

All the modifications that GS Mod has compared to the original game

List updated up to version 7

* In red are the modifications that are new in this latest version

Brazil

- Serie A and B with 20 clubs and in consecutive points (The Danish league divisions were used for this, so there is no longer the Danish league in the game);
- Serie C with 20 clubs and in knockout stage;
- Serie D added, with 36 teams and running points;
- Copa do Brasil with the participation of those classified for Libertadores and taking place between February and September;
- Copa do Nordeste added (not with the real format. The original Copa do Brasil was used for this);
- Supercup of Brazil added (Wales Cup was used for this);
- Modified state so that the calendar is not too full for the teams that play the newly added cups;
- Campeonato Paulista with a format very close to the current one (except for the absence of that group stage);
- Center and North states with more teams (18);
- There are now two transfer windows in Brazil.

Argentina

- New 2nd division, which does not give error, unlike the original. That is, you can load the Argentine league without fear (For this, the 2nd division of Greece was used, so the Greek league now only has one division);
- Copa Argentina created (Ireland's Challenge Cup was used for this).

Mexico

- Mexican league added, replacing the Australian league (several modifications were made to the Australian league to make it look as much like Liga MX as possible. I would say that the only thing missing to stay completely the same was the opening-closing format, which is impossible to place);
- Added 2nd division (Scottish 4th division was used for this)

U.S

- New MLS, containing 26 clubs (the original Brazilian 1st division was used for this, in knockout).

Japan

- J1 League in running points (Ireland's 2nd division was used for this, so the Irish league will only have one division);
- Emperor's Cup and League Cup with modified dates, closer to reality.

China

- Chinese league added, replacing South Korean.

Italy

- Italian Cup with a more current format (For this, the Polish League Cup [Cup extinct] was used);
- There will no longer be the "spareggio" (play-offs that took place at the end of the season if two teams finished tied in the championship).

Germany

- Added German Super Cup (the former Intercontinental Cup was used for this);
- German clubs will no longer have that "limit" on transfer funds (even with more than BRL 1 billion in cash, the board did not release more than BRL 80 million as a transfer fund).

France

- The league had several changes with the purpose of making it more stable (change in the calendar, change in the promotion code of the lower divisions, etc.);
- Updated extra-community limit: 4 extra-community in the 1st and 2nd division and 3 extra-community in the 3rd division;
- [Cotonou Agreement](#) partially applied: players from Africa are not considered extra-community in France (this was done by Saturn, so credits to him).

Spain

- La Liga calendar slightly delayed, to avoid that they still have games to play after the season change date, which is June 19 (when this happens, the league is bugged and no longer occurs);
- King's Cup with all stages in a single game (except the semifinal), as it currently is.

South Africa

- South African League added, replacing Northern Irish League.

South America

- Libertadores going from February to November, as it is currently.
- Copa Sudamericana added (not with the actual format. The original CONCACAF Champions League was used for this);
- Finals of the Copa Libertadores and Copa Sudamericana in a single game;
- Recopa Sul Americana added (the Inter-American Cup [Cup defunct] was used for this);
- CONMEBOL competitions without the away goals rule as a tie-breaker;
- Copa América taking place in even years (2020,2024,2028...);
- Liberator Vacancies:

Brazil	and	Argentina:	5	places
Chile	and	Colombia:	4	places

Remaining CONMEBOL countries: 2 places.

North America

- New CONCACAF Champions League (the Asian Cup Winners' Cup [extinct Cup] was used for this), correctly classifying the teams from the USA and Mexico;
- CONCACAF Gold Cup created (Original Club World Cup was used for this - This was made by Saturn, so credits to him).

Europe

- 30 players can now be entered in UEFA competitions;
- Intertoto had its name changed to UEFA Conference League, which will be the name of the new competition that UEFA will have from 2021/22);
- Euro Cup taking place a week later than originally scheduled, to prevent drafted players from missing clubs in the Champions League finals;
- UEFA competitions (except the Conference League) without the away goals rule as a tie-breaker;

Asia

- Asian Champions League with changed dates and clash formats, to be a little closer to reality;
- Asian Champions League now has the participation of champions and runners-up from the Japanese and Chinese leagues. And there is no longer a problem that, in case of loading these two leagues, only one qualifies for the Champions League. Now both sort without errors.

Africa

- African Champions League created (the Merconorte Cup [Cup defunct] was used for this);
- Africa Cup of Nations occurring in odd years, as it currently is.

World

- Club World Cup with the format practically the same as the current one (2020), except for the absence of the representative of the host country and the draw that takes place in the semifinal, which allows Europeans and South Americans to face each other before the final. (For this, the German League Cup [Cup defunct] was used).

Others

- Values inflated by 1.5 (all financial values in the game will be 1.5x higher);
- **Fixed a major in-game bug** where the Reflexes attribute value is used instead of Creativity for players with AC above 124 and Intrinsic Creativity above 10 (Modified by MadScientist, from the Champman forum, so credits to him);
- Confederations Cup disabled;
- Host countries of competitions in general, modified;
- Australia is in the Asian confederation, just like it is in real life;
- "B" selections disabled;
- Disabled unprotected contracts rule in a more "natural" way. Explaining better: The game has a date for certain changes in the contract rules to take effect, including unprotected contracts. By activating the "Disable Unprotect Contracts" option in CMPatcher, this date is changed to an unattainable date, and thus not only unprotected contracts are disabled, but other rules as well (such as the maximum limit of 5 years per contract). In the mod, only unprotected contracts were disabled;
- The month-to-month contract option is no longer available (do not offer a contract with the minimum available date, as no player will accept it. It is the same modification as in the old Tapanificados updates);
- It is possible to see "your" age in the game;
- You can see the contract status of machine players;
- You can change the contract status of a player you are trying to sign at any time. Explaining better: When we offer a contract to a player, before offering salary and other things, we have to choose his status (Indispensable, Important, Rotation etc.). When choosing you can not change it for some time (about 2 weeks). Now you can change this at any time;
- Excursions (digressions) will now work, both in the updated and original DB. In the updated DB, they didn't work;
- Awards from Brazilian and South American competitions with their values close to reality, but respecting the game system;
- Some graphical modifications made;
- Several modified texts and narrations of the game (only modified. There is no way to include new texts);
- More options for default values when making/receiving a transfer proposal (this was done by Nick+Co, from the Champman forum, so credits to him);
- The work permit for non-EU nationals in British countries will be slightly easier to obtain;
- Call-up in under-20 or under-21 squad will no longer prevent players from changing nationality (This was done by Saturn, so credits to him)
- It is no longer possible to offer trial periods to players without a club: this only served to later facilitate the definitive signing (the player would ask for a much lower salary). Since it was exclusive to the human player (the machine never offers anyone a trial period), it was an unfair advantage;
- Now you can apply for the position of clubs from countries without leagues (This was done by Saturn, so credits to him) Note: this will also allow you to apply for the under-21 teams, but do not apply, as there is no under-21 national team coach in the game. If you apply for one and take over, you won't actually be a coach: you will be the machine that will make the team's substitutions, for example);
- Players will no longer be in low fitness during vacation periods - with this, teams from countries that don't have leagues will no longer be disadvantaged with their vacation period lasting almost a semester (modified by Nick, from the Champman forum, so credits to him);
- The game will load slightly more players from clubs that don't have leagues;
- It will no longer be possible to switch the chosen player when making a proposal for a renewal: it has been discovered that it is possible to switch to a player who is in your team on loan, thus being able to offer a proposal to the player, without him belonging to the club. To no

longer be able to take advantage of this bug, the "little arrow" at the top left of the screen has been removed;

- Years to obtain 2nd nationality (remembering that only players who are not from the European Union can get another nationality in the game):

Spain and Portugal: 3 years (In Spain it can be even less if the player is from Latin America)

UK and Ireland countries: 5 years

China, Finland and Russia: 7 years

All other countries in the world: 6 years.

Rankings for the new championships :

- **Copa Sudamericana:**

Northeast Cup Champion and Copa do Brasil runner-up - The other representatives are determined by the game, without using technical criteria.

- **Northeast Cup:**

All teams that are in the states of Bahia and Pernambuco and the state of the Northeast.

- **CONCACAF Champions League:**

Champion and runner-up of the Mexican Championship, champion of the MLS and the US Open Cup.

- **African Champions League:**

Champion and runner-up of the South African First Division .

Known issues:

- The Asian Champions League will only have Chinese participants if the Chinese league is loaded;
- The CONCACAF Champions League will only have Mexican participants if the Mexican league is loaded;
- The CONCACAF Champions League appears in the list of Asian competitions. It was made about a competition from Asia, and it doesn't work properly if it's not in that "slot";
- When an Argentine team wins the Copa Sudamericana (which guarantees it a place in the following Libertadores), but also wins that place via the Argentine Championship, a place is passed to a team from Brazil, instead of Argentina itself