a new game.

First choose the number of players.

Then each player enters their name and chooses which club they want to manage.

Open

Loads a previously saved game.

Save

Saves the current game.

Back-ups are not made, if a file is re-saved with its name unchanged the old file is over-written.

Save as

Saves the current game after prompting for a new file name.

New player

Lets a new player enter the game.

Upto 4 players can play.

New club

Allows a player to leave one club to join another during a season.

Resign club

Resign your current club.

If only 1 person is playing then this option is the same as quitting the game.

Exit

Quit the game.

Senior squad

Provides access to the manager's senior squad, the first 11 of which will constitute the team for the next match.

To move a player within the squad click on him then click on the player you want to swap him with.   To see the squad's other details click the right mouse button.

A player printed in red is suspended from the next match   because he has 10 or more disciplinary points.   A player printed in blue is injured.

See also   Squad screens

Youth team

Provides access to the youth team.   If you click on a player you will be offered the options of;

RELEASE - release this player from the club's youth team.

PROMOTE - promote this player to the senior squad.

To promote a youth-team player there must be fewer than 40players in the senior squad, and you must agree to his terms (youth players will work for much less than older players).

 At the end of each season the youth squad will be updated and modified.   Any players who are not good enough or are too old for the youth team (over 19) will be released from the youth squad and replaced.

See also   Squad screens

Buy player

Buy player from another club.   You can buy players at any time providing your senior squad contains less than 40 players and   your club can afford it.   Click on the division and then the   club you wish to examine.

Players in red are on the transfer list, players in pink are free   agents (their contracts have run out). Players on the   transfer list will be cheaper than others but their wages will be similar.   Players who are free agents will be cheaper still but their wage demands will be much higher.   Young (under 22) and old (over 31) players are also cheaper to buy.

Injured players can not be bought or sold.   Your club will   block any transfers it cannot afford.   Players who come from   outside the EEC must be of international quality to qualify   for a work permit.

To buy a player click on him and you will be shown his price, if you agree with the price and accept his contract demands he will join your club.

See also   Squad screens

Transfer-list player

Place one of your players on the transfer list.   Listed players are marked red, players who are free agents are in pink.   To place a player on or remove one from the transfer-list simply click on him.

When you transfer list a player you are telling other clubs   that the he is no longer part of your plans, and they will expect to pay less for him.   Players who are free agents will fetch even less because their transfer fees are set by a transfer tribunal.

If any club makes an offer for one of your players you will be told about it at the start of your next turn.   A club does not need your permission to buy a free agent providing they are willing to meet the valuation set by the transfer tribunal.

Occasionally other clubs will make an offer for one of your players not on the transfer list, in these cases they will offer the player's full market value.

If your club has large debts your directors may sell some of your players, they will not consult you.

See also   Squad screens

Sell player

Sell player to a club which has made an offer for him.   Notethat more than one club may make an offer for the same player.   To complete a sale click on the chosen playerdeal.

Any transfer fee you receive will have VAT deducted.

Next matches

Shows the next matches to be played.   If the matches are league matches then you can see the matches in each division by clicking on the relevant box.

Opposition

Shows the squad of your team's next opponents.   You will only be shown the actual starting line-up shortly before the match starts.

If your opponent's senior squad is small or has several players missing they may promote players from their youth-team.

See also   Squad screens

Tactics

This is where the manager selects the tactics his team will use in the next match.

You will see a diagram of a football pitch with the approximate positions of your team members marked. Any suspended players will not be shown.   The options below are available;

CLEAR - redraw the screen to show only the team positions.

AREAS - shows the manager the areas covered by the players using his tactics.

PASSES - shows where player each player passes when possible.

AUTO PST - sets the overall tactics of the team.   Each player is set to play in an area matching his natural position.   The team's position as a whole, in terms of how far up-field they play, is determined by whether the manager selects the   DEFENSIVE,   AVERAGE,   or   ATTACKING option.

To set an individual player's area click with the left mouse button on him and he will be highlighted.   Now move the   mouse pointer to the left-top of the area you want him to cover   during the match.   Now press the left mouse button and while   holding the button down, move the mouse pointer to the opposite right-bottom corner of the area.   You will see a stretch-box being drawn between the start point and the mouse pointer.   Release the mouse button and the final area will be set.

To set a player's pass click on him with the right mouse   button (release the button).   Now click with the right mouse   button on the player you want him to pass to.   The player's   new pass will be shown.

Play match

Play match ends a player's turn.   If there is only one person playing or the current player has the last turn, the match sequence will begin.   If your team and substitutes contains any suspended players, or more than 3 foreigners then you will have to change your team selection.   (In the European cups any player who is not English (Welsh for Welsh clubs) is classed as foreign.   In domestic matches any player who is not British is classed as foreign.)

If you have the SHOW MATCH option selected you will see a rough sketch of the match as it progresses so you can judge the effectiveness of your chosen tactics.   Your team are always the ones in red attacking from left to right.   The short black bars running down each end of the pitch show the energy of the outfield players.   When the teams of two human managers meet the home team are in red, the away team in blue.

You may substitute players at any time.   To do this click the   left mouse button.   Then click on the substitute you wish to   use, and finally click on the player to be replaced.   In domestic matches there are 3 substitutes 2 of which may be used.   In the European cups there are 5 substitutes of which 2 may be used.

A manager may change his team's tactics only when he has substituted a player, at half-time, and at the start of extra   time in cup matches.

Cup matches that are played over a single leg may be   decided by a replay, extra-time, and penalties. Cup matches   that are played over two legs are decided by aggregate   scores, away goals, extra-time, and penalties.   A manager has no control over penalty shoot-outs, they are pure luck.

Results

Shows the last league results for each of the divisions.

Tables

The current standing of the league tables.   The coloured lines show how many clubs are promoted, involved in the play-offs, and relegated.

The points system   works differently in the Premier League and the Football League (Divisions 1, 2, and 3).   In both points are most important, but in the Premier the next deciding factor is goal difference, whereas in the other 3 Divisions teams level on points are separated by goals scored.

Cup entrants

Shows which clubs are still in the various cup competitions and which rounds remain.

Bear in mind that in the FA and League cups clubs from the top 2 divisions only appear in rounds 3 and 2 respectively.

Fixture list

The fixture list for the current player's club.   League matches are shown, along with the rounds for all the cups the club remains in.

League position

A record of the league position of your club throughout the current season.

League results

The league results of your club during the current season.

Cup results

The cup results of your club during the current season.

Cup winners

A list of the winners of the various competions for the last 10 years.

Leading scorers

A list of the leading goal scorers for each of the divisions.

Balance sheet

The current balance sheet for your club with the major items of income and expenditure.

Player contracts

Shows the contracts of all the players in your senior squad.

To give a player a free transfer click on the player with the right mouse button.   A player can only be freed unconditionally if his contract has run out (he is a free agent).   If a player has one or more years of his contract remaining he can only be freed if another club is willing to take him.   When a player's contract expires he will continue to receive his weekly wage until you free him or another club buys him.

To renegotiate a player's contract click on him with the left mouse button.   He will tell you what he wants and you can accept or refuse his demands.

If you try to renegotiate the contract of a free agent he will demand a substantially increased wage because he knows that if another club signs him the transfer fee will be lower than normal and they can therefore pay him more.

A player will not accept a new contract if he is on the   transfer list, so before trying to renegotiate a player's   contract check that he is not on the transfer list (on the   Transfer-list player   screen).

Transfers

A record of the last 20 players bought and sold by your club.

Options

The players can alter the way SMS shows squad screens (which types of player details are shown by default), and whether the manager's team's matches are shown or merely reported.

Introduction

Soccer Management Simulator is a soccer strategy game in which between one and four players manage soccer clubs in the four English divisions. The aim is straight-forward, each manager must make his club as successful as possible by building a winning team.

SMS contains approximately 6000 players in almost 300 clubs. The squads of players for English League clubs have been updated to the beginning of the 1994-95 season. SMS also incorporates many of the latest changes in English football. At the end of the 94-95 season two extra Premier League clubs are to be relegated, with a knock-on effect in lower divisions, and Spurs will have 6 points deducted for financial irregularities.

This is the share-ware version of SMS. You are free to use it for as long as you want or to copy and distribute it. The difference between the share-ware and registered versions of SMS is that the former has had the save-load facilities disabled. If you order the full version you will also receive a data editor which will enable you to edit the club and player data.

The full (registered) version costs £10.00 (including P&P) and can be ordered from

Serious Games

32A Albert Street

Seaham

County Durham

SR7 7LJ

Britain

Payment should be by cheque or (British) postal order, crossed and made payable to Serious Games. Foreign (outside of Britain and Ireland) orders should add £3.00 to cover P&P, and payment must be by EuroCheque or a cheque drawn on a British bank.

SMS is only available on 3.5 inch disks.

Squad screens

There are 2 screens of player data on the various squad screens, one shows those attributes of the players that can vary from match to match. The other screen shows the players' long-term attributes. The screens can be switched between by clicking the right mouse button.

On the first screen the attributes are;
pst - player's natural position
sk - skill
form - current form
fit - current fitness
mtchs - number of matches played
goals - number of goals scored
dspn - disciplinary points
injury - injury

Form varies with the team's results, it usually rises with victories and drops with defeats (this only applies to players in the team). Fitness is unaffected by results, but full fitness can only be achieved by playing matches.

Injuries can occur at any time to any player but are far more   likely to hit members of the first 11. Injuries go from 1 to 5,   this denotes the minimum time for recovery although recovery may   take longer (injuries will not decrease if players are used in   matches). While players are injured their form and fitness will   probably fall.

A player's skill level is his overall skill, the total of his various attributes.

On the second screen the attributes are;
pst - position
sk - skill
pst - player's natural position
cnt - ball control
pas - passing ability
wrk - work rate
spd - speed
sht - long range shooting
hdg - heading
fin - finishing
tkl - tackling
agr - aggression
nat - nationality
age - age

The players' position abbreviations are as follows;
GO - goalkeeper   LD - left defence
CD - center defence   RD - right defence
LM - left midfield   CM - center midfield
RM - right midfield   LA - left attack
CA - center attack   RA - right attack

Cup qualifiers

The first 2 rounds of the FA Cup is for 2nd and 3rd Division clubs and non-league clubs.   The Premier League and 1st Division clubs enter at round 3.

The first round of the League Cup is for all those clubs that   were in the 2nd and 3rd Divisions in the previous season, and those clubs that finished in the bottom 13 (9 after 94-95) of the 1st Division in the previous season.   The Premier League clubs and the remaining 1st Division clubs appear in round 2.

The winners of the League Cup qualify for the UEFA Cup, as do   the 3 (or 4) highest clubs in the Premier League who do not   qualify for the Champions Cup or Cup Winners Cup.   The winners of the UEFA Cup qualify for that cup the following season. (Leeds Utd are included in the UEFA Cup in season 1994-95 because they finished 4th in the Premier League the previous season.)

The winners of the FA Cup qualify for the Cup Winners Cup.   If   the winners of the FA Cup qualify for the Champions Cup or win the Cup Winners Cup the same season they win the FA Cup, then the losing FA Cup finalists qualify for the Cup Winners Cup.   The winners of the Cup Winners Cup qualify for that cup the following season.

The Premier League Champions qualify for the Champions Cup as do   the winners of the Champions Cup.

Promotion and relegation

The issues of promotion and relegation are complicated by the decision to decrease the size of the Premier League from 22 to 20 clubs at the end of season 1994-95.   Divisions 1 and 2 of the Football League will maintain their present totals of 24 clubs while Division 3 will have its size increased to 24 from 22.

End of 1994-95 season.

  Premier League

    4 clubs relegated.

  Division 1

    1 club promoted automatically.

    4 clubs (2nd to 5th) qualify for play-offs.

    4 clubs relegated.

  Division 2

    1 club promoted automatically.

    4 clubs (2nd to 5th) qualify for play-offs.

    5 clubs relegated.

  Division 3

    2 clubs promoted automatically.

    4 clubs (3rd to 6th) qualify for play-offs.

    1 club relegated.

End of 1995-96 season and after.

  Premier League

    3 clubs relegated.

  Division 1

    2 clubs promoted automatically.

    4 clubs (3rd to 6th) qualify for play-offs.

    3 clubs relegated.

  Division 2

    2 club promoted automatically.

    4 clubs (3rd to 6th) qualify for play-offs.

    4 clubs relegated.

  Division 3

    3 clubs promoted automatically.

    4 clubs (4th to 7th) qualify for play-offs.

    1 club relegated.

Seasonal update

At the end of every season the player data is updated, ages are incremented and contracts are decremented.   Players' skills may change in this update, old players (over 31) can only weaken while young players (under 22) are more likely to weaken than improve.   If young players have played 20 or more matches their skills have more chance of strengthening.

Old players or players who are not good enough may retire at the end of a season.   Your players will only retire if their contracts have expired.