



Thread: Financial Queries

Thread Tools

19-03-12, 06:27 AM

#1

Cyril Washbrook  
Unattached

Financial Queries

Something I've noticed while managing Aachen is the complete unwillingness of the board to make more funds available for wages and transfers. After seven seasons, I've turned the club into a permanent fixture in the Bundesliga top four, as well as winning the Champions League and then losing in the final the following year. Combined with astute dealing on the transfer market (average profit of £14 million a year), that has led to a bank balance of £205 million.

Thing is... the transfer budget remains stubbornly low at £26 million while the board refuses to sanction wages any higher than £29,000. This, obviously, is preventing the team from progressing as I would have liked: even if there are quality players coming out of contract, their wage demands are way out of the ball-park. Then, whenever I request more funds, I get the absurd response that "there is simply no more money available for transfer funds".

Obviously I could just use an editor to remedy the situation, but is this kind of experience a regular occurrence?

19-03-12, 07:46 AM

#2

Fods  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

All of your current players, offer them new contracts and offer them indispensable to the club and max amount you can offer... get more and more people on higher contracts and it opens up more and more money for you to offer new players.. weird but it works

25-05-12, 12:20 PM

#3

Saints1977  
Unattached

Financial Queries

right im rangers 34.000.000 in debt have 130.000 to spend who do i go after?  
im playing the WWW2 hard tackling tactic pretty succesfully but i havent got the money to resign my players so next season they will all leave, im gonna need some bargains.  
im working the debt off pretty well due to ibrox holding 50.000 so 1-2 years ill be back in the money providing i can keep my job any ideas will be appreciated

25-05-12, 12:22 PM

#4

Fods  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

What database are you playing?

25-05-12, 01:01 PM

#5

**Goofy** ◦  
First Team Player

Join Date: 18-12-11  
Location: On the oche  
Posts: 2,840

With debt more than 15m id expect to see a takeover pretty soon. I tested the latest db starting with minus 30m - got the dept down to just over 10m after a couple of months then had a board takeover in dec/jan

25-05-12, 02:27 PM

#6

Saints1977  
Unattached

Originally Posted by **Fodster** ▶  
*What database are you playing?*

im using the march 2012

25-05-12, 08:06 PM

#7

**Cam F** ◦  
VIP

Join Date: 03-03-12  
Posts: 2,949

I tested loads of times, settled on £35 mill debt. Took until start of season 3 before I was taken over in 1 & mostly 2nd season when I had got debt down to £10-15 mill.



25-05-12, 08:36 PM

#8

**BeezerCeltic1967** ◦  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN A ROW  
Posts: 6,197

this thread title is so very very apt in real life 🤔

sorry, couldn't resist 🤔

25-05-12, 08:45 PM

#9

**ebfatz** ◦  
Social Media Bod  
Former Holy Trinity Member  
Stories Mod

Join Date: 02-03-12  
Posts: 8,522

Wondered how long it would be til you popped in. 🤔  
Saw the title earlier and instantly thought you would comment!

25-05-12, 08:53 PM

#10

**BeezerCeltic1967** ◦  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN A ROW  
Posts: 6,197

Originally Posted by **ebfatz**  
*Wondered how long it would be til you popped in. Saw the title earlier and instantly thought you would comment!*

i held off as long as i could

25-05-12, 09:04 PM #11

**Goofy**  
**First Team Player**

Join Date: 18-12-11  
 Location: On the oche  
 Posts: 2,840



26-05-12, 01:32 AM #12

**Fods**  
**Not Needed at the Club**

Join Date: 16-12-11  
 Location: Australia  
 Posts: 11,493

Originally Posted by **Saints1977**  
*im using the march 2012*

Have a look here: <http://www.champman0102.co.uk/showth...ata-ODB-Update>  
 and  
<http://www.champman0102.co.uk/showth...h-2012-Update>  
 for some suggestions

26-09-12, 08:04 PM #13

**faz44**  
**Backup Player**

Join Date: 09-03-12  
 Location: London  
 Posts: 931

I had a situation where I took over Stoke City 30m in debt and the takeover didn't come until debt reached £440m.

01-10-12, 06:53 AM #14

**Fiestita**  
**Backup Player**

Join Date: 06-03-12  
 Posts: 496

Well those guys shoud have gotten lots and lots of euros.

26-11-12, 12:44 AM #15

**Real Madras**  
**Unattached**

**Financial Queries**

Hi, trying to sign an existing player to a new contract and it cancels it -  
 "Man United's contract offer to Rio Ferdinand has been cancelled as they do not have enough space at the club."  
 I don't have a particularly large squad so it's not lack of places, and he's already at the club so this shouldn't matter anyway. The finances are there and other players are signing contract extensions. Any reason why this may be?  
 Cheers.

26-11-12, 12:55 AM

#16

**Dermotron** ◊  
**Sir Mergements**  
**Director**  
**Manager**  
**VIP**  
**Captain**

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Are you offering him player/coach? Sounds you have too many so sack one or just offer player terms

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**November 2020 Data Update Out Now**

26-11-12, 12:56 AM

#17

**Coys** ◊  
**First Team Player**

Join Date: 03-03-12  
Posts: 3,312

Are you sure you didn't offer him a role as Player / Coach by mistake?

Therefore if you already have the maximum amount of coaches, the board will block the deal.

26-11-12, 12:59 AM

#18

**ozRooster** ◊  
**Squad Rotation Player**

Join Date: 11-03-12  
Location: My beer fridge.  
Posts: 1,813

My expert opinion, It sounds like you've offered him a player coach role and your coaching stocks are already full.

26-11-12, 01:00 AM

#19

Real Madras  
**Unattached**

That's brilliant, I never noticed that. Thanks a lot.

26-11-12, 01:04 AM

#20

**Coys** ◊  
**First Team Player**

Join Date: 03-03-12  
Posts: 3,312

Feck off OZ i said it first, you aren't taking the glory for this one!

26-11-12, 02:21 AM

#21

**ozRooster** ◊  
**Squad Rotation Player**

Join Date: 11-03-12  
Location: My beer fridge.  
Posts: 1,813

I am "The Oracle". All seeing, all knowing....

08-12-12, 05:41 PM

#22

**HagiC** ◊  
**Youth Team Player**

Join Date: 15-04-12  
Posts: 3

### How to play with less money ?

Hi, I don't know where I should post this : I would play to CM with less money, in order to get the game more difficult. Could you explain me please how to decrease the money given by the tv and the championship at the end of each season ?  
Thanks a lot

**Erkifino**  
First Team Player

Join Date: 02-03-12  
Posts: 4,536

Wrong area to post...  
Not the answer you were looking for but <http://www.champman0102.co.uk/downlo...do=file&id=111>  
You can edit your money so you have none/less.

316'sRegen  
Unattached

you need to modify the exe, so you'll have to know about assembly code.

Tapani made changes to this in his patch, but the general population of the forums haven't the first idea where to start with this type of thing.

Thing is, it isn't just an option where you can go and modify a value in atable or something, you would need to find the string of code that refers to this and change it there is the exe.

PerhapsJL would know this, but not seen him around in a while.

**HagiC**  
Youth Team Player

Join Date: 15-04-12  
Posts: 3

Thanks for your answer. Unfortunately I don't know how modify this.

« Gotta Catch 'Em All! | The player that never ages? »

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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Forum » Championship Managers Club » General » Financial Queries

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Thread: Financial Queries

Thread Tools

08-12-12, 06:42 PM

#26

HagiC  
Youth Team Player

Join Date: 15-04-12  
Posts: 3

Thanks, but I would something to change the amounts for everyone.

08-12-12, 10:43 PM

#27

Fods  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Can't u use John lockes flex tool!

Downloads/tools

09-12-12, 01:20 AM

#28

316'sRegen  
Unattached

did not know that, it seems i posted at the same time as Erkifino too.

they got tools for everything

09-12-12, 01:41 AM

#29

Cam F  
VIP

Join Date: 03-03-12  
Posts: 2,949

Really? i don't get this thread, within a few seasons, even with reduced cash the game will be the same.



09-12-12, 09:46 AM

#30

**Pokahontas** ◦  
**Hot Prospect for the Future**

Join Date: 12-03-12  
Location: UK  
Posts: 134

load sweden lower leagues & good luck with a bottom club I say. Preferably in debt, with smallest stadium & no one in the team

09-12-12, 02:15 PM

#31

**Bern** ◦  
**Hot Prospect for the Future**

Join Date: 03-09-12  
Posts: 103

Originally Posted by **Pokahontas** ◦

*load sweden lower leagues & good luck with a bottom club I say. Preferably in debt, with smallest stadium & no one in the team*

Or just start anywhere in Italy, except the major clubs.

In my current save, I just promoted Avellino from C1 to Serie B. I had over 1 million pounds of dept and a stadium under 4,000. All my transfers had to be free.

I doubt I will even be able to get out of dept if I start selling off players, as they have very little value.

09-12-12, 02:18 PM

#32

316'sRegen  
**Unattached**

Originally Posted by **Cam F** ◦

*Really? i don't get this thread, within a few seasons, even with reduced cash the game will be the same.*

was thinking that, unless you reduce the following of all clubs and the stadium capacities (which will probably just be re-instated by the boards) then naturally the bigger clubs become rich.

Best way to play the game is to start at the bottom as Bern was saying, never been a team with no players though 😞

09-12-12, 02:26 PM

#33

**Kingsley** ◦  
**The Mascot**

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

A team with a lot of really bad players can be harder than a team with no players at all. Having to shift players that nobody wants can be quite a challenge

10-12-12, 12:28 AM

#34

**Fiestita** ◦  
**Backup Player**

Join Date: 06-03-12  
Posts: 496

I agree. Best way to make things hard is to manage a team full of shitty players and impose a personal rule of not buying any player. Just use players from youth team. Sometimes it gets real hard if not wibwobbing.

10-12-12, 01:06 AM

#35

**Alan** ◦  
**Backup Player**

Join Date: 20-09-12  
Posts: 649

I think if you have to make such rules to make the game fun then the game isn't worth playing any more. It's like wanking with your best friend's hand.

10-12-12, 02:14 AM

#36

**Fiestita** ◦  
**Backup Player**

Join Date: 06-03-12  
Posts: 496

Trying harder challenges in the same game is not wrong in my opinion. I enjoy this challenges.

10-12-12, 03:03 AM

#37

316'sRegen  
**Unattached**

is the hand still attached or have you cut it off of him first?

10-12-12, 05:02 PM

#38

**Bern** ◦  
**Hot Prospect for the Future**

Join Date: 03-09-12  
Posts: 103

Originally Posted by **Chris\_3\_16** ►  
*never been a team with no players though 😊*

I've seen it in past updates though. Its an interesting challenge.

In the current database there are often teams being promoted into the playable leagues that start with no players.

10-12-12, 05:09 PM

#39

**Bern** ◦  
**Hot Prospect for the Future**

Join Date: 03-09-12  
Posts: 103

Originally Posted by **Fiestita** ►  
*Trying harder challenges in the same game is not wrong in my opinion. I enjoy this challenges.*

I agree with you.

Or else why not start every game as Man U or Barca?

Everybody has their own way of getting enjoyment from the game.

10-12-12, 05:18 PM

#40

**Cam F** ◦  
**VIP**

Join Date: 03-03-12  
Posts: 2,949

I always start as Dumbarton, no cash, rubbish players & a tiny stadium. A good challenge.

Now Gers are in 3rd Div, sniff sniff, I have gone them in my 0102 game when I play that.





10-12-12, 05:31 PM

#41

**Kingsley** ◦  
**The Mascot**

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Originally Posted by **Cam F** »

*I always start as Dumbarton, no cash, rubbish players & a tiny stadium. A good challenge.*

*Now Gers are **fully deserving of being** in 3rd Div, sniff sniff, I have gone them in my 0102 game when I play that.*

Corrected that for you 😊

That does make a very interesting challenge. Try doing something with East Stirling or Elgin City. Totally awful players absolutely no money and having to compete in the same league as The Rangers, so effectively looking for 2nd place at best.

10-12-12, 07:37 PM

#42

**Fiestita** ◦  
**Backup Player**

Join Date: 06-03-12  
Posts: 496

I'm currently playing a game with Burscough with original data from 3.60. The squad had only two young and decent players (for NPD), no cash and a tiny stadium. I also took time to edit most of lower league teams of England, because I found in previous savegames that teams with no stadium got promoted to NPD. Also with no colours. So I've edited most of them, if someone want that kind of database, just ask me.

Resuming, using only players from youth team, I'm already in First Division, won all played leagues, getting promotion in a row, won FA Cup and FA Trophy once, Vans Trophy twice, and currently playing UEFA. This fact proves that playing with a team with no players is easier than playing with a team full of shit.

I'm using non wib/wob tactics.

12-12-12, 03:47 PM

#43

**Pokahontas** ◦  
**Hot Prospect for the Future**

Join Date: 12-03-12  
Location: UK  
Posts: 134

Originally Posted by **Bern** »

*Or else why not start every game as Man U or Barca?*

Guardiola doesn't seem to Agree :dance1:

12-12-12, 03:50 PM

#44

**Pokahontas** ◦  
**Hot Prospect for the Future**

Join Date: 12-03-12  
Location: UK  
Posts: 134

Originally Posted by **The Eejit** »

*same league as The Rangers, so effectively looking for 2nd place at best.*

If someone manages to win portuguese league in the 1st year with SCP in this update they've got my eternal 🤖

I found first 3/4 years Porto always achieve 80+ points

13-12-12, 03:24 PM

#45

**Bern** ◦  
**Hot Prospect for the Future**

Join Date: 03-09-12  
Posts: 103

Originally Posted by **Pokahontas** »

*Guardiola doesn't seem to Agree :dance1:*

LOL.

In my current save, he has managed both QPR and Sunderland.

Actually, I'm sure in each one of my saves he ends up at Sunderland at some point.

16-12-12, 04:01 PM

#46

**Pacino** ◦  
Decent Young Player

Join Date: 02-03-12  
Location: Zagreb, Hrvatska  
Posts: 68

Try with Queens Park from Scotland third division.. national stadium, monthly cost of that ground is enormous and you will very soon come to big debt, one of the biggest challenge for me but manage to make that club won premier division and uefa CL 😊

19-12-12, 08:31 PM

#47

**BlazeRavenwolf** ◦  
First Team Player

Join Date: 02-03-12  
Posts: 2,500

In my current game I am Gateshead from the English Conference, I am now in the 2nd Division after only 2 season, I have only signed players on a free, on loan or via exchange deals.

19-12-12, 08:37 PM

#48

**Bern** ◦  
Hot Prospect for the Future

Join Date: 03-09-12  
Posts: 103

That's a pretty cool accomplishment.

In England though a decent FA Cup run will give your team lots of money, often enough to make the team good for years.

So what do you do when the vultures from the higher divisions come for your good players? Sell them or hold on?

24-12-12, 07:50 PM

#49

**JohnLocke** ◦  
Programmer  
VIP

Join Date: 05-06-12  
Posts: 1,032

An idea.

Edit the exe so that TV & Prize money are severely reduced.

Then edit all the stadia and club attendances so that they all clubs make lots of money from fans but little from TV revenue.

Then try managing a small club. To make it harder, give yourself a big stadium too - but a low average attendance, this will cost you money in ground maintenance thus reducing your spending power further.

27-12-12, 10:26 PM

#50

**Fiestita** ◦  
Backup Player

Join Date: 06-03-12  
Posts: 496

Originally Posted by **Bern** ◦

*That's a pretty cool accomplishment.*

*In England though a decent FA Cup run will give your team lots of money, often enough to make the team good for years.*

*So what do you do when the vultures from the higher divisions come for your good players? Sell them or hold on?*

Depends. If I'm poor and the offer like £3M or £4M he's sold.

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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All times are GMT +1. The time now is 01:24 PM.

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## Thread: Financial Queries

Thread Tools

28-12-12, 11:55 PM

#51

faz44  
Backup Player

Join Date: 09-03-12  
Location: London  
Posts: 931

I did this a while back as a test to see if clubs started to run out of money without their 12m per year. I don't remember it doing much.

29-12-12, 02:15 PM

#52

mcnamee19  
Unattached

It's relatively easy to change prize money and tv rights money using zozoa's 'Money Prize' guide and Olly debugger. I have these threads saved from the old forum, is it possible for me to upload them? I also have the Olly debugger set up exe, I will look into uploading this.

EDIT: Please see this thread for an explanation - <http://www.champman0102.co.uk/showth...2341#post72341>

Last edited by mcnamee19; 29-12-12 at 02:40 PM.

29-12-12, 06:10 PM

#53

mcnamee19  
Unattached

Originally Posted by Chris\_3\_16

did not know that, it seems i posted at the same time as Erkifino too.

they got tools for everything

Seems like I should have read the whole thread before posting the Olly debugger answer 😊

I'll be trying this tool out at some point....

08-01-13, 10:51 AM

#54

mcnamee19  
Unattached

This is a method I found that helps to restrict the amount of money you have to spend, it also forces you to look for cheap players of high quality, in order to sell them on.

Using John Locke's Flex tool as mentioned earlier in the post, enter -629,145 for the English Premier division prize money. The winner of the premier league receives -12M for winning the league. The negative amount decreases as for each lower position in the league. You may also want to enter 12M for the Prem TV rights, and also bump up the initial starting amounts of cash that the Prem clubs have at the beginning of the game, to ensure that some do not fall into bankruptcy. I also increased the champions league group stage prize money, to put a greater emphasis on gaining CL qualification.

Starting as a small championship club like Peterborough, this is the usual sequence of events(If you get promoted):

Receive 12M TV money -> spend it all on good players -> finish in a decent league position, but enter financial difficulties due to the negative prize money -> hopefully do not enter administration before the next round of TV money comes in, if you do, you potentially lose your top players -> when the TV money comes in it leaves you with relatively little money to spend, so in order to get a large amount of money you will need to sell on your cheap buys for a large amount of money.

Alternatively you could not spend the 12M when you get promoted - Save it, finish lower down the league, and slowly build. I also made some other alterations to the game, which I could post if anyone wants to see them.

08-01-13, 01:19 PM

#55

316'sRegen  
Unattached

that negative prize money the higher you finish is interesting.

reminds me of how the NFL teams that are the worst the previous season get the first pick in the draft of talented college players.

21-02-13, 12:59 PM

#56

cassius ◦  
Youth Team Player

Join Date: 27-06-12  
Posts: 31

### High Balance, low transfer funds

Hi guys,

I've seen in lower reputation leagues that clubs dont offer high transfer funds even though your bank balance is \$\$\$\$. I know this can be due to the manager reputation and club reputation but is there any way to change this?

Eg - The Dutch league has a reputation of 12 and the Danish league a reputation of 11. Clubs in NL generally have transfer funds equal to their bank balance, in Denmark they are capped at around £2.5m no matter how big your bank balance...

anyone?  
Cheers

21-02-13, 01:37 PM

#57

Dermotron ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Prize Money has a big bearing on the amount of transfer fund vs. bank balance

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**November 2020 Data Update Out Now**

01-05-13, 12:00 AM

#58

craigibhoy ◦  
Youth Team Player

Join Date: 30-04-13  
Location: House  
Posts: 45

### Teams bankrupt

Hi first of all im new here and sorry if ive posted this in the wrong place, so ive downloaded everything i need and including the game it self, i noticed in the latest update(official) something about teams being saved when bankrupt, does this mean that a club can cease to exist like in real life for example gretna. Because in football manager i don't think that happens, well i could be wrong as ive never done

a season in fm.

Thanks if someone can clarify that and sorry again if posted in wrong section.

01-05-13, 12:20 AM

#59

**Coys** ◦  
**First Team Player**

Join Date: 03-03-12  
Posts: 3,312

Clubs can't go bust. Stadiums will be shrunk though and facilities will worsen as the situation gets worse. A buyer is usually found quite quickly but there are some cases of clubs going 500+ million in debt years into the game

01-05-13, 05:03 PM

#60

**Bern** ◦  
**Hot Prospect for the Future**

Join Date: 03-09-12  
Posts: 103

I once managed a Portuguese team that was over 1 billion pounds in debt.  
I could not reject any transfers, no matter how miniscule (it was a D2 team).  
All the signings had to be on a free.

11-05-13, 03:45 AM

#61

**mm011g3584** ◦  
**Youth Team Player**

Join Date: 08-03-12  
Posts: 2

### Maximum spend limit

Is there any way to increase the amount you can spend in leagues like Germany, Scotland, Portugal etc?  
It seems no matter how much money you have in the bank, 25m (or thereabouts) is the most you can spend.  
England and Spain don't seem to have this problem and can spend as much as they like...  
Any help would be appreciated?

11-05-13, 03:57 AM

#62

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

All depends on Reps of the Chairmen I beleive

11-05-13, 04:52 PM

#63

**Dermotron** ◦  
**Sir Mergements**  
**Director**  
**Manager**  
**VIP**  
**Captain**

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

It's worked out based on wages and expenses Vs. attendances & prize money available. If you had a club with a huge average attendance and really low wage bill you'd pretty much get all of your balance.  
If you arse around in the Editor you can make this happen easily enough (all players 1k per week, club rep 20, max & average attendance ~100k, balance 130m etc.)

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**November 2020 Data Update Out Now**

12-05-13, 02:00 AM

#64

**Sam** ◦

Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

not sure about that Derm. Might it be due to League reputation? I've been at River Plate (rep 18), with over £30m in the bank, average attendance of over 48,000, making loads of money, not spent anything for 2 seasons, and still only a transfer pot of £3.4m. Chairman has 18 for resources as well.

12-05-13, 08:44 AM

#65

**Dermotron** ◦  
**Sir Mergements**  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Indeed, misread was the query asking about whether it could be done in Eng and Spa. Club Comp Rep has a big bearing on the values. Not as much as you'd think mind you.

Argentina appears to be hardcoded. If Im not mistaken even with 250k average attendance not a lot changes there.

Russia seems indifferent to the original post I made since there is only 300k in prize money but they have decent amounts of money available in season 1. That said lots of clubs have piss poor wages for the non stars

Champman0102.co.uk Facebook Page  
13000 followers and rising  
**November 2020 Data Update Out Now**

13-05-13, 05:34 PM

#66

**mm011g3584** ◦  
Youth Team Player

Join Date: 08-03-12  
Posts: 2

I tried all the above suggestions and even gave myself 250m in the editor and max you can spend is still 25m.

I was fc bayern btw.

13-05-13, 09:07 PM

#67

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

That don't seem right to me. I've had more money to spend in Germany with less in the bank with lower reputation clubs.

06-06-13, 05:39 PM

#68

**phil\_jackson** ◦  
Youth Team Player

Join Date: 27-12-12  
Posts: 41

I don't think they can go bankrupt. I've also seen some strange things.

In Portugal, a lower division club hired Rui Costa after he retired as a player, to be a part-time physical trainer, paying him 400.000 € per month 😂 Years later, new investors took over and paid like 200 million € to avoid bankruptcy 😂

Another stuff happened in Italy, at Fiorentina, a few years later. The club had been champion 4 times in a row (I wasn't managing it), and it paid his players very well : their best eleven were earning between 325.000 and 500.000 € a month. But this series of titles was seemingly going to end very soon as the financial situation of the club was becoming very bad. Well, it didn't exactly happen that way, since new investors brought something around 30 million € to avoid bankruptcy and go on spending big bucks. Definitely no financial fair-play there 😂

06-06-13, 05:52 PM

#69

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

I've had teams hundreds of millions in debt. It makes for a fun game. But every team seems to get a buy out eventually. On the new update, for all its strengths, one thing i've noticed is so many teams going bankrupt because of the wages reflecting real life wages of players, without the increased TV or prize money revenues.

**phil\_jackson** ◦  
Youth Team Player

Join Date: 27-12-12  
Posts: 41

Originally Posted by **Sam** ◻

*I've had teams hundreds of millions in debt. It makes for a fun game.*

Doesn't the board get mad at some point about the financial situation ?

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Originally Posted by **Sam** ◻

*On the new update, for all its strengths, one thing i've noticed is so many teams going bankrupt because of the wages reflecting real life wages of players, without the increased TV or prize money revenues.*

Only a certain amount of players have had a wage added and most use the rule of  $£*0.45$  or  $(€*0.85)*0.45$ . If only the yearly salary that's known then it's divide by 52 also.

So £10m p/a now is approx £4.5m p/a in 2001/02. To get the players wages it's  $(10000000/52)*0.45$  which works out at about 85k p/w in the Editor.

Even in the ODB the same clubs end up going bankrupt over and over Real Sociedad, Lecce. Valladolid etc. and nothing much has changed in that regard. We are working on balancing it out a bit but it's hard, most clubs go bankrupt because of signing on fees rather than wages.

Be great to know the ticketing revenues and how to change/effect them. If you look at some clubs in the game, a club is making about £10 a head where another in the same league could be making £40. Of course prize money changes would help too, Russian Premier Division only awards £1m for 1st in game when the big clubs irl are budgeting about twice that p/w with poor enough average attendances

Champman0102.co.uk Facebook Page  
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**November 2020 Data Update Out Now**

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **Dermotron** ◻

*Be great to know the ticketing revenues and how to change/effect them. If you look at some clubs in the game, a club is making about £10 a head where another in the same league could be making £40. Of course prize money changes would help too, Russian Premier Division only awards £1m for 1st in game when the big clubs irl are budgeting about twice that p/w with poor enough average attendances*

I've been thinking of doing this study for a while now. Taking a team from each league in the game and holidaying a season (the 1st season is easiest because you don't get season ticket revenue. This complicates things because although the season ticket revenue is listed at the start of the season, it doesn't say how many season tickets have been sold). Taking the total income from tickets and dividing it by the total attendance for the season's home games. To see the average ticket price set by Eidos for CM01/02. Of course for a truly in depth study, it would have to be done for every team in the game, which would take a long, long time.

It would be interesting to see the results though, and if they were realistic with the match ticket prices at the time.

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995



Could be simple enough to set-up initially. Set 2 clubs to 2 different reps but same size stadium, average attendance, starting budgets, player wages etc and have them play 2 teams (or all) with same rep and note the differences in the weekly intake.

Iirc there are no season tickets sold in season one so hypothetically all in attendance are paying customers.

Doing this in say the conference gonna be vastly different than epl in terms of financial value but the results you'd should be similar ratio's

Champman0102.co.uk Facebook Page  
13000 followers and rising

## November 2020 Data Update Out Now

06-06-13, 07:01 PM

#74

**Sam** ◊  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

that's a good idea. I'm going to look into it.

11-06-13, 01:05 PM

#75

**BobMem** ◊  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

On my Queens Park save I get zero income from ticket sales. I do get some income annually from season tickets but nothing else. Is this a bug or am I not attracting a single additional paying customer throughout the season (to be fair the football isn't exactly entertaining...)?

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vult, rcarp98

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## Thread: Financial Queries

Thread Tools

11-06-13, 02:37 PM

#76

**Sam**  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **BobMem**

*On my Queens Park save I get zero income from ticket sales. I do get some income annually from season tickets but nothing else. Is this a bug or am I not attracting a single additional paying customer throughout the season (to be fair the football isn't exactly entertaining...)?*

I guess it's possible that everyone gets a season ticket and no-one pays through the gate. Hamden park does hold 50,000 and i'd guess you get about 500 or so each week. Is it possible that the money from turnstile sales goes to the Scottish F.A.?

11-06-13, 03:42 PM

#77

**Kingsley**  
The Mascot

Join Date: 05-03-12  
Location: Ribbles Valley  
Posts: 5,734

Originally Posted by **BobMem**

*On my Queens Park save I get zero income from ticket sales. I do get some income annually from season tickets but nothing else. Is this a bug or am I not attracting a single additional paying customer throughout the season (to be fair the football isn't exactly entertaining...)?*

Lets be honest .... the gate receipts for Queen's Park is the least of your financial worries ! It wouldn't make a dent in the stadium maintenance costs

11-06-13, 03:49 PM

#78

**BobMem**  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

Originally Posted by **The Eejit**

*Lets be honest .... the gate receipts for Queen's Park is the least of your financial worries ! It wouldn't make a dent in the stadium maintenance costs*

True, it adds a different aspect to the game though. For example: if a player from your starting XI gets a decent sized bid from a big team, there is literally no point in selling him unless he gets seriously upset. My record sale was something like £80k and it didn't even make me break even on the month!

I love the board confidence messages: "the club's financial situation could be better"  
3 days later: Cash injection (which takes you 'up' to -£100k) 😊

I wonder what the gates will be like in the SPL? After all I am in the football capital of Scotland. Surely the ~1800 I'm seeing in D1 will improve? up from ~500 in D3 mind.

11-06-13, 07:45 PM #79

**Bern** ◦  
Hot Prospect for the Future

Join Date: 03-09-12  
Posts: 103

I just had a weird situation occur in Italy. I took over Andria in Serie B in the year 2060. The team is 30 million pounds in debt and is listed as bankrupt. Yet despite that I still have transfer funds of 400,000 pounds. Its the first time I ever could pay for transfers with a bankrupt team.

I even got a message saying that I must accept any reasonable offer for any player. Plus my stadium capacity was lowered twice.

Usually when I manage bankrupt teams I could only make free transfers.

12-06-13, 04:33 PM #80

**phil\_jackson** ◦  
Youth Team Player

Join Date: 27-12-12  
Posts: 41

Originally Posted by **Bern** »

*I just had a weird situation occur in Italy. I took over Andria in Serie B in the year 2060. The team is 30 million pounds in debt and is listed as bankrupt. Yet despite that I still have transfer funds of 400,000 pounds. Its the first time I ever could pay for transfers with a bankrupt team.*

*I even got a message saying that I must accept any reasonable offer for any player. Plus my stadium capacity was lowered twice.*

*Usually when I manage bankrupt teams I could only make free transfers.*

You're talking about Fidelis Andria, right ? What's the new stadium capacity there after the downgrades ?

12-06-13, 04:50 PM #81

**Bern** ◦  
Hot Prospect for the Future

Join Date: 03-09-12  
Posts: 103

Originally Posted by **phil\_jackson** »

*You're talking about Fidelis Andria, right ? What's the new stadium capacity there after the downgrades ?*

With the updated database (Sep. 2012) they are actually called Andria BAT. [http://en.wikipedia.org/wiki/A.S.\\_Andria\\_BAT](http://en.wikipedia.org/wiki/A.S._Andria_BAT)

But yes, they are what became of Fidelis Andria after they went bankrupt in real life.

In my game my stadium lost 600 seats on two different occasions dropping it down to 5200 capacity.

12-06-13, 09:32 PM #82

**ilovesanmarino** ◦  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

I managed Queens Park a long time ago and also for a very short time recently, I can confirm they do not get gate receipts. I do not know why this is, if it is a "bug" then it is a consistent one. Under the club history it does calculate a gate receipt for the games, you just dont get it. In real life QP are a fully amateur club, the only in the Scottish league, this may have something to do with it. I am pretty sure that even when I reached the SPL, the receipts I got did not equal those quoted, but it was too long ago to remember correctly.

I also once managed Bahia (I think) in Brazil, they did not get any gate receipts until in the top Brazillian league either.

12-06-13, 09:42 PM #83

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **Bern** »

*I just had a weird situation occur in Italy. I took over Andria in Serie B in the year 2060. The team is 30 million pounds in debt and is listed as bankrupt. Yet despite that I still have transfer funds of 400,000 pounds. Its the first time I ever could pay for transfers with a bankrupt team.*

*I even got a message saying that I must accept any reasonable offer for any player. Plus my stadium capacity was lowered twice.*

*Usually when I manage bankrupt teams I could only make free transfers.*

It happens with some clubs. My Everton save is the same

12-06-13, 09:53 PM

#84

**Bern** ◦  
Hot Prospect for the Future

Join Date: 03-09-12  
Posts: 103

There must be a sweet spot where a team can still spend money even though they are massively in debt.

12-06-13, 09:56 PM

#85

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **Bern** »

*There must be a sweet spot where a team can still spend money even though they are massively in debt.*

i'm saying "bugger it" and spending. Some young cheap players I can get for less than 400k that end up top players. If I have to sell them on at least i'll make a profit.

12-06-13, 09:59 PM

#86

**Bern** ◦  
Hot Prospect for the Future

Join Date: 03-09-12  
Posts: 103

Originally Posted by **Sam** »

*i'm saying "bugger it" and spending. Some young cheap players I can get for less than 400k that end up top players. If I have to sell them on at least i'll make a profit.*

Yes! I spent the money too. But I had to. There were a lot of rubbish players when I took the team over.

Plus I needed to replace a couple of good players that kept getting poached and I couldn't reject the transfer.

12-06-13, 09:59 PM

#87

**ilovesanmarino** ◦  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

Probably a combination of stats for the owner, cant say I have ever managed to be able to spend when bankrupt, but I do anything to avoid getting bankrupt, the shrinking stadium thing DOES MY HEAD IN!

12-06-13, 10:00 PM

#88

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

what's doing my head in with Everton is that i'm in the top half of the Premier League, in the League Cup Final, and yet no buyer, yet Bradford and Derby who are both in the shit as regards their league position have had buy outs!!

12-06-13, 10:06 PM

#89

**ilovesanmarino** ◦

I am sure that either a patch for CM01/02 or one of the versions between CM3 and CM01/02 boasted of "more realistic club rescue" and that "higher profile clubs would be bailed out sooner than lower profile ones" or something like that. I certainly know that this seemed to mean that tiny clubs just languish for years, maybe the game is a Liverpool fan and says Everton are a semi-pro conference side?

12-06-13, 10:39 PM

#90

**Sam** ◊  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

just gone £33m in debt, and now been given an extra £25k to spend. Now have a transfer budget of £425k

13-06-13, 04:30 PM

#91

**BobMem** ◊  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

Originally Posted by **ilovesanmarino** ◊

*I am sure that either a patch for CM01/02 or one of the versions between CM3 and CM01/02 boasted of "more realistic club rescue" and that "higher profile clubs would be bailed out sooner than lower profile ones" or something like that. I certainly know that this seemed to mean that tiny clubs just languish for years, maybe the game is a Liverpool fan and says Everton are a semi-pro conference side?*

IIRC correctly the Collyers (sp?) were actually Everton fans!

13-06-13, 04:36 PM

#92

**AMC** ◊  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

Was gonna say that!

13-06-13, 07:08 PM

#93

**Sam** ◊  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

### Ticket Prices and Gate Receipts

So i've spent the last few days looking into ticket prices and gate receipts in the game, based on reading a post in another thread where the poster said he wasn't receiving any revenue from his home games. The following is my research and what I found out.

Firstly, I set some parameters and for want of a better word, rules. They are the following...

1. Pick 1 team from each division (in England, Premier League to Conference)
2. Each team will play in a 50,000 all seat stadium
3. Each team will have 40,000 min, max and average attendance
4. Each team faced will have a reputation of 10 (5000 in CM Explorer)

I played 20 home games with each team. All of those games were the opening fixture of the first season, because it was easier to calculate due to there being no season ticket sales in year 1. I also had to take into account there would be no "child", "adult" or "concessions" tickets, and each ticket would be of the same value otherwise the research would not have been possible.

The 5 teams I chose were Manchester United, Brighton, Tranmere, Rochdale and Doncaster.

Here are the findings.  
(REPUTATION/ATTENDANCE/GATE RECEIPTS/TICKET PRICE)

**Spoiler!**

Manchester United:  
20: 49,247 / £325,424 / £6.61  
19: 48,787 / £306,538 / £6.28  
18: 48,294 / £287,401 / £5.95  
17: 47,125 / £264,145 / £5.61  
16: 46,718 / £246,530 / £5.28  
15: 46,298 / £229,107 / £4.95  
14: 45,845 / £211,615 / £4.62  
13: 45,425 / £194,951 / £4.29  
12: 45,017 / £178,244 / £3.96

11: 44,581 / £161,886 / £3.63  
10: 43,341 / £141,961 / £3.28  
9: 43,365 / £142,681 / £3.29  
8: 43,328 / £128,901 / £2.98  
7: 42,931 / £113,425 / £2.64  
6: 42,485 / £98,249 / £2.31  
5: 42,077 / £83,459 / £1.98  
4: 41,643 / £68,688 / £1.65  
3: 41,215 / £54,347 / £1.32  
2: 40,841 / £40,410 / 99p  
1: 40,572 / £26,820 / 66p

#### Brighton

20: 41,930 / £309,696 / £7.39  
19: 41,917 / £309,798 / £7.39  
18: 41,813 / £294,295 / £7.04  
17: 41,568 / £277,909 / £6.68  
16: 41,470 / £262,561 / £6.33  
15: 41,405 / £247,697 / £5.98  
14: 41,267 / £232,410 / £5.63  
13: 41,218 / £217,690 / £5.28  
12: 40,857 / £201,070 / £4.92  
11: 40,795 / £186,414 / £4.57  
10: 40,733 / £171,875 / £4.22  
9: 40,636 / £170,687 / £4.20  
8: 40,552 / £156,008 / £3.85  
7: 40,515 / £141,590 / £3.49  
6: 40,429 / £127,115 / £3.14  
5: 40,374 / £112,815 / £2.79  
4: 40,263 / £98,194 / £2.44  
3: 40,194 / £83,888 / £2.09  
2: 40,134 / £69,593 / £1.73  
1: 40,042 / £55,363 / £1.38

#### Tranmere

20: 42,019 / £297,601 / £7.08  
19: 41,935 / £283,428 / £6.76  
18: 41,824 / £269,075 / £6.43  
17: 41,570 / £254,030 / £6.11  
16: 41,474 / £239,921 / £5.78  
15: 41,369 / £226,053 / £5.46  
14: 41,283 / £212,134 / £5.14  
13: 41,217 / £198,747 / £4.82  
12: 40,897 / £183,753 / £4.49  
11: 40,782 / £170,008 / £4.17  
10: 40,738 / £156,714 / £3.85  
9: 40,675 / £156,749 / £3.85  
8: 40,592 / £143,340 / £3.53  
7: 40,518 / £130,046 / £3.21  
6: 40,437 / £116,585 / £2.88  
5: 40,373 / £103,399 / £2.56  
4: 40,291 / £90,221 / £2.24  
3: 40,197 / £76,979 / £1.91  
2: 40,113 / £63,845 / £1.59  
1: 40,048 / £50,823 / £1.27

#### Rochdale

20: 15,304 / £88,528 / £5.78  
19: 15,301 / £88,697 / £5.79  
18: 15,211 / £82,930 / £5.45  
17: 14,852 / £74,936 / £5.04  
16: 14,732 / £69,038 / £4.69  
15: 14,590 / £63,172 / £4.33  
14: 14,460 / £57,310 / £3.96  
13: 14,362 / £52,028 / £3.62  
12: 13,924 / £44,419 / £3.19  
11: 13,825 / £39,243 / £2.84  
10: 13,746 / £34,302 / £2.49  
9: 13,647 / £34,053 / £2.49  
8: 13,552 / £29,015 / £2.14  
7: 13,463 / £24,143 / £1.79  
6: 13,348 / £19,114 / £1.43  
5: 13,260 / £14,159 / £1.07  
4: 13,148 / £9,376 / 71p  
3: 13,058 / £4,662 / 36p  
2: 12,977 / £9 / Basically Free  
1: 12,852 / £0 / FREE

#### Doncaster

20: 12,981 / £70,969 / £5.47  
19: 12,956 / £66,565 / £5.14  
18: 12,870 / £61,944 / £4.81  
17: 12,774 / £57,043 / £4.47  
16: 12,724 / £55,572 / £4.37  
15: 12,693 / £48,223 / £3.80  
14: 12,630 / £43,771 / £3.46  
13: 12,600 / £39,526 / £3.14  
12: 12,435 / £34,489 / £2.77  
11: 12,398 / £30,380 / £2.45  
10: 12,349 / £26,142 / £2.11  
9: 12,303 / £26,419 / £2.15

8: 12,292 / £22,415 / £1.82  
7: 12,243 / £18,310 / £1.50  
6: 12,211 / £14,143 / £1.16  
5: 12,144 / £9,880 / 81p  
4: 12,135 / £5,856 / 48p  
3: 12,095 / £1,839 / 15p  
2: 12,034 / £0 / FREE  
1: 12,000 / £0 / FREE

So now here are some observations from the research...

Firstly, for every reputation point that each team dropped, the price per ticket went down by between 30 and 35p. This was the biggest difference maker in overall gate revenue, rather than attendance drop. The attendances themselves didn't drop all that much, with the most drastic being in the Premier League.

Probably the most surprising finding was that the game made matches in Division 1 and 2 more expensive than in the Premier League.

When you get into Division 3 and the Conference, no matter what your average attendance is set at in the pre game editor, the actual attendances seem to be much lower.

As you can see in the research, there are 2 main anomalies. The first one is that from reputation 20 to 19, 2 of the clubs' ticket prices didn't drop, and the other, which was the same for all clubs, is that from reputation 10 to 9, ticket prices stayed about the same, and in some cases even increased. This leads me to believe that your club would be better off financially having an in-game reputation of 9 rather than 10.

Lastly (although i've probably missed loads of stuff out), as for the ticket prices themselves, the developers of the game seriously undervalued them. I can't remember off the top of my head how much it was to go and watch Manchester United in 2001/02, but i'm sure it was more expensive than £6.61 per person.

I'm thinking of extending this research into the other leagues in the game, although it is time consuming and f\*\*\*\*\*g repetitive. I hope this research is an interesting read for you.

13-06-13, 07:56 PM

#94

**Louis** ◦  
Decent Young Player

Join Date: 11-06-13  
Location: Mansfield, UK  
Posts: 51

12,034 people go to watch Rochdale and total revenue is £9. That's a rough average of 0.075p a ticket.

I'd like to see people attempt to pay not even a tenth of a penny at the gates.

Great read by the way. I have a thing for statistics, it will be interesting to see if other leagues work on a similar system or if they are completely different.

13-06-13, 08:11 PM

#95

**ilovesanmarino** ◦  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

Brilliant research. Well done for taking the time to do this.

e the reputation of the leagues as this must be what is influencing the attendance.

you fixed each team at 40k

In the premier league (20) the actual attendance varied from 100% of this to 125%

In the championship (12) League 1 (9) it was roughly 100% to 105%

For league 2 (6) 32% to 39%

for conference 30% to 32%

In Scotland the premier league is reputation 8 and div3 just 2!

13-06-13, 08:15 PM

#96

**JohnLocke** ◦  
Programmer  
VIP

Join Date: 05-06-12  
Posts: 1,032

I seem to recall calculating ticket prices of (I think) the Club World Championship final - it worked out to be exactly £25 per person (assuming I got 50% of the cash).

13-06-13, 08:16 PM

#97

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Scotland is the league I was thinking about doing next. If not i'll get round to it for sure. As I said it's easy enough to do, just repetitive because you have to load game, play match, do the sums, retire, quit game, edit the save, load back up, repeat.

13-06-13, 08:18 PM

#98

**Sam** ◊  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

I'm wondering now if having a country as "Developed" or "Developing" makes a difference to how much clubs charge per ticket.

13-06-13, 08:26 PM

#99

**JohnLocke** ◊  
Programmer  
VIP

Join Date: 05-06-12  
Posts: 1,032

Even though the game doesn't give any season ticket money the game must have got some notion of season ticket holders, i.e. you aren't getting money from everyone in attendance - otherwise ticket income per match would drop off in season 2 and beyond and I haven't noticed that to be the case.

That would also explain why £0 was received lower down, especially with a low rep, as if nobody went - unless they had already got a season ticket (albeit one you didn't get any money for).

13-06-13, 08:34 PM

#100

**Sam** ◊  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

so then using the Rochdale example, all 12,852 people were home fans and all had a season ticket? That doesn't quite work either. And if season ticket were taken into account during the 1st season, then the average ticket price would be even lower.

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Thread: Financial Queries

Thread Tools

13-06-13, 08:44 PM

#101

**JohnLocke**  
Programmer  
VIP

Join Date: 05-06-12  
Posts: 1,032

But season ticket prices won't have any bearing on how much you receive on match day - that money is already in the bank. So, for example, the £325,424 Man Utd received in the first example wouldn't be £6.61 per person as an unknown number of the 49,247 in attendance will have held season tickets and therefore not have paid anything to get in.

13-06-13, 08:46 PM

#102

**ilovesanmarino**  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

I have always wondered if there are season ticket holders at all. Having taken some sides to the top leagues abroad with tiny stadiums, I figured there wouldnt be any room left for anyone to buy a ticket on the gate but both went up, making we wonder if season tickets is just "free money"

13-06-13, 09:13 PM

#103

**ilovesanmarino**  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

ah well in that case it will explain why Everton get to move to Kings Dock!

13-06-13, 09:16 PM

#104

**AMC**  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

That's because at the time that was set to happen.

I think one of the later official patches removed the stadium move but I could be wrong.

13-06-13, 10:00 PM

#105

**Dermotron** ◦  
**Sir Mergements**  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Excellent job Sam 🙌

No doubt the point JL has some bearing but fascinating nonetheless

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**November 2020 Data Update Out Now**

14-06-13, 12:01 AM

#106

316'sRegen  
Unattached

It does seem like there are season ticket monies that come in at the appropriate time in the close season.

I tend to be waiting at this time and keep hitting player and staff search to check the top right (Available Transfer Funds)

14-06-13, 08:58 AM

#107

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Interesting research there. If you were to subtract the number of season tickets sold from the attendance figures and used that as the number of people paying at the gate, do the figures look any more sensible? I think that some sort of calculation must be made as the highest gate receipts are always for cup games, where season ticket holders would have to pay to get in.

14-06-13, 10:46 AM

#108

316'sRegen  
Unattached

Are there season ticket holders anywhere in the financial data for the club?

I think that's the problem, Eejit. does it tell us the amount of season tickets sold somewhere in game or is it all guesswork?

I suppose there is some reality to it as well though, I mean there's box seats as well that get sold on a seasonal basis and they don't pay on the day and could account for up to as many as a few thousand people (if every box was packed out). A certain amount of free/promotional tickets would be handed out and won in prizes as well probably and any scouts could probably easily get in free to any game they want.

I'd say it's some kind of formula using the clubs following (min/max whatever it is) and reputation and recent results **of you and your opponent** that give you the attendance, while the actual money brought in will be obviously dependent on those previous numbers but will probably include your grounds state of repair (sneakers in perhaps 🏠) and possibly your chairman's stats (there's a stat for attracting money i think or something like that)

14-06-13, 10:53 AM

#109

**Dermotron** ◦  
**Sir Mergements**  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

The best way to trying quantify the season ticket sales is the 1st game of season 2 since you'd have some sales data. But that's could take 6 months to do!

Champman0102.co.uk Facebook Page  
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14-06-13, 12:10 PM

#110

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

The number of season tickets is a bit of guesswork. With East Stirling on my current save, the revenue was quite a small £11,704, so I made an assumption that all were the same price and that there was a round number of pounds each. Not much divides into 11,702, so it wasn't hard to work out 72 tickets sold at £157 each. (which sounds not unreasonable). It might be a bit harder to calculate for Barcelona though. I might go back and look at the gate receipts after the first game and take away the season tickets from the attendance to see what every one paid for that game.

14-06-13, 07:54 PM

#111

**ilovesanmarino** ◦  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

I'm going to stick to my guns on this, I do not believe season ticket holders actually exist. I believe it simply gives you free money based on reputation/attendance and none of them ever visit a game. The reason for this is tht in none of the editors I use is there a field for "season ticket holders" it gives the max, min and average attendance, plus reputation etc but there is no field for this. Plus, as I have said, surely when getting a club with a stadium of 5000 to the top league and filling it each game, they would all be season ticket holders, leaving little or no room for gate receipts. I imagine uses a formula similar to those in use for gate receipts but gives you this in one go at the start of the season.

14-06-13, 08:18 PM

#112

**BobMem** ◦  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

That's some great research, well played!

Queen's Park update: Now earning gate receipts in the SPL. Seems to come and go though. £270k for the year to early Feb, with an average attendance in the league of 6058 (still 46000 empty seats though 😊)

14-06-13, 10:57 PM

#113

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **BobMem**

*That's some great research, well played!*

*Queen's Park update: Now earning gate receipts in the SPL. Seems to come and go though. £270k for the year to early Feb, with an average attendance in the league of 6058 (still 46000 empty seats though 😊)*

Thanks Bob. It was your post about not getting any gate receipts with Queens Park that inspired me to do this so thank you.

15-06-13, 10:13 AM

#114

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

I may have miscalculated the figures when I first looked at East Stirling, but in my defense, it did make a better story selling just 72 season tickets !

Anyway, replaying and going into the first game of the season, I had £10,920 in season ticket sales. For that game, we had a crowd of 665 and made £3,177 in gate receipts.

I made an assumption at this point that the gate price would be a round number of pounds, and 3,177 is exactly dividable by 9 so £9 per ticket sounds about right. That being the case  $3,177 / 9 = 353$  paying at the gate.

That would leave  $665 - 353 = 312$  getting in for free, presumably the season ticket holders.

$£10,920 / 312 = £35$ .

Coincidence that the sums add up exactly ? £35 for a season ticket doesn't sound much but not everything in the game is realistic. I may try this with another small club in another country to see if I can get the numbers to add up.

15-06-13, 10:28 AM

#115

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Further, looking at the figures from my original post (different save game) the £11,704 season ticket revenue could well have been 314 season tickets sold at £36 each. Figures very close to those above. Unfortunately I have no way of going back to find out the gate receipts from that first home league game.

15-06-13, 10:51 AM

#116

**JohnLocke** ◊  
Programmer  
VIP

Join Date: 05-06-12  
Posts: 1,032

I ran a quick test with Celtic a few days ago, here are the incomes and attendances of the 1st game of the season:

£343,801 - 54,677  
£319,636 - 54,688  
£333,377 - 54,718  
£352,768 - 54,712

Save game was reloaded each time. Income seems to be somewhat random - between the 1st and 2nd for example the difference in attendance is only 11 people but income is £24,000 different.

15-06-13, 01:25 PM

#117

316'sRegen  
Unattached

away fans are probably charged more as well 🤔

if your next opponent has won 3 on the bounce they bring a better following

17-06-13, 09:38 AM

#118

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

I've been doing a bit more experimenting.

Firstly with East Stirling, where after 5 home league games, the formula is absolutely solid. Based on a season ticket price of £35 and a gate price of £9, everything adds up perfectly.

I tried the same with Carmarthen in Wales and Braintree in Wales and although the numbers were slightly different, the formula still worked and I could calculate the season ticket and gate price for both clubs.

Then it got a bit more tricky when I went overseas. The numbers were close, but just didn't quite work. It was when the season ticket revenue at one club became 1 prime number, I knew something wasn't right. That was when I decided it must be a currency calculation, and sure enough, when I tried a Norwegian team and a Croatian team in local currency, the sums added up.

All well and good, but there were still some teams where I couldn't make the calculation. What I have noticed is that when a stadium is only partly seated, and the attendance is more than the number of seats, then the numbers don't add up. Presumably there are different season ticket and gate prices for the seated and unseated areas of the ground, and that is something that would be impossible to calculate. I do however stand by the claim that the formula of **gate receipts / (attendance - season tickets) = gate price**

17-06-13, 10:42 AM

#119

**BobMem** ◊  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

Great work. I felt sure that would be the formula for calculating as it would explain the zero gate receipts I was experiencing at lowly Queen's Park. Basically the attendance never exceeded the season ticket sales!

17-06-13, 10:45 AM

#120

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley



Team is so bad, even the season ticket holders don't turn up !

17-06-13, 11:34 AM

#121

**BobMem** ◦  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

Do you think playing a sweeper, 4 at the back and 4 DMs is not an exciting enough tactic?!

Must try something more adventurous, like playing someone in the opponent's half...

17-06-13, 11:41 AM

#122

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Behave. Craig Levine patented that tactic while Scotland Boss

26-06-13, 10:31 PM

#123

**ilovesanmarino** ◦  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

ok so I got San Marino Calcio to Serie A, they have a 7000 seater stadium and max out the capacity in Serie B, I also got Real Madrid C to La Liga, they have a 2000 capacity stadium, which they max out in D2B, and I can safely say that I was talking a load of crap, the gate receipts did go down. It's harder to tell because I suppose while there are fewer people buying on the door, they pay more for the ticket and it balances out. Also I did generally did better in cup competitions as I went up the league and so got a boost there. I presume there is a cap to the percentage of seats reserved for season tickets though because the gate receipts dont reach zero.

29-07-13, 07:50 AM

#124

**the Devil's Advocate** ◦  
Youth Team Player

Join Date: 15-06-13  
Posts: 37

### How to run a (financially) tight ship in CM?

Hi all,

I'm playing the CM with the .65 update (with the original database). In the second season, I took over at Vitesse (Dutch Premier Division) who were 17th with 1 win and 7 losses from 8 games. I came in was amazed by the 23,5 million euros debt. A closer look at the finances showed me that while the club had been splashing out at signing on fees (a whopping 5,5 million during the first season), the biggest problem was the wage bill which ran at 1,7 million a month. I calculated the break-even point by calculating the operational result of the first season (so transfer income/spending, signing on fees etc. were not included) and concluded that I had to trim the wage bill by roughly 14,5 million euros! That's about 500k euros a month... There were guys on the payroll for 130k a month, which was obviously insane.

My main question is: Is there any way to do calculate your break-even point in the first season? If you start a new game with Vitesse, they also have a wage bill of 1,7 million a month. How do you know of this is a realistic amount? Sure, after a few months you will notice that you are making huge losses, but in some leagues you get a lot of prize and TV money at the end of the season/start of next season which can make up for those losses... How do you know?

My second question: Is there any way to force (expensive) players out. I'm at the end of the second season now (finished 10th while selling players like crazy) and doing quite good financially (the wage bill is down to 800k euros a month), but there are two very expensive players who I need out (Stefan Nanu, a 34-year-old with a contract worth 85k euros a month which runs for another 4 (!!!) years, and Bob Peeters who is on a whopping 130k euros a month). I have let them rot in the reserves all season, set their asking price to 0 and occasionally took them off the transfer list only to put them right back on again to try to spark new interest (which works quite well in most cases). However, there is NO interest whatsoever. Should I fine them for no reason (not really my style)? Should I give them a few games to generate interest?

I need them gone! To give you an idea: I always work with a squad of 24 players. If I divide my budget (500k euros a month) evenly among the 24, they are allowed to earn a little over 20k euros a month each (so 130k euros a month is not acceptable!).

My third question: a few months after I took over, the club was sold to a new board of directors, the debts were cleared. Naturally, I still wanted to tighten the ship financially, but I wondered how much harm there was in running clubs into the ground financially? They will be rescued anyway after some time, right? So while I'm stuck with bargains, the competition buys the good players (for good money and insane salaries) which makes it impossible for me to compete. And after they go bust, someone clears their debt and they remain ahead of me...?

My last question (just out of curiosity): who do you guys handle finances? Do you guys calculate break-even points as well or am I really the nerd my wife says I am? 🤔

Thanks!

29-07-13, 08:02 AM

#125

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

I'm guessing you're an accountant in real life 😊

If I want to ship players on I give them a few games and have their value at £0. £0 usually generates interest and when a club bids £0 I counter back with a price (but more usually with exchange for their highest value players willing to move to me) then the club counters back with a decent fee (sometimes 2-3 times more than my player is worth!) and he's then sold

I ALWAYS get 25% sell on rule whenever I sell players as well which guarantees some future income

I don't really fine players to force them out as may upset rest of squad

If you wanna keep cost low use the loan market and scout for good youngsters

Although likely to be rescued, if you're not rescued the club can be in a situation where its forced to accept ANY reasonable offer for ANY player - thus potentially losing players you don't want to sell

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◀ Gotta Catch 'Em All! | The player that never ages? ▶

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vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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## Thread: Financial Queries

Thread Tools

29-07-13, 12:59 PM

#126

**Cam F** ◊  
VIP

Join Date: 03-03-12  
Posts: 2,949

Me too, set value to nil for players you want out. Then once you get a couple of bids maybe start asking for cash when further bids come in.



13-08-13, 07:42 PM

#127

**edu\_filipe** ◊  
Youth Team Player

Join Date: 13-08-13  
Posts: 6

### German League financial Issue

Hello my Championship Manager friends 🙏  
I have an issue, and I want to know If anyone can help me.  
I play Championship Manager 01/02 with the latest update, and i've started with Bayern and another friend of mine with Dortmund. The problem is that, we can sell all the squad , make like 100M€ in sells , and the transfer fund of these teams is always 34M€/36M€. We've tested, selling Bayern, Lewandowski, Goetze, Reus, for over 100M€ and still the transfer fund of Dortmund was 36M€ eventhough I had 106M€ in the cash of he club. Seems that he transfer funds just don't go up in these clubs.  
Can you help me? Is there a solution?

14-08-13, 10:16 AM

#128

**ilovesanmarino** ◊  
Squad Rotation Player

Join Date: 28-02-13  
Location: UK  
Posts: 1,146

The amount you are offered to spend depends on your reputation, time at club, club income (not cash reserves) and boards own financial judgement

14-08-13, 01:51 PM

#129

**merkezekrem** ◊  
Squad Rotation Player

Join Date: 02-03-12  
Location: Istanbul  
Posts: 1,844

Keep in mind that you can spend that 36M again. It is not the total but more like a limit for a player

14-08-13, 03:14 PM

#130

**wato20** ◊  
First Team Player

Join Date: 02-03-12  
Posts: 3,152

Yes.

If u then spent £30 million on one player, the funds available to spend wudnt go down by £30 million.

28-08-13, 01:30 PM

#131

**MVP** ◊  
Youth Team Player

Join Date: 21-07-13  
Location: England  
Posts: 23

Calculating break even points, oh my! I've never done that lol But it would be great to do in lower leagues as you tend to run a tight ship.

As far as generating interest, everything you've done so far looks good except I would give them a few games. I'm hoping that their is some talent behind their expense (!) So I wouldn't stick them in the reserves. Keep them as squad players. Also you can try off loading them through player exchange, offering the unwanted player + cash for someone you're after, even if it's at a loss, as it should pay for itself in the long run.

28-08-13, 01:57 PM

#132

316'sRegen  
Unattached

🤔 break even points? wowee!

Never had any trouble in that area of the game to be honest, although I wouldn't generally take over a club with massive wages in the first place.

I am quite scotch-jewish when it comes to the finances though, for example if a player asks for too much wages he doesn't get signed. Not too much as in the club can't afford it, too much as in I decide how much wages they are worth. We normally meet in the middle in most cases. Also most signings I will pick up for free and sell on for tens of millions, that always helps 😊

If you are determined to calculate seasons wages at the outset, you can go to game settings and change the way players wages are displayed to monthly or annual amounts.

04-09-13, 02:27 AM

#133

**BlackyM** ◊  
Hot Prospect for the Future

Join Date: 22-04-12  
Posts: 180

I for example always have tight control over my finances. I find this part of CM very unrealistic, boards always bringing you out of trouble when you go into red.

So, my moto is, never get into red in a first place. If I go into red, I already have a plan how to get out of it. By selling players or winning prizes.

I try for me to be as much harder as I can, and as more realistic as I can.

So for example, in Premier League, if my team has a stadium out of 20 000 seats, I will extremely rarely sign a player with a salary over 900 000 pounds per years, most probably I will sign those who want 500-600k which is minimum they want. Also, I will first try to sign them with as lowest signing fee as possible.

Once player really wants new contract, I sell him as I cannot pay 10+ players with 2-3mil per players, and buy another one that I can actually pay. Once I accumulate enough money to sustain for longer time, I build up my stadium if I can, if not, then I raise my salaries bar by a bit.

Here and there I have higher paying player, but only if he really deserves it.



Example, I won Premier league with team salaries total 17 million, while other teams had much higher. Due to fact that I already had a lot of money, I raised it to 30 million in next 3 seasons, won CL 3 times in a row.

In network game that I played with 4 of my friends in Spanish League, I had lowest salaries as Zaragoza, 40 mil, while highest salaries had another friend with 70 mil as Deportivo. Here I really had to have somewhat higher salaries than in single player mode, as they are really good

I was 4x 2nd, 1x 3rd, 1x 1st, won Champions League and Uefa Cup, and cup several times in 7 seasons. Had highest amount of trophies than any of them.

Considering my team, these salaries are actually small

Sommer  
Banana, Badstuber, Pique, Chielini  
O. Torres, Battaglia  
Hazard, Muller, Torje  
Aguero

subs  
Steele  
Salvador Agra  
Yanga-Mbiwa  
Smirnov  
Herrera  
M'Vila  
Falcao  
G. Cahill  
Leandro Damiao

plus my B team...was Champion of Spanish Segunda and always near top of it...so at least 20+ players more than I mentioned.

All that in 40 mil 😊

However there is one more info

I bought total 110 players in worth of 409k million  
I sold total of 97 players in worth of 407k million

so my success wasn't really on earning on those transfers, but on carefully planned finances and transfer policy.  
Ironically highest fee paid was for Mesut Ozil, 23 mil, he played only 8 games, and was then sold to Barcelona for 16.5 mil...in the same season

*Last edited by BlackyM; 04-09-13 at 02:46 AM.*

04-09-13, 06:25 AM

#134

Fods

Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

four hundred and 9 thousand million?

04-09-13, 09:31 AM

#135

316'sRegen

Unattached

409,000,000,000

thousand million's a billion innit?

04-09-13, 12:16 PM

#136

Fods

Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Don't know. He'd of said billion tho Shirley

04-09-13, 12:36 PM

#137

316'sRegen

Unattached

04-09-13, 03:59 PM

#138

**BlackyM** ◦  
**Hot Prospect for the Future**

Join Date: 22-04-12  
Posts: 180

Originally Posted by **Fodster** ◻  
*four hundred and 9 thousand million?*

409 000 000 pounds

that "k" is m8splaced

04-09-13, 04:05 PM

#139

316'sRegen  
**Unattached**

Originally Posted by **BlackyM** ◻  
*409 000 000 pounds*  
*that "k" is m8splaced*



04-09-13, 11:21 PM

#140

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Originally Posted by **BlackyM** ◻  
*409 000 000 pounds*  
*that "k" is **m8splaced***

m8splaced?

05-09-13, 01:35 AM

#141

**BlackyM** ◦  
**Hot Prospect for the Future**

Join Date: 22-04-12  
Posts: 180

Originally Posted by **Fodster** ◻

m&splaced?

you have a problem with that? 😊

05-09-13, 01:36 AM

#142

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Well it reads

Matesplaced..... not really a word.... 🤖

05-09-13, 09:40 AM

#143

**JLa** ◦  
**Backup Player**

Join Date: 02-04-12  
Posts: 865

How to run a (financially) tight ship in CM?

- don't play as Newcastle. Everything seems alright at first, but then they start asking for higher wages. All of them. And they won't settle for less than 60 000 £ a week. So basically, you have the choice between a squad full of unhappy players or a bankrupt club. I play hardball and chose the former. "- You have signed a five year contract, now shut up and deal with it". Luckily morale doesn't really affect performance in this game..

05-09-13, 11:12 AM

#144

**ebfatz** ◦  
**Social Media Bod**  
**Former Holy Trinity Member**  
**Stories Mod**

Join Date: 02-03-12  
Posts: 8,522

I found that.

Like a month into the season the first one starts. You give it to him and then everyone else wants a new improved wage as well.

If you don't give the first one his new contract they just start moaning and it ripples through the whole squad.

06-09-13, 06:53 AM

#145

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

That's the French for you 🤖

27-09-13, 01:42 PM

#146

**mike66howie** ◦  
**Youth Team Player**

Join Date: 06-04-12  
Posts: 20

### Prize Money

Can you increase the competition money

27-09-13, 01:59 PM

#147

**milo** ◦  
**Director**

Join Date: 02-03-12  
Posts: 3,608

you need this: <http://www.champman0102.co.uk/downlo...do=file&id=147>

run it and choose tv & prize money

**Leniin36**  
Youth Team Player

Join Date: 17-03-12  
Posts: 4

**Transfer funds = 0 ...the end ?**

Hi everyone !

I play so many seasons and have bad situation. My tranfer funds \$0 ... i can't buy any players, i can't offer new contract to my players... just can play and wait, when my players go to another club... Have any ideas to fix this problem ?

If i ask BOARD to give me some trabfer money, theu told be ... no need for this time.



**Fods**  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

1.99 billion

Use a Save game editor to reduce your balance by a few billion and see if that works

**ebfatz**  
Social Media Mod  
Former Holy Trinity Member  
Stories Mod

Join Date: 02-03-12  
Posts: 8,522

Fods has the best option.

You could try and increase your capacity. That should use up some but yeah you have too much money so your transfer funds have gone over the upper limit. Can't remember the exact amount.

« Gotta Catch 'Em All! | The player that never ages? »

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vult, rcarp98

**Tags for this Thread**

balance, less money, money, transfer funds, transfer funds german  
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Forum » Championship Managers Club » General » Financial Queries

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## Thread: Financial Queries

Thread Tools

01-10-13, 11:10 PM

#151

**AMC** ◊  
**CML Mod**  
**Official Challenges Team**

Join Date: 02-03-12  
Posts: 8,399

Over £2.36 billion your balance shows as zero, but when it's happened to me I still could spend money.

This is different though, probably best do as Fod says.

02-10-13, 06:13 AM

#152

**Leniin36** ◊  
**Youth Team Player**

Join Date: 17-03-12  
Posts: 4

I trying use Save game editor, but after, when i try load save game .. she crush with diffrents errors and close the CM...

anyway , thx for your help guys

02-10-13, 06:14 AM

#153

**Fods** ◊  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Upload your save game and I will fix it for you 🙌

02-10-13, 07:33 AM

#154

**Leniin36** ◊  
**Youth Team Player**

Join Date: 17-03-12  
Posts: 4

save game - 1.5 Gb...

may be i use wrong program to fix problem?  
Can you link me your version ?

02-10-13, 10:22 AM

#155

**sebastiankogut** ◦  
Youth Team Player

Join Date: 19-11-12  
Posts: 22

### Awards in Champions League and Europa Cup

Awards in Champions League and Europa Cup are very low

02-10-13, 10:22 AM

#156

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Couldn't agree more. Bravo

02-10-13, 03:27 PM

#157

**Leniin36** ◦  
Youth Team Player

Join Date: 17-03-12  
Posts: 4

I download Save Gane editor from this side and fix my problem.  
Thx for your's help guys 😊

07-10-13, 07:39 AM

#158

**sebastiankogut** ◦  
Youth Team Player

Join Date: 19-11-12  
Posts: 22

### FLEX real prize money for Champions League and UEFA Cup

How I can put in FLEX real prize money for Champions League and UEFA Cup, i know where it is but i do not know prize for First, Secend Round , draw, win...

07-10-13, 01:03 PM

#159

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

IIRC, the prize money for a competition is given as a pool rather than individual club. So 200m for a competition is divided up using the programming that use it before.

I may be wrong, hopefully JohnLocke can confirm

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**November 2020 Data Update Out Now**

07-10-13, 02:49 PM

#160

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

In real life, the CL prize money gets shred by other clubs in the local FA, so while Celtic took the bulk of the money from their group stage qualification, clubs like Partick Thistle earned about £70k

The artist formally known as The Eejit

**Dermotron** ◊  
**Sir Mergements**  
 Director  
 Manager  
 VIP  
 Captain

Join Date: 15-12-11  
 Location: Your Mother  
 Posts: 29,995

I was referring to the Prize Money app in Flex 2 🤖 At least I think that's how it works. Even though I did make a mistake before and Bundesliga was awarding 170m to the team in last place. Tiny clubs paying 500k a week for squad players 🤖

There's also this thread which is more on the advanced side of things - <http://www.champman0102.co.uk/showthread.php?t=2604>

Last edited by Dermotron; 29-11-13 at 10:51 AM.

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## November 2020 Data Update Out Now

**jpparsons** ◊  
 Youth Team Player

Join Date: 30-04-12  
 Posts: 1

### Financial Oddity

Firstly, great site, and great updates !

I've downloaded numerous previous updates and used them without any obvious issues.

I've recently downloaded and started to play the latest update as Liverpool. I'm in my second season, having qualified for the Champions League in my first, yet I'm now losing about £2 million a month !? I've only bought one player who is on a wage of note, and have given out new contracts to most of my players, but nothing I've not done countless times before such that it led to me seeing what I am now ?

I think I've narrowed this down to something not being quite right with gate receipts. I recently played a Champions League second stage group game, and a message appeared to inform me I'd set a record for gate receipts of £900k. I look at my income and I see £435k for the match ? For league games I'm getting about £135k, or £3 a ticket, which can't be right can it !?

Has anyone else seen this, and is there a fix ?

Thanks.

**Kingsley** ◊  
 The Mascot

Join Date: 05-03-12  
 Location: Ribble Valley  
 Posts: 5,734

League games you have season tickets in the attendance who don't pay. There is a thread somewhere that I worked out how much a season ticket was for a small club and therefore how much for a match day ticket. With bigger club it gets more complicated as there are seated and non-seated prices.

For the CL games, all of the gate receipts should show in your income. I'm sure that they aren't shared, so I don't understand that one.

The artist formally known as The Eejit

**wato20** ◊  
 First Team Player

Join Date: 02-03-12  
 Posts: 3,152

You get the Season Ticket money at the start of each season.

And then lose money on wages throughout the year.  
 But you have to hope that your overall yearly expenditure is not more than your overall income.  
 Tricky.

**ilovesanmarino** ◊  
 Squad Rotation Player

Join Date: 28-02-13  
 Location: UK



Chumps league and cup games income is shared, this is how I play the game, manage a team from Ni or wales, qualify for europe, lose 8-0 but take more gate receipts from the away game than my entire income for the rest of the season

12-11-13, 01:58 PM

#166

**Dermotron** ◦  
**Sir Mergements**  
 Director  
 Manager  
 VIP  
 Captain

Join Date: 15-12-11  
 Location: Your Mother  
 Posts: 29,995

Originally Posted by **ilovesanmarino**

*manage a team from Ni or wales, qualify for europe, lose 8-0 but take more gate receipts from the away game than my entire income for the rest of the season*

Yep, this is a great way of getting a big team in a small league together. On a minor nations tour save atm (Croatia, Ireland, Wales, N.Ireland, Finland, Norway, Poland etc) and an away leg against Milan brought us 500k which was 10 times the amount of money spent the previous 3 seasons.

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**November 2020 Data Update Out Now**

28-11-13, 05:59 PM

#167

**Cgnanca85** ◦  
 Youth Team Player

Join Date: 28-11-13  
 Posts: 1

**🤔 Changing Prizemoney for leagues?**

Hi all,

Can anyone tell me how to update the prize money for where you finish in each league as you don't get a lot for winning the prem and champs league? I struggle to keep Torquay in the prem as I cant expand the stadium past 20000 so cant keep buying the better players as I lose them once they want 30 and 40k a week. I don't want to change all the stats just the prize money so when I finish well I then receive a decent sum to reinvest.

Cheers

29-11-13, 10:45 AM

#168

**Dermotron** ◦  
**Sir Mergements**  
 Director  
 Manager  
 VIP  
 Captain

Join Date: 15-12-11  
 Location: Your Mother  
 Posts: 29,995

Have a look at post 2 in this thread. Going to take some trial & error though, don't think there is a comprehensive list of the value changes

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21-03-14, 08:38 PM

#169

**Bobinjo** ◦  
 Youth Team Player

Join Date: 05-03-12  
 Posts: 14

**which league has the most money in it?**

i mean, if i want to get rich super fast, which league should i pick? english, italian, spanish? or should i just go with mancidity or psg?

21-03-14, 09:18 PM

#170

All depends on ground capacity to a large extent. Big clubs in Italy and Germany can rake in massive money quickly, Germans specifically more still in the longrun as their stadiums seem to get huge. England I think has the best prize money but you might find you will need to spend a lot on players in the first few years in order to compete if you are shit club like Cardiff or Man Utd.

22-03-14, 07:10 PM

#171

Sam ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

IMO either of the top 2 in Spain, you'll make fortunes fast, Bayern or Dortmund in Germany too. With any of those teams you've already got the squad to dominate and you can just watch the money come rolling in. England is also good for any team but I agree with Alan in as much as you'll have to spend money to make money there, so unless you're Chelsea or someone like that you won't be making money at first.

25-03-14, 06:09 PM

#172

Bobinjo ◦  
Youth Team Player

Join Date: 05-03-12  
Posts: 14

thanks for the replies, guys!

27-03-14, 06:57 PM

#173

Profa ◦  
Youth Team Player

Join Date: 01-03-14  
Posts: 11

I like to play original season 01/02 with tapani 2.19 patch, but i noticed it's hard to sell players, even great ones. I put them on transfer list, but mostly no one is interested. What should I do?  
My main goal is to make young players good and sell them.

27-03-14, 07:21 PM

#174

Sam ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by Profa

*I like to play original season 01/02 with tapani 2.19 patch, but i noticed it's hard to sell players, even great ones. I put them on transfer list, but mostly no one is interested. What should I do?  
My main goal is to make young players good and sell them.*

If you transfer list someone and no-one is interested then go back to their valuation screen, set their value to 0, confirm, then go back again, auto value them, and confirm again. A lot of the time you'll start to get bids in for the player within a few days (although not always at his full valuation, you're still getting bids which you can negotiate).

03-04-14, 02:34 PM

#175

ajra21 ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

on a related note, i won the title with LFC in the first year (i was kinda stunned given i spent now money) but i lost a fortune, somewhere like £39m in that year. thankfully, the board agreed to increase the ground (now 61,000 capacity) but if i hadn't sold skrtel, tour & enrique, i'd have hit the red. throw in the prize & ECL money and i was fine.

however, without the ground expansion, i calculated i'd have to drop my wage bill by 40% to not lose money.

Members who have read this thread: 3

vult, rcarp98

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Thread: Financial Queries

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03-04-14, 10:30 PM

#176

**ajra21**  
Backup Player

Join Date: 18-05-13  
Posts: 728

on the recent update, i found most of my team wanting new deals very soon. i gave the to them but figured that it wouldn't keep the club in the black. i sold a small handful at the end of the year and had the stadium expanded so i'm hoping things will get easier.

however, i'm gonna have to sell some more big earners again because i've brought in a lot of good young players on wages that aren't expensive for their talent but were large than my previous bunch of reserves.

04-04-14, 12:41 AM

#177

**Fods**  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Is this on the March update or the Autumn update?

04-04-14, 04:54 AM

#178

**ajra21**  
Backup Player

Join Date: 18-05-13  
Posts: 728

am looking to send some of my higher paid reserves out of on loan. all of my reserves are listed for loan. none have been enquired about?

04-04-14, 05:05 AM

#179

**Fods**  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Which players are they and what's their reps like?

04-04-14, 09:45 AM

#180

Originally Posted by **JLa**

*How to run a (financially) tight ship in CM?*

*- don't play as Newcastle. Everything seems alright at first, but then they start asking for higher wages. All of them. And they won't settle for less than 60 000 £ a week. So basically, you have the choice between a squad full of unhappy players or a bankrupt club. I play hardball and chose the former. "- You have signed a five year contract, now shut up and deal with it". Luckily morale doesn't really affect performance in this game..*

Medium clubs are the same: Stoke City, Southamton, Everton... 🤔 I can reach top 1, League cup, FA cup in the first season. But the prizes are not enough to keep my good players: Robert Huth, Ryan Shawcross (Stokes), Luke Shaw, Lovren, Gastón Ramírez (South) or Ross Barkley, Kevin Mirallas (Everton) . Next season, I loss my best players with very cheap cost from top clubs and new season will be awful for me 😞 Haizzz

04-04-14, 02:07 PM

#181

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

Originally Posted by **Fodster**

*Is this on the March update or the Autumn update?*

march update.

Originally Posted by **Fodster**

*Which players are they and what's their reps like?*

well, they're all young (under 22yo) and quite a few are under 21 capped. i'd say half of them are very good prospects, some are good prospects - all would start in the championship?

04-04-14, 02:13 PM

#182

**martijnrikkert414** ◦  
Youth Team Player

Join Date: 01-04-14  
Posts: 6

Yo can also buy players for zero, when the wanted first squad, you can pick them up for free. At the transfer you say I pay zero and you only make an obligation when the play 50 games then you pay the transferprice (marketprice) of the player, sell the player after one year when the player hasn't reach the 50 games.

05-04-14, 04:51 PM

#183

**zionmaster** ◦  
King of the Mountain - 2016

Join Date: 15-03-12  
Location: Hanoi, Vietnam  
Posts: 406

Originally Posted by **martijnrikkert414**

*Yo can also buy players for zero, when the wanted first squad, you can pick them up for free. At the transfer you say I pay zero and you only make an obligation when the play 50 games then you pay the transferprice (marketprice) of the player, sell the player after one year when the player hasn't reach the 50 games.*

Treated way 🚗 I always use this way when I manager small or medium club 😞 Luke Shaw, 6 millions for tranfer and 20 millions after his first international match then I can save my remain team 😞

12-04-14, 08:13 AM

#184

**Libertine** ◦  
Backup Player

Join Date: 10-09-12  
Posts: 522

### Prem TV money £3.8M.....

...when you use Tapani 2.19 Patch. Why is this, and how do I change it?

12-04-14, 10:09 AM

#185

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

I don't know why it is but I think the flex editor allows you to change it.

15-04-14, 06:10 PM

#186

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

### Problem with wages?

It seems that the game sometimes takes more money from the club's bank account in wages than it should. I recently began playing with Turkish side Agrispor and at the beginning of August my total wages (players + staff) are 11 625 euros. Yet there is 15 900 euros in the expenditure chart concerning wages on the first week of the month. I checked this out with some other clubs as well, began a season, went on holiday for a while and as suspected, the wages taken from the club, didn't match what they were supposed to be. On the other hand, in my Dortmund save, the wage taken is correct. I wonder why this is so. Does the chairman every once in a while sneak some money in his own pocket? Or do they sometimes pay secret wage to us managers? Maybe just a bug, afterall. Any idea how to fix it?

I have 3.9.68 patch. Also tried with 3.9.60, the result is the same.

15-04-14, 06:13 PM

#187

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Bonus payments i.e. goals, assists and clean sheet bonuses

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15-04-14, 06:22 PM

#188

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

In Agrispor save, no games been played in August before the first's week wages.

15-04-14, 06:22 PM

#189

**Craig Forrest** ◦  
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502

I like the idea that the Chairman is skimming some off the top 🍷

15-04-14, 06:31 PM

#190

**BeezerCeltic1967** ◦  
Director

Join Date: 02-03-12  
Location: WATING FOR 10 IN A ROW  
Posts: 6,197

Sir Craig Whyte at play??  
Or mad minty murray??

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

It seems that it varies between clubs how much is really paid compared to how much is supposed to. Did some calculating, some clubs pay pretty close to what's supposed to, some pay way more. Take Genoa for example, total wage bill for whole squad is 200k (this sum I have so far found out to be accurate). Staff takes 5,7k so it should around 205,7k. Yet in the expenditure chart it says 252k. No matches been played at all. I guess in the future when selecting a team, number one criteria will be for me whether they pay the real wages or not. Unless looking for a challenge with paying 150% in wages 😊

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Are you actually counting each individual player's wage manually or going on this:



If you're going by this, just to let you know it's only a more-or-less of what your total wage bill is.

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

Does anyone else playing with the regular 3.9.68 patch, no other updates, have the same problem? You can check it in 5 minutes. Start a new game e.g with Genoa, click continue for a few days that the first wages are taken from the account. Then add staff wages to the total wage bill of the squad. Then see whether it matches the amount in expenditure chart.

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

Yes that figure is rounded by a few kilos. I'm speaking of bigger indifferences.

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

Didn't first notice your first question. I first counted manually each player but after it was twice the same as the total wage bill, I began taking it for truth.

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

It amazes me how people make such a simple game so complex

15-04-14, 10:12 PM

#197

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

Some, I for instance, enjoy playing a game with a touch of realness. Potentially paying a lot more in wages than should takes some of that away.

15-04-14, 10:14 PM

#198

**Sam** ◦  
Reserve Team Player

Join Date: 05-03-12  
Location: Barakaldo, Spain  
Posts: 360

Originally Posted by **jassi**

*Some, I for instance, enjoy playing a game with a touch of realness. Potentially paying a lot more in wages than should takes some of that away.*

think of the extra money as the kit man, bus driver, tea lady etc 🤔

15-04-14, 10:19 PM

#199

**jassi** ◦  
Youth Team Player

Join Date: 22-09-12  
Posts: 9

Originally Posted by **Sam**

*think of the extra money as the kit man, bus driver, tea lady etc 🤔*

Guess I'll have to. In some clubs they better be world class since they take one third of the total wages 🤔

15-04-14, 10:55 PM

#200

316'sRegen  
Unattached

It's obviously the backroom staff, coaches, directors, marketing team, the guys who work in the souvenir shop, the burger van staff, the groundskeeper, the kit man etc etc etc.

The wage bill there says (squad) so there is much more than this to running a club, obviously.

The bigger the club (stadium and so on) the bigger the discrepancy. would be my hypothesis.

edit: didn't see you already said that Sam 🤔

« Gotta Catch 'Em All! | The player that never ages? »

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vult, rcarp98

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## Thread: Financial Queries

Thread Tools

16-04-14, 03:50 AM

#201

**jassi**

Youth Team Player

Join Date:

22-09-12

Posts:

9

Originally Posted by **Chris\_3\_16**

*The bigger the club (stadium and so on) the bigger the discrepancy, would be my hypothesis.*

Bayern Munchen actually pays a little less than they should (I double-checked) so that in itself would debunk your theory. But then again, Uli Hoeness might have something to do with that.

17-04-14, 06:53 PM

#202

**BobMem**

First Team Player

Join Date:

04-03-12

Posts:

4,250

It's tax and national insurance.

18-04-14, 02:24 AM

#203

**JayFlo**

Squad Rotation Player

Join Date:

17-03-12

Posts:

1,196

I can't find the answer, but I know I have read it. How much money can you have before it resets itself?

Thanks

18-04-14, 03:51 AM

#204

**Fods**

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

1.82345634 bn

18-04-14, 12:53 PM

#205

Originally Posted by **jpparsons** ◯

Firstly, great site, and great updates !

I've downloaded numerous previous updates and used them without any obvious issues.

I've recently downloaded and started to play the latest update as Liverpool. I'm in my second season, having qualified for the Champions League in my first, yet I'm now losing about £2 million a month !? I've only bought one player who is on a wage of note, and have given out new contracts to most of my players, but nothing I've not done countless times before such that it led to me seeing what I am now ?

I think I've narrowed this down to something not being quite right with gate receipts. I recently played a Champions League second stage group game, and a message appeared to inform me I'd set a record for gate receipts of £900k. I look at my income and I see £435k for the match ? For league games I'm getting about £135k, or £3 a ticket, which can't be right can it !?

Has anyone else seen this, and is there a fix ?

Thanks.

how big is anfield? in my first year as LFC, i lost around 1.5m per month. i then expanded anfield and things got better.

18-04-14, 01:04 PM

#206

**Redknapp69** ◯  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Anfield capacity just over 45k

Think the board will only allow 1 or 2k increases then usually gets blocked

18-04-14, 01:20 PM

#207

**Dermotron** ◯  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Nah, someone gave it 60k expansion capacity in the editor even though irl it can't be expanded :facepalm:

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18-08-14, 08:51 PM

#208

**meloinvento** ◯  
Youth Team Player

Join Date: 22-07-14  
Posts: 8

### How to increase available funds for transfers?

Hi all,

i'm in this strage situation, i just joined west ham, but i see BALANCE = 200 millions, available funds 1,1 millions

How can i increase the available funds via editor? It is a saved game. 3.9.6.8 version.

18-08-14, 08:56 PM

#209

**Dermotron** ◯  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

What league are you in? If you are in the 4th tier and have players on 20-30k p/w there's the reason the club are not giving more money.

You can't really change the amount the board will give you. Selling your highest earners will help significantly. Or maybe reduce their wages via a save game editor. Don't forget to make a copy before messing about with one.

18-08-14, 09:55 PM

#210

**merkezekrem** ◦  
Squad Rotation Player

Join Date: 02-03-12  
Location: Istanbul  
Posts: 1,844

Or you can buy 90 players worth 1.1m!

18-08-14, 09:59 PM

#211

**meloinvento** ◦  
Youth Team Player

Join Date: 22-07-14  
Posts: 8

Originally Posted by **merkezekrem**

*Or you can buy 90 players worth 1.1m!*

eheheh yes...

i solved by increasing the reputation club value, now i have 50 millions in available funds. 😊

PS: i am in third league

24-08-14, 02:55 PM

#212

**B-real** ◦  
Youth Team Player

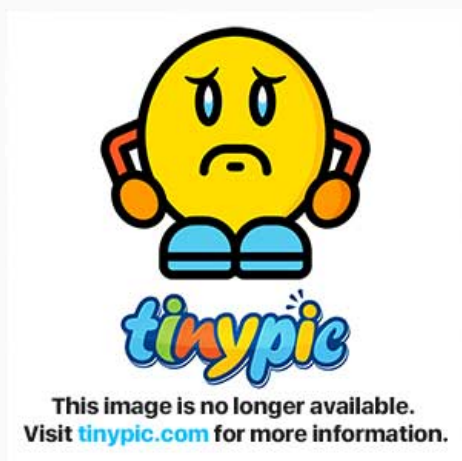
Join Date: 08-07-12  
Posts: 10

#### Finance Balance resets to 0 once limit is reached?

Just wondered if anybody has experienced this? Currently I'm running a pretty long game in which I've been playing with the same club for about 35 years. Basically I've been picking up money left and right until yesterday I noticed something strange. My financial balance was booming with money until at a certain moment my chairman retired. Later on (when he was replaced) I checked on my financial status when I suddenly noticed that my balance had reset to 0.

Is this bug? Is it normal for this to happen once a limit has been reached? Is the money still there and does it just display the wrong number or is it effectively gone? Also is this related to my chairman's retired? Did he take the money with him?

Situation before:



Situation after:



This image is no longer available.  
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24-08-14, 03:28 PM

#213

**Patinoz** ◊  
Player

Join Date: 18-12-11  
Location: Dresden  
Posts: 6,429

Chairman took it with him; all on the Cayman Islands now. Poor guy gotta live of something.

In all seriousness, it is a bug and resets to 0 again eventually if you get too rich. I don't know the exact ins and outs of that though as I never had it.

Somebody else will give you more insight into where your money is gone.

I have moved your post into the lounge as it's not tech support per se; just the way the game is coded.

24-08-14, 03:30 PM

#214

**bine ye** ◊  
Hot Prospect for the Future

Join Date: 23-03-12  
Location: An Dún, Éire  
Posts: 187

I don't know the exact reason for this. However, my thoughts or a guess would be related to how the internal DB holds the data. In DB programs, the max integer value is 2,147,483,647. If this limit is reached, then it would either revert to 0 or -2,147,483,647 depending on how the program handles the data. Now I see you were at 3.25B which is obviously higher than this value, but I would wager a guess at saying the DB handles the data in £, then converts later to other currencies like € which would allow for a higher display value as this is not adding anything to the database, meaning it technically still stayed within the limit.

This is just a theory, I could be completely wrong, just need confirmation from someone who has worked more closely with this.

24-08-14, 03:47 PM

#215

**B-real** ◊  
Youth Team Player

Join Date: 08-07-12  
Posts: 10

Does this mean that theoretically I'm not gaining any money anymore? Or am I still gaining, it just isn't displayed?

24-08-14, 03:52 PM

#216

**bine ye** ◊  
Hot Prospect for the Future

Join Date: 23-03-12  
Location: An Dún, Éire  
Posts: 187

If I am correct, then it would reset your value completely. So your money would have been deleted in other words. You will notice your club info will now have changed from "Finances Rich" to "Finances Ok".

24-08-14, 03:54 PM

#217

**B-real** ◊  
Youth Team Player

Join Date: 08-07-12  
Posts: 10

Cool, got it. Cheerios dudes. 😊

23-11-14, 07:43 PM

#218

**Foggy** ◦  
**Hot Prospect for the Future**

Join Date: 23-04-14  
Posts: 125

Hi all,

Seeing as this is a financial queries thread, I thought I'd ask here instead of starting a new one.

I've changed the currency setting from £ to \$ in my game to more accurately reflect the monetary values of today. Somewhere on one of these threads, a forum member suggested this, but to also change the symbol for the dollar to £.

Could anyone kindly give me a pointer as to how I might do that.

Thanks.

24-11-14, 09:49 AM

#219

**Dermotron** ◦  
**Sir Mergements**  
**Director**  
**Manager**  
**VIP**  
**Captain**

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

It's in the Offsets thread, if you use the search function it should be easy find

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26-11-14, 10:12 AM

#220

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Think Tapani sorted this on 2.19.1/2 patch too!

01-12-14, 01:23 AM

#221

**Foggy** ◦  
**Hot Prospect for the Future**

Join Date: 23-04-14  
Posts: 125

Tried to use the search to find it in the offsets thread but couldn't get it show up. Would it require editing code and the like Dermotron, as I don't think I'll be up to that with my lack of knowledge?

Currently, battling it out with three others on a BPL save using the 2.19.2 patch and it doesn't appear to have been addressed in the patch, Fodster (Noticed the game is a lot harder with this patch. Opposition players are keeping up with our own in terms of increasing attributes and it's making for a rather interesting and challenging competition between the four of us. Loads of players with high attributes knocking about in even lower leagues making the margins in quality between out teams and computer teams very small)

I was rather hoping it could be done on one of the files in the data folder on notepad or something similarly primitive 😊

But as always, thanks for the responses.

01-12-14, 03:54 AM

#222

**Fods** ◦  
**Not Needed at the Club**

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

This is from 2.19.2 patch

01-12-14, 03:57 AM

#223

**Fods** ◊  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

This is from 2.19.2 patch

Have a good read here mate, shows what changes have/are/were being made between versions:

<http://www.champman0102.co.uk/showthread.php?t=5246>

01-12-14, 05:41 AM

#224

**Foggy** ◊  
Hot Prospect for the Future

Join Date: 23-04-14  
Posts: 125

very strange... I definitely downloaded a 2.19.2 patch from one of the threads on here. I believe it was a post by Tapani where he provided a link to one of his pages. Anyway... too late to start again with a new save I guess.

01-12-14, 05:59 AM

#225

**Fods** ◊  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

May need to uninstall your previous patch and reinstall the 2.19.2?

◀ Gotta Catch 'Em All! | The player that never ages? ▶

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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Thread: Financial Queries

Thread Tools

01-12-14, 08:50 AM

#226

**Redknapp69**  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

**Financial Queries**

Think that patch I used was a test patch and had test at end of the name  
Think it's on about page 4 or page 5 of Tapani patch in the thread

Although it was test patch the 'updated' finances was fine for me and I played a few seasons with no problems

But yeah - as Foddy said. Make you you un-install current patch first before applying a new one

12-12-14, 12:54 AM

#227

**dfo3**  
Youth Team Player

Join Date: 06-08-14  
Posts: 2

**Help with transfer funds**

Just wondering if anyone can help me. I am about 12 years in to a game and the club has plenty of money, a couple of billion, however there is no money available for transfers. I have made a request to the board which they approved but there is still no money. I cant sign anyone or resign anyone as they wont allow any money for a signing bonus. Any help would be great

12-12-14, 01:01 AM

#228

**Fods**  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

If you get too much money I think the game resets the balance back to 0 so nothing is available..?

12-12-14, 01:08 AM

#229

**dfo3**  
Youth Team Player

Join Date: 06-08-14  
Posts: 2

Yeah. When i go to finances, it says



12-12-14, 01:16 AM

#230

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Yeh you hit the 'limit' if you like!

Use a save game editor to adjust your total cash amount to maybe 100,000,000 and some should be available

14-12-14, 05:37 PM

#231

**AMC** ◦  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

Strange on one my games I've gone over the limit but still got my transfer funds. Do as Fodster says and you should be ok 🤔

11-02-15, 02:16 PM

#232

**BobMem** ◦  
First Team Player

Join Date: 04-03-12  
Posts: 4,250

How is the amount of money available for transfers calculated? I guess it's something to do with the Chairman's atts, and the game estimating gate receipt income against wages and other expected outgoings.

I've seen clubs with <£8m in the bank, and >£10m available.

On my South American save right now I'm at River Plate. Bank Balance: £120m. Available: £10m WTF?!

11-02-15, 03:14 PM

#233

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

It's more to do with available prize and tv money imo. Just look at the jump in available transfer funds when you qualify for the CL. All the games are nearly guaranteed sell outs, 1.8m for the group, 400k for win, 200k for a draw and then more prize money again for qualifying for Phase 2. Plus players are easier to sell or get more interest so the club allows more based on those changes.

The places with little or no tv or prize money tend to have quite low available transfer funds, no matter the bank balance of a club. There's hardly any tv or prize money in S.America so I guess that's why the clubs are a bit tight. They do make a ton of cash on player sales and huge attendances though.

It's probably one of the more realistic measures within the game even if it can be annoying.

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07-04-15, 10:58 AM

#234

**mazli88** ◦  
Youth Team Player

Join Date: 07-04-15  
Posts: 24

### Bank balance resets to 0

Hi there!

My bank balance was set to 0 when it exceeded about 2 billion pounds. Having played five seasons it's still 0, but my transfer funds still increases annually. Apparently, the money is still there and the game shows 0 without any consequences. Have you ever had such a weird occurrence?

There's the screenshot:

**Dermotron** ◦  
**Sir Mergements**  
**Director**  
**Manager**  
**VIP**  
**Captain**

Join Date: 15-12-11  
 Location: Your Mother  
 Posts: 29,995

Cover earlier in this thread. But here's the explanation

Originally Posted by **bine ye**

*I don't know the exact reason for this. However, my thoughts or a guess would be related to how the internal DB holds the data. In DB programs, the max integer value is 2,147,483,647. If this limit is reached, then it would either revert to 0 or -2,147,483,647 depending on how the program handles the data. Now I see you were at 3.25B which is obviously higher than this value, but I would wager a guess at saying the DB handles the data in £, then converts later to other currencies like € which would allow for a higher display value as this is not adding anything to the database, meaning it technically still stayed within the limit.*

*This is just a theory, I could be completely wrong, just need confirmation from someone who has worked more closely with this.*

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**mazli88** ◦  
**Youth Team Player**

Join Date: 07-04-15  
 Posts: 24

Guess what! After 10 seasons my balance started to grow once again!  
 Fortunately, my transfer funds have never been limited.

I should have the balance of approximately 30 billion złotych though. (1 pound = 5,9 złotych)

I'll see what happens next.



This image is no longer available.  
 Visit [tinypic.com](http://tinypic.com) for more information.

**cliff** ◦  
**Decent Young Player**

Join Date: 16-08-12  
 Posts: 87

I've added a new club into the game via game editor (only the club, without players) and would like to play a long game... but in the second season I have this little problem with gate receipts:



This image is no longer available.  
Visit [tinypic.com](http://tinypic.com) for more information.

The (little) money I make with gate receipts goes to 0 every month... also, total income is not well calculated. Any thoughts? Is there anything I can do apart from killing the chairman as he is clearly a corrupt?

12-08-15, 10:04 PM

#238

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Increase the average attendance?

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16-08-15, 08:57 PM

#239

**cliff** ◦  
Decent Young Player

Join Date: 16-08-12  
Posts: 87

I think that's not the problem (well, it's another one 🤔), the problem was that the yearly gate receipt was 0 all the time, I wasn't getting any of the money showed at monthly income. Anyway, I've started receiving it again so it seems solved. I received a 150k cash injection, so maybe it's related...

11-10-15, 10:43 AM

#240

**MR2ONLY** ◦  
Youth Team Player

Join Date: 14-03-12  
Posts: 28

### No transfer funds

Hi,

This has happened to be before on other save games.

I have a current bank balance of 1.88b but no transfer funds to buy players or any money to get my players to sign new contracts with signing on fees.

Is this a glitch? I risk losing my players when their contracts are unprotected as I cannot give them a signing on fee.

Any ideas?

12-10-15, 11:33 AM

#241

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Have you that much money but players are on 6 or 7m a week?

## November 2020 Data Update Out Now

15-10-15, 04:26 PM

#242

**MR2ONLY** ◦  
Youth Team Player

Join Date: 14-03-12  
Posts: 28

It was in pounds and my top whack of wages was around 90k on a few players and less on the rest.

I decided to sell the entire squad and quit, join a D3 team and win every league back to the premier using 120k players 😊

21-02-16, 11:26 PM

#243

**cobradinberceni** ◦  
Youth Team Player

Join Date: 08-03-12  
Posts: 18

### Finance trouble

Hi guys!

I've encountered the following trouble: I had the financial balance (in the finance section of the club) a little above 3.32 bln UDS. The "transfer funds" were a little below that amount, around 3.3 bln USD.

After a little while (perhaps after a player was sold and some more cash was received or prizes were cashed in) the balance became 0 and the transfer funds went down to 300 and something mil. USD. Still, yearly interests are above 100 mil USD, but I would like to know if there's a way of getting all that transfer funds back. And due to 0 balance, the stadium cannot be increased ("lack of funds" explanation).

Help would really be appreciated!

Thanks!

22-02-16, 01:41 AM

#244

**Topofthekop** ◦  
Squad Rotation Player

Join Date: 04-03-12  
Posts: 1,757

Originally Posted by **cobradinberceni**

Hi guys!

*I've encountered the following trouble: I had the financial balance (in the finance section of the club) a little above 3.32 bln UDS. The "transfer funds" were a little below that amount, around 3.3 bln USD.*

*After a little while (perhaps after a player was sold and some more cash was received or prizes were cashed in) the balance became 0 and the transfer funds went down to 300 and something mil. USD. Still, yearly interests are above 100 mil USD, but I would like to know if there's a way of getting all that transfer funds back. And due to 0 balance, the stadium cannot be increased ("lack of funds" explanation).*

*Help would really be appreciated!*

*Thanks!*

Try splashing the cash on a load of players..

22-02-16, 05:02 AM

#245

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Once your balance gets to a certain amount it reset

Originally Posted by **AtomicAnt**

*Money is stored as a signed integer in the game, so  $2,147,483,647 (2^{31} - 1)$  is the maximum amount before it resets.*

22-02-16, 09:58 PM

#246

**cobradinberceni** ◦  
Youth Team Player

Join Date: 08-03-12  
Posts: 18

Too bad. 😞 Thanks for the answer.

01-03-16, 08:03 PM

#247

**omagiosan** ◦  
Youth Team Player

Join Date: 01-03-16  
Posts: 3

**Hi i have a problem. Please help me !**

Hi, I have a problem with my money on Championship Manager 01/02 2094 I and 7 season my money is 0. Do you know how to acute or a solution of the problem?

01-03-16, 08:06 PM

#248

**Dermotron** ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Originally Posted by **omagiosan** »

*Hi, I have a problem with my money on Championship Manager 01/02 2094 I and 7 season my money is 0. Do you know how to acute or a solution of the problem?*

Should have spent some of all that cash I'm afraid

Originally Posted by **AtomicAnt** »

*Money is stored as a signed integer in the game, so 2,147,483,647 ( $2^{31} - 1$ ) is the maximum amount before it resets.*

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01-03-16, 08:24 PM

#249

**omagiosan** ◦  
Youth Team Player

Join Date: 01-03-16  
Posts: 3

Originally Posted by **Dermotron** »

*Should have spent some of all that cash I'm afraid*

And is there any chance to fix this or I have to start again? The editor can help me somehow or any other solution?

Regards!

01-03-16, 08:40 PM

#250

**Felix** ◦  
Squad Rotation Player

Join Date: 31-03-13  
Location: Happyland  
Posts: 1,172

Originally Posted by **omagiosan** »

*And is there any chance to fix this or I have to start again? The editor can help me somehow or any other solution?*

*Regards!*

Try spending some, if this post is correct then it just looks like you are on the edge of the ruin. 🤖

<http://champan0102.co.uk/showthread...583#post280583>

« [Gotta Catch 'Em All! | The player that never ages?](#) »

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vult, rcarp98

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Forum » Championship Managers Club » General » Financial Queries

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Results 251 to 275 of 420

## Thread: Financial Queries

Thread Tools

02-03-16, 12:50 AM

#251

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

You can use a save game editor to give yourself funds

02-03-16, 11:59 PM

#252

TheJuice

Youth Team Player

Join Date:

29-02-16

Posts:

33

### finances

Hello friends, I wonder if there is any simple or complex mode to calculate the finances of the club, there exposed information do not seem well explained.

03-03-16, 12:32 AM

#253

Redknapp69

Member of the Month  
Social Media Mod

Join Date:

03-03-12

Posts:

28,262

Income minus expenditure = profit/loss

What are you looking for to be explained in more detail?

03-03-16, 01:48 AM

#254

Fods

Not Needed at the Club

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

Squad/Finances & Info - click the view button to see your various financials

03-03-16, 01:54 AM

#255

**TheJuice** ◦  
Youth Team Player

Join Date: 29-02-16  
Posts: 33

I see what you mean, but I want to know is whether it is possible to know these values in the future, so I can plan for the future profit.

03-03-16, 02:38 AM

#256

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

The site is good, but I am not sure its good enough to predict future profit/loss in a 15 year old computer game.

If you go to the Income screen you will see la pattern, average it out year and year and I think that's as close as you will get. Way to many variables, players sold/bought, increase/decrease in wages.

Just play the game man, its a simple game really 🤔

03-03-16, 12:06 PM

#257

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Looksat last years figures and that will give yoiu an idea

But as Foddy syas that are a lot of unknown variable

What if you win a competition and have prize money?

European games extra gate receipts

If you are a small team and face Man U away in Cup then that will have a huge increase in your income fo that year

What signing on fee's you give to players

etc etc

05-03-16, 11:55 AM

#258

**rockafella\_50** ◦  
Youth Team Player

Join Date: 26-03-13  
Posts: 8

### Russian League Season Tickets

Hey - anyone had issues not receiving season ticket money whilst playing the Russian League? Or any other league for that matter?

Cheers

05-03-16, 12:17 PM

#259

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

<http://champman0102.co.uk/showthread.php?t=8014>

<http://champman0102.co.uk/showthread...=Gate+Receipts>

05-03-16, 02:00 PM

#260

**rockafella\_50** ◦  
Youth Team Player

Join Date: 26-03-13  
Posts: 8

Originally Posted by **Fodster** »

<http://champman0102.co.uk/showthread.php?t=8014>



Thanks - but unless I'm being blind there is no mention of my specific scenario.

Anyone else any ideas?

Cheers

05-03-16, 02:10 PM #261

**Fods**   
 Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

As far as I am aware they have never worked properly since the game was released

05-03-16, 02:17 PM #262

**rockafella\_50**   
 Youth Team Player

Join Date: 26-03-13  
Posts: 8

Originally Posted by **Fodster**   
 As far as I am aware they have never worked properly since the game was released

Really?? Literally the first time in playing the game that i've seen this error. Pretty sure a top Russian club should be generating at least some revenue from season ticket sales. Nevermind. Looks like I have bankruptcy to look forward to then! 🙌🏆🙌

05-03-16, 02:55 PM #263

**Dermotron**   
 Sir Mergements   
 Director   
 Manager   
 VIP   
 Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

Seem to be working ok

**Dinamo Moscow**

Squad | Transfers | Next Match | Fixtures | **Finances & Info**

View

**Income**

Item	This Month	Last Month	This Year	Last Year
Gate Receipts	£186,523	£0	£186,523	£5,868,277
Season Tickets	£0	£30,972	£2,986,500	£0
TV Revenue	£0	£0	£300,000	£1,091,875
Merchandising	£152,345	£151,745	£763,691	£1,494,800
Players Sold	£0	£0	£148,779	£8,620,475
Prize Money	£0	£0	£0	£1,021,732
Investments	£0	£0	£0	£0
Interest	£0	£11,393	£46,107	£73,712
Other	£0	£14,782	£64,341	£171,079
<b>Total</b>	<b>£338,868</b>	<b>£208,892</b>	<b>£4,495,941</b>	<b>£18,341,950</b>

Tactics | Training | Last Match | 2nd in RPD | History

Back | Next

Wednesday 26.4.17 EVE Print

# Fakel Voronezh

View

Item	This Month	Last Month	This Year	Last Year
Gate Receipts	£3,249	£0	£1,722	£154,125
Season Tickets	£0	£4,160	£438,464	£0
TV Revenue	£0	£0	£0	£16,875
Merchandising	£9,089	£9,477	£49,012	£119,232
Players Sold	£0	£0	£86,169	£608,621
Prize Money	£0	£0	£0	£7,908
Investments	£0	£0	£0	£0
Interest	£0	£296	£1,318	£5,925
Other	£0	£4,298	£16,855	£47,088
<b>Total</b>	<b>£12,338</b>	<b>£16,704</b>	<b>£593,540</b>	<b>£959,774</b>

Tactics Training Last Match 9th in RD1 History

Back Next

Champman0102.co.uk Facebook Page  
13000 followers and rising

**November 2020 Data Update Out Now**

05-03-16, 02:55 PM

#264

**Fods**  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Post up your save game or some screenshots

Also compare to a 3.9.60 or 68 game

06-03-16, 07:40 PM

#265

**AtomicAnt**  
Backup Player

Join Date: 06-03-12  
Posts: 705

Is this your first season in this game or does it happen every season? You don't get money from season tickets the first year, in any league, as far as I know.

11-07-16, 12:50 PM

#266

**Charlie22**  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

### Wages!

Long time player first time poster. Great work with the patches/updates still the best game around!!

So I am into season 8 with a game started with Bristol City, I find the game pretty easy now as I have been playing for years so I started a game only buying 21 year olds or younger, spending no more than £1m on a player. Only allowing myself 3 Bosmans per season and selling 3 of my starting 11 after every season. Keeps it interesting and challenging.

Anyway my issue is, (Playing the latest update btw and the latest patch) I have now been promoted (2nd Season) and after a few season around the 12th to 8th spot in the prem I am now either winning the league or finishing the top 3 consistently and have a team full of quality youngsters. Issue I have is player contracts. I have a few players who are 4 years into a 5 year deal so I want to renew there

contracts, they are around 5-10k per week and as they are now internationals now want decent money, fair enough.

Problem is the board will not increase the wages more than 25k per week even if I change the squad status to indispensable. Really frustrating. I have done a board request and even an ultimatum and still no joy. I have offered the players max wages and increased the signing on fee to £5m, they wont sign.

I tested buying a player and board allow me to offer £70k per week but for contract renewals they will not budge from £25k!!

Has anyone experienced this?

Is this a clinch in the game?

Is it because they are youngsters?

appreciate any replies in advance.

11-07-16, 12:53 PM

#267

**Fods** ◊

**Not Needed at the Club**

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

It's down to the rep of your club I'd say and also your chairmans reps.

Check these in a save game editor compared to a "big" club and you will see the difference!

11-07-16, 12:56 PM

#268

**Charlie22** ◊

**Youth Team Player**

Join Date:

11-07-16

Posts:

41

Cheers, kinda makes sense, apart from why would the board allow me £70k for a new player but only £25k for a contract?

Now I have won the league and cups etc I would have thought my club rep would be around 18 odd out of 20!

You may have a point with the chairman tho, I will check this out.

11-07-16, 01:10 PM

#269

**Fods** ◊

**Not Needed at the Club**

Join Date:

16-12-11

Location:

Australia

Posts:

11,493

### Wages!

This thread touches on it: Financial Queries

[https://r.tapatalk.com/shareLink?url...3&share\\_type=t](https://r.tapatalk.com/shareLink?url...3&share_type=t)

And this one, just search for "wages" for relevant posts:

Questions and Comments that Don't Warrant a Thread

[https://r.tapatalk.com/shareLink?url...3&share\\_type=t](https://r.tapatalk.com/shareLink?url...3&share_type=t)

11-07-16, 06:04 PM

#270

**Charlie22** ◊

**Youth Team Player**

Join Date:

11-07-16

Posts:

41

Thanks fod good read, that's helpful and discovered some interesting things about champman I never knew. Cheers.

11-07-16, 08:33 PM

#271

**drown** ◊

**Decent Young Player**

Join Date:

19-04-15

Location:

here's not here

Posts:

60

I think it also depends on whether the board agrees with your assessment that the player is indispensable. I have offered contracts to players under 'squad rotation' or 'important player' status but the maximum wages will be higher if the board thinks that player is invaluable to the squad.

**Whyme** ◊  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Originally Posted by **Charlie22** »

*Long time player first time poster. Great work with the patches/updates still the best game around!!*

*So I am into season 8 with a game started with Bristol City, I find the game pretty easy now as I have been playing for years so I started a game only buying 21 year olds or younger, spending no more than £1m on a player. Only allowing myself 3 Bosmans per season and selling 3 of my starting 11 after every season. Keeps it interesting and challenging.*

*Anyway my issue is, (Playing the latest update btw and the latest patch) I have now been promoted (2nd Season) and after a few season around the 12th to 8th spot in the prem I am now either winning the league or finishing the top 3 consistently and have a team full of quality youngsters. Issue I have is player contracts. I have a few players who are 4 years into a 5 year deal so I want to renew there contracts, they are on around 5-10k per week and as they are now internationals now want decent money, fair enough.*

*Problem is the board will not increase the wages more than 25k per week even if I change the squad status to indispensable. Really frustrating. I have done a board request and even an ultimatum and still no joy. I have offered the players max wages and increased the signing on fee to £5m, they wont sign.*

*I tested buying a player and board allow me to offer £70k per week but for contract renewals they will not budge from £25k!!*

*Has anyone experienced this?*

*Is this a clinch in the game?*

*Is it because they are youngsters?*

*appreciate any replies in advance.*

Increasing the wage ceiling usually works. If you sign a player on 70k per week you should then be able to offer other players in your squad the same amount or above. Unless your club is struggling financially in which case you won't be able to do it (depending on Chairman stats) and you'll have a heap of players unhappy before long because they know they're not getting paid anywhere near what the top earner is!

**Charlie22** ◊  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

Cheers Whyme, that has done the trick. I brought Isco for £8m on £70k a week, I went to renew the contracts of existing players and all of a sudden I can now offer them what they want.

Looks like the board just needed a nudge in the right direction!

**Whyme** ◊  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Originally Posted by **Charlie22** »

*Cheers Whyme, that has done the trick. I brought Isco for £8m on £70k a week, I went to renew the contracts of existing players and all of a sudden I can now offer them what they want.*

*Looks like the board just needed a nudge in the right direction!*

Glad I could help 😊 Just be aware you will have a different problem now as you'll find that most players you try to sign will now want a bigger wage to join you than they previously did, which means even low reputation players that on low wages at their current club will want a pretty decent wage. They always KNOW how much you're paying your own players!

**Charlie22** ◊  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

Hi Whyme, that's not to much of an issue with this particular game, as I am only allowing myself to spend £1m per player (with the exception of Isco who has now been sold) I have about £300m so the wages isn't a problem, did make it even more frustrating when the board kept refusing to up the wage limit tho!

Discovered another annoyance though, I am now in season ten, this is a lot for me as I usually get bored after season 4/5 but with my new "rules" I have imposed on myself it makes it a lot more fun!

My scouts!! Despite having a minimum of 17 on spotting potential and judging a player etc keep missing out on promising youngsters who end up elsewhere.

Must make it clear I am not allowing myself to use CMScout or GPF2 etc

I just recently missed out on a 17 year old who's stats were off the scale (Looking at his profile and nationality pretty sure its a regen of Ronaldo) went to Bayern for £250k! gutted!!

He had been in the game for 2 seasons, every year I scout all major nations in Europe and filter 21 or younger. Not once was he picked up by my scouts, who found various players who were no where near this guy.

How could they miss him!?!? Do scout not recognise regens? (this cannot be true) Are they just pants?

I do realise I could easily check CM scout/GPF2 for quality youngsters but something more fun about your scout finding them or checking every team at the Olympics or scrolling through all the u21 national teams for talent.

Just find it hard this player wasn't picked up by my scouts.

Is this a common problem?

« Gotta Catch 'Em All! | The player that never ages? »

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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## Thread: Financial Queries

Thread Tools

15-07-16, 03:14 PM

#276

**Craig Forrest**   
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502

Yes. Scouts in game are absolute garbage. I only ever use them to reveal the stats of players that I can't see on my own..... I do a lot of my own scouting for talent because I don't trust the guys working for my team.

15-07-16, 03:22 PM

#277

**Charlie22**   
Youth Team Player

Join Date: 11-07-16  
Posts: 41

If you want to reveal all the stats of the players, click on the attribute masking "No" when you start to load the game (soz if you already know that)

I think I may have to start doing more myself, to be fair they have found a few gems for me but couldn't believe how this guy was missed. Like missing an elephant in the room. Especially when you see some of the dross players they found from the same team!!!!

What do you do? literally click on a club from a league, click every player in that team then go to the next club and so on?

15-07-16, 03:38 PM

#278

**Whyme**   
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Yes the scouts have many limitations. I once sent one of my scouts at Div 2 Cardiff City to watch Skalidis and he came back saying he is definitely not good enough for our club, despite having 20 for both judging player ability and potential!

Regarding the 17 year old you missed out on, it's most likely your scouts didn't pick him up because the player wasn't interested in joining your club. Remember that scouts only find players that are interested in joining your club, regardless of their stats. They will find 1 star players that are unhappy but will never find 5 star players that have no interest in joining your club.

With this in mind, it's also important to note that players under the age of 18 will hardly ever be interested in joining your club if they're from a foreign destination. If they can speak the same language as the language spoken in the country your club is in, that will make them much more likely to join, but even then they may worry about the change in lifestyle. The day he turns 18 he should become interested. When you send scouts overseas they will often find good young regens, but you'll notice they are nearly always 18 years or over. You will find plenty of 17 year olds and under in your own country when doing a youth search of course.

And yes I find only buying players that the scouts find to be a more rewarding way to play the game too nowadays, it makes you play with players that you never would otherwise, instead of just playing with your same old favourite players all the time. I just recently had one of my scouts find Wael Reyad which gave me a bit of a buzz. My scout only gave him a one star rating, but I found him by sorting his findings by attributes, and it's fair to say I pretty quickly went against my scouts advice!

15-07-16, 03:54 PM

#279

**Charlie22** ◦  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

Thanks Whyme - What you say makes total sense now. I didn't realise the scout only scout players that are interested in joining you club! I thought they purely just look for the best players in that area.

I've found a few good youngsters, 16/17 myself just from browsing through random teams etc and they hardly ever want to join because of language or they want to wait until the end of the season to make a decision etc!

It now makes sense that is why the scout doesn't pick them up.

I find the youth search pointless, every year I do it and have yet to find one even half decent player, is this common or have I just been unlucky?

Yeah you cant beat find a quality youngster, clicking on contract seeing a minimum release of a couple of hundred grand getting him in your team and seeing them develop selling them on for £££ and going again.

First time I have really been strict with myself when playing champman but its defiantly a lot more challenging and fun only buying youngsters 21 or younger at a maximum of a £1m a time.

I may start the challenge again on the same basis but only buying British youngsters.

15-07-16, 04:59 PM

#280

**Whyme** ◦  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Yeah the youth scouting seems to be pretty random, I've played this game a LOT and still haven't worked it out, which is probably a good thing really.

One thing I have consistantly noticed, when I'm at a small club with terrible scouts, small reputation, no funds, poor facilities, losing matches etc etc, my scouts tend to find all sorts of brilliant younsters. Whereas when I'm at a club that has brilliant scouts, huge rep, millions of dollars, youth academy and wins everything my scouts are basically a waste of time, every now and then they'll find a player that would be good enough to play for a div 3 team!

I think it's the games way of helping you out when you're in trouble. A bit like when you're in financial trouble, opposition clubs will tend to make much higher bids for your players if you negotiate high enough.

15-07-16, 11:59 PM

#281

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Iirc the only good thing about scouts (aside from what CF mentions) is that sending them to certain countries does make more players appear in your searches moving forward.

16-07-16, 07:40 AM

#282

**Charlie22** ◦  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

I have finished season 12 and I have now decided to end this game and start again with someone different, maybe start in league 2 or lower leagues in Italy using the same rules as this game. Or if anyone else has any ideas??

After season 2 of this game I took a snapshot of the data in Gpf2 and to be honest I forgot all about it. I went back this morning to see which of my squad are regens and if any were of interest. To say I was surprised was an understatement, in my Bristol city side I had acquired without knowing it regens of:

Reina  
Evra  
Ramos  
Lahm  
Cahill  
De Rossi  
Walcott  
Alonso  
Robben  
Mata

Diego Costa  
Ibra

What a team!!

I'd suspected some of them, Ibra for example but didn't realise there would be so many. I love this game!

16-07-16, 08:48 AM

#283

**Fods** ◊  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Well that goes to show your scouts did a cracking job and what we have said above about them is bollox ha ha

16-07-16, 09:14 AM

#284

**Charlie22** ◊  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

To be fair the the majority came from me clicking through Olympic squads, by far the quickest and easiest way to to identify talent.

20-07-16, 06:51 PM

#285

**paparis** ◊  
Youth Team Player

Join Date: 25-04-13  
Posts: 20

Hi.After 60 seasons with Lazio,I got the overflow budget glitch (or whatever its called), so now my budget is 0 and my squad is down to 25 and can't even sign a physio(I'm all out of those).Does the 3.9.68 version come to after a couple or years like the 3.9.60 does or should I apply for another job?

20-07-16, 07:35 PM

#286

**paparis** ◊  
Youth Team Player

Join Date: 25-04-13  
Posts: 20

Hi.After 60 seasons with Lazio,I got the overflow budget glitch (or whatever its called), so now my budget is 0 and my squad is down to 25 and can't even sign a physio(I'm all out of those).Does the 3.9.68 version come to after a couple or years like the 3.9.60 does or should I apply for another job?

21-07-16, 02:00 AM

#287

**Fods** ◊  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Originally Posted by **paparis** »

*Hi.After 60 seasons with Lazio,I got the overflow budget glitch (or whatever its called), so now my budget is 0 and my squad is down to 25 and can't even sign a physio(I'm all out of those).Does the 3.9.68 version come to after a couple or years like the 3.9.60 does or should I apply for another job?*

You can use a save game editor to adjust your bank balance!

21-07-16, 06:26 AM

#288

**paparis** ◊  
Youth Team Player

Join Date: 25-04-13  
Posts: 20

Originally Posted by **Fods** »

*You can use a save game editor to adjust your bank balance!*

I got save game editor but every time I press 'update' it returns an error and shuts down



21-07-16, 07:48 AM

#289

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Which one you using?

Use the GK Editor, think it's called Graeme Kelly editor.

Make sure you run as administrator

21-07-16, 10:10 PM

#290

**paparis** ◦  
Youth Team Player

Join Date: 25-04-13  
Posts: 20

Originally Posted by **Fods** »

*Which one you using?*

*Use the GK Editor, think it's called Graeme Kelly editor.*

*Make sure you run as administrator*

Still no luck,I have windows 7 ultimate (if it helps)

21-07-16, 10:32 PM

#291

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

Originally Posted by **paparis** »

*Still no luck,I have windows 7 ultimate (if it helps)*

Upload your save game and I will fix it

22-07-16, 07:23 AM

#292

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Originally Posted by **paparis** »

*Hi.After 60 seasons with Lazio,I got the overflow budget glitch (or whatever its called), so now my budget is 0 and my squad is down to 25 and can't even sign a physio(I'm all out of those).Does the 3.9.68 version come to after a couple or years like the 3.9.60 does or should I apply for another job?*

There is no way round that with your current club. You need to look out for it happening and spend money like crazy before it happens.

The artist formally known as The Eejit

22-07-16, 01:05 PM

#293

**paparis** ◦  
Youth Team Player

Join Date: 25-04-13  
Posts: 20

Originally Posted by **Kingsley** »

*There is no way round that with your current club. You need to look out for it happening and spend money like crazy before it happens.*

In the 60 version problem is solved after a couple of seasons.Your budget drops to 2-3 hundred million pounds and you can spend again.Played 75 seasons with Man Utd once and happened 5-6 times

22-07-16, 01:20 PM

#294

**London35** ◦  
Squad Rotation Player

Join Date: 08-06-12  
Posts: 1,615

just wait for that changed of board...kerching

12-10-16, 05:11 PM

#295

**Shelecktra** ◦  
Youth Team Player

Join Date: 14-03-16  
Posts: 38

### A suspected wage thief?

I've been going over my finances lately for the alphabet game where I am presently in charge of Peterborough.

So, last month I lost 1 million 10 thousand odd to wages. My wage bill for my squad is 160k... theres 640k for the month, then adding on my staff wages - a rough 75k a month, so 715k total so far...

So.... who the hell is tea-leafing over 300k from my bank in wages?!? I refuse to believe that that could count for the background staff on a 28k seater stadium... not based on the wage structure based around the financial times of 15 years ago anyway!! I mean seriously.... thats like half what im paying a 30 man squad every month!!!

Has this ever been researched or properly elaborated on before by any chance?

*Last edited by Shelecktra; 12-10-16 at 08:01 PM.*

12-10-16, 09:44 PM

#296

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

### A suspected wage thief?

Yes it has, it's discussed in the "finances" thread I believe

Financial Queries

[https://r.tapatalk.com/shareLink?url...3&share\\_type=t](https://r.tapatalk.com/shareLink?url...3&share_type=t)

12-10-16, 09:48 PM

#297

**AMC** ◦  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

Could it not just be goal and assist bonuses for the players?

12-10-16, 09:54 PM

#298

**AMC** ◦  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

Ignore me that will obviously come under bonuses 😊

31-10-16, 03:34 PM

#299

**gazza8** ◦  
Youth Team Player

Join Date: 04-06-12  
Posts: 7

### Player Values all still really low

Wondering if anyone can point me in the right direction game works and runs fin with october update but the values off all players are still really low? like Messi 20m etc is there a fix for this?

Fods

Not Needed at the Club

Join Date: 16-12-11  
Location: Australia  
Posts: 11,493

The patch masters tried a fix but it saw lots of teams go bankrupt so was not implement. The patch should still be available in one of Tapanis threads, maybe 2.21?

<< Gotta Catch 'Em All! | The player that never ages? >>

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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## Thread: Financial Queries

Thread Tools

06-03-17, 05:07 PM

#301

**anteater**  
Youth Team Player

Join Date: 28-03-12  
Posts: 15

### Meagre transfer funds for German clubs

Hi there!

Having played the games managing some German clubs, I found out that no matter how much money they have (at least the ones I managed), their transfer funds were always relatively low, about 25m (despite having 100+m).

Is there any way to edit this pre-game. Haven't found any tool so far that can do it, but maybe I simply overlooked it.

Would be great if someone could come up with a solution for this. Thanks!

06-03-17, 05:23 PM

#302

**Kingsley**  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Originally Posted by **anteater**

Hi there!

Having played the games managing some German clubs, I found out that no matter how much money they have (at least the ones I managed), their transfer funds were always relatively low, about 25m (despite having 100+m).

Is there any way to edit this pre-game. Haven't found any tool so far that can do it, but maybe I simply overlooked it.

Would be great if someone could come up with a solution for this. Thanks!

Not that I know of. However you will find that the budget will be replenished if you use up that £25m. Essentially the board are saying that that is the most you can spend on a single player.

The artist formally known as The Eejit

06-03-17, 07:03 PM

#303

**anteater**  
Youth Team Player

Join Date: 28-03-12  
Posts: 15

Yes, the funds always stay the same, more or less, but I can never buy the really good players. Pity. Just read the suggestion of offering indispensable player wages to every player which might enhance the budget. I'll try that later.

18-08-17, 05:53 PM

#304

**pigeonlizard** ◊  
Youth Team Player

Join Date: 18-08-17  
Posts: 2

I've encountered the following problem: I lost all my income, as well as most clubs from La Liga and the Premier League. I had around 100M in the bank and in the 1st week of May I was suddenly 65M in debt. On my income screen you can see in the link below that the income doesn't add up properly and some things do not make any sense - the prize money got set to 0 for the year, even though it says 16.5M for previous month. Curiously, the clubs in Serie A got a massive boost of +100M.

I've reloaded the save many times and with the same effect every time. Is there any way around this?

<http://imgur.com/IHEC5O3>

22-08-17, 10:27 PM

#305

**trunky** ◊  
The late Arthur Dent

Join Date: 17-05-12  
Location: Here  
Posts: 3,857

Looks like end of season to me. This year means it's June. Hence no prize money. Have you gone past July 1st?

26-08-17, 07:22 PM

#306

**SRW1977** ◊  
Youth Team Player

Join Date: 26-01-17  
Location: Somerset  
Posts: 34

#### Bankrupt clubs - How long does a takeover take?

Anyone shed any light on this or is it random?

I'm playing as Forest on ODB who are £18m in debt. it's only September but is the game going to keep my waiting until the end of the season for some money??

27-08-17, 02:30 PM

#307

**Kenny Dalglish's Smile** ◊  
Backup Player

Join Date: 08-03-12  
Location: Copenhagen  
Posts: 762

In Iain McKintosh's Everton game it took 4 years or something ridiculous to get the takeover...  
<https://thesetpieces.com/features/cm...rn-pre-season/>

I have never seen it take more than one year

28-08-17, 08:48 AM

#308

**Dermotron** ◊  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

It seems to be set club to club (or league to league). I was with a Russian club before and it triggered between 10-10.5m in debt without fail

Champman0102.co.uk Facebook Page  
13000 followers and rising

**November 2020 Data Update Out Now**

06-09-17, 09:14 AM

#309

**scemoka** ◊

In game bankrupt clubs with high reputation 8500-10000, 3-4 times new board takeover in one year.

07-09-17, 12:39 PM

#310

**Hardybiy79** ◦  
Youth Team Player

Join Date: 02-08-17  
Posts: 8

Originally Posted by **Fods** »

*Which one you using?*

*Use the GK Editor, think it's called Graeme Kelly editor.*

*Make sure you run as administrator*

Looks like I've found people who may have encountered something I have a problem with...

I'm at LUFC - season 3.

I have a total balance of about £60m+, my transfer funds are £40m. I've not spent any for months and the new season has started and I decided to get this player for his minimum buy fee (£5m) and it only allows £3.6m. I've not put in any bids for anyone else or have any pending transfers into the club. I have £40m to blow and it will only allow me to spend £3.6m. Why cant I spend any of my £40m budget over £3.6m!?!?

I'm a VET at this game (although back on the PC and disc, not laptop and virtual drive) and this is the first time I've seen it come up. I wondered if there was a patch I needed...?

07-09-17, 12:57 PM

#311

**AMC** ◦  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

Strange.

Are you playing with hidden attributes on? It's been a while since I have, but can't you only offer so much if their stats are hidden/all revealed?

07-09-17, 01:39 PM

#312

**Hardybiy79** ◦  
Youth Team Player

Join Date: 02-08-17  
Posts: 8

Who's this directed at...?

07-09-17, 01:42 PM

#313

**Mark** ◦  
Chairman

Join Date: 31-10-11  
Posts: 29,427

You 🌐 If you play with hidden attributes, that means you don't know the true worth of some players so the board won't always let you spend a lot in those scenarios.

07-09-17, 01:51 PM

#314

**Hardybiy79** ◦  
Youth Team Player

Join Date: 02-08-17  
Posts: 8

Sorry you don't understand.

I have £60m in the club bank.  
£40m allowed to spend on transfers.

I went to buy a player valued at £5m but I went to offer £5250000 as his minimum buy out was set at £5250000. The screen that comes up when you press + or - to set the value you want to bid for a player said I only have £3.6m available for transfers.

My finance screen tells me I have £40m available.

I've not bid on any other player.  
I've not got any pending transfers into the club.

There is no reason for me not to be able to bid for this player for £40m if I wanted to.  
I tried another player in his team who is valued at £6m and the same thing comes up at being limited to £3.6m.

This must be a glitch in the game, although I've never come across it before.  
I was hoping someone else has seen this before and knew if there was a patch to sort it out?

07-09-17, 01:52 PM

#315

**Kingsley** ◦  
**The Mascot**

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

I think it is one of the chairman's attributes which means that you can't blow your entire budget on one player. I can't remember which one it is, but if you see a very low or very high number against one of his attributes, it might be that.

Having said that, the very low value compared to the budget suggests that this is more likely to be the hidden attributes. If you scout the player, you'll be able to offer more.

The artist formally known as The Eejit

07-09-17, 02:08 PM

#316

**AMC** ◦  
**CML Mod**  
**Official Challenges Team**

Join Date: 02-03-12  
Posts: 8,399

When you click on the player can you see all his stats?

07-09-17, 02:55 PM

#317

**Hardybiy79** ◦  
**Youth Team Player**

Join Date: 02-08-17  
Posts: 8

Originally Posted by **AMC**

*When you click on the player can you see all his stats?*

Player is fully revealed and scouted - its Malcolm Christie from Derby!

The Chairman has let me purchase unknown players valued at 300k for £2m + previously, so why he's started to stop me buying bog standard players (ALL BOG STANDARD PLAYERS) for anything more than £3.6m is new to me.

If you don't know I'd rather you said you don't know. Only been on here today and I've spent most my time going over the same things and being told things I already know.

YAY FORUMS!!

07-09-17, 03:18 PM

#318

**Mark** ◦  
**Chairman**

Join Date: 31-10-11  
Posts: 29,427

Bit of a harsh/rude comment. We're only trying to help and you've never once said that you have hidden attributes off or not until now!  
Don't forget that this is a fan site, we didn't invent the game 🤖

There won't be a patch to fix this glitch because it isn't one. Not saying it's not a bug within your game itself but I've never seen it reported before. I'm sure there'll be a good explanation for it.

Can't think what the most logical reasons for this may be if it's not the hidden attribute explanation after all. Maybe your chairman has withheld some cash from you? Or have you bought some players on monthly instalment payments? Maybe that's been taken out of your budget too?

07-09-17, 03:20 PM

#319

**AMC** ◦  
**CML Mod**  
**Official Challenges Team**

Join Date: 02-03-12  
Posts: 8,399

Don't ask questions Mark, just say you don't know.

07-09-17, 03:20 PM

#320

**Mark** ◊  
Chairman

Join Date: 31-10-11  
Posts: 29,427



07-09-17, 03:51 PM

#321

**Hardybiy79** ◊  
Youth Team Player

Join Date: 02-08-17  
Posts: 8

Originally Posted by **AMC** ◊

*Don't ask questions Mark, just say you don't know.*

Correct

I gave all the info I had.

If there was hidden attributes I would have said.

No players bought on instalments, the money is still all there on the finance page its just not available to me when I go to make the bid on a player.

If I can I will make a short video later and post the YouTube link on here so you can see what I've got going on.

I have since downloaded the Tapani 2.21.1 patch to see if that helped, but as far as I can tell this has just highlighted the different values of attributes.

07-09-17, 03:52 PM

#322

**Craig Forrest** ◊  
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502



Give the board an ultimatum and demand more money for transfers 😊

07-09-17, 03:52 PM

#323

**Mark** ◊  
Chairman

Join Date: 31-10-11  
Posts: 29,427



07-09-17, 04:29 PM

#324

**Craig Forrest** ◊  
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502

This guy is one arrogant son of a bitch.... and he wonders why he isn't getting help with an attitude like that....


07-09-17, 04:32 PM

#325

**AMC** ◊  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399



Can't wait for the video 

◀ Gotta Catch 'Em All! | The player that never ages? ▶

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vult, rcarp98

**Tags for this Thread**

balance, less money, money, transfer funds, transfer funds german  
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Forum » Championship Managers Club » General » Financial Queries

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Results 326 to 350 of 420

Thread: Financial Queries

Thread Tools

07-09-17, 05:34 PM

#326

**Redknapp69**  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Originally Posted by **AMC**

Can't wait for the video 🍿

I'm intrigued/worried what type of video will surface 🤔 🤔

07-09-17, 05:57 PM

#327

**Hardyby79**  
Youth Team Player

Join Date: 02-08-17  
Posts: 8

No video needed it seems.

Problem solved.

Found the answer on a really helpful forum elsewhere.

Seeing as i'm arrogant I won't be posting the fix here.

That's what arrogance gets you.

Bunch of petty twats.  
"oh he's arrogant, nasty...!! Wah wah! Son of a bitch"

Grow up.

07-09-17, 06:03 PM

#328

**Craig Forrest**  
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502



10-09-17, 07:12 AM

#329

**trunky** ◦  
The late Arthur Dent

Join Date: 17-05-12  
Location: Here  
Posts: 3,857

Originally Posted by **Hardybiy79** ◻

*No video needed it seems.*

*Problem solved.*

*Found the answer on a really helpful forum elsewhere.*

*Seeing as i'm arrogant I won't be posting the fix here.*

*That's what arrogance gets you.*

*Bunch of petty twats.*

*"oh he's arrogant, nasty...!! Wah wah! Son of a bitch"*

*Grow up.*

Are you really 79?

Do you like tea?

Take a mid-afternoon nap?

Fought in the/ a war?

Are you uncle Albert? I claim my 5 pounds.

To be fair to the people who tried to help you they did give it a go even though you have come across as quite a twat with your posts. Glad you got the help you needed though, sharing it would be nice, seeing as this is the place that does all the updates, but hey, monkey see monkey do.

10-09-17, 07:36 AM

#330

**AMC** ◦  
CML Mod  
Official Challenges Team

Join Date: 02-03-12  
Posts: 8,399

As if there's another forum he got help on!

10-09-17, 05:18 PM

#331

**Craig Forrest** ◦  
Manager  
Programmer  
Forum Enforcer  
Holy Trinity Member

Join Date: 02-03-12  
Location: The Great White North  
Posts: 4,502

He's not coming back. I unleashed the ban hammer. No need for members like him 🙄

07-10-17, 10:41 AM

#332

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

## valeur joueur irrealiste

messi a 32 million ya t'il un probleme de valeur dans le jeux

07-10-17, 11:45 AM

#333

**Erkifino**  
First Team Player

Join Date: 02-03-12  
Posts: 4,536

Change the currency to Australian Dollar



07-10-17, 01:35 PM

#334

**david59820**  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

et pour la france je ss francais quand je regarde les valeur joueur c pas tres realiste avai vous un truc svp merci

07-10-17, 01:38 PM

#335

**david59820**  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

ce rapprocher des 60 million pour messi comment on fait

07-10-17, 02:21 PM

#336

**Redknapp69**  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

English only forum SVP

07-10-17, 04:01 PM

#337

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

and for france i ss francais when I look at the player c value not very realistic avai you a trick please thanks

07-10-17, 04:06 PM

#338

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Change the currency to Australian Dollar

07-10-17, 05:03 PM

#339

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

ok

08-10-17, 11:40 AM

#340

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

or put vat files saturn 2.21 thanks

08-10-17, 11:42 AM

#341

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

v3

- - - Updated - - -

file v3

13-10-17, 05:55 PM

#342

**david59820** ◦  
Youth Team Player

Join Date: 21-03-12  
Posts: 15

how to install saturn v3

13-10-17, 06:00 PM

#343

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Read the instructions on the opening post of the thread

<http://champman0102.co.uk/showthread.php?t=9568>

19-10-17, 02:41 PM

#344

**Bar10n** ◦  
Youth Team Player

Join Date: 15-10-17  
Posts: 11

**Players valuations**

Does anyone know how to change the valuations of the players at all? I have the new April update and the Tannani patch. The only issue I have is that the players are valued to low and I want to make some players have stupid prices like todays transfer market.

I cant be having Ronaldo valued at £9,000,000. All though if Walsall ger promoted, just maybe.....

20-10-17, 02:06 AM

#345

**Redknapp69** ◦  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Use Saturns patch but the easy answer is just switch currency to Aussie dollar

20-10-17, 07:41 AM

#346

**CMCZ** ◦  
Director  
VIP

Join Date: 07-07-12  
Posts: 5,150

Originally Posted by **Bar10n** ◦

*Does anyone know how to change the valuations of the players at all? I have the new April update and the Tannani patch. The only issue I have is that the players are valued to low and I want to make some players have stupid prices like todays transfer market.*

*I cant be having Ronaldo valued at £9,000,000. All though if Walsall ger promoted, just maybe.....*

Maybe there are patches for this, but remember there are a few problems.

1. World reputation is what value determines and I do believe the best players in the game already have the maximum high world reputation.
2. If it's possible to raise the value of the players, remember that it's also necessary to raise the income of the clubs. Especially later in the game this is impossible.

07-11-17, 03:03 PM

#347

**SteveV** ◦  
Hot Prospect for the Future

Join Date: 07-09-15  
Posts: 229

Just to say I had the same issue as Hardibiy79 (the arsey bloke) in a Carlisle save. I had a transfer budget of £14.25 million and wanted to make a bid of £5 million for Malang Sarr, got the message 'The Board Will Only Allow Transfers Up To £3.6 million' - however the negotiation screen will let you input more than £3.6 million, even though it goes into the red and the offer just goes through as normal.

So the answer to his query was 'just keep clicking on the + button' 😊

28-03-18, 09:30 PM

#348

**MR\_Punk** ◦  
Decent Young Player

Join Date: 21-05-14  
Posts: 92

### Transfer Budgets in some Leagues

I believe this has been posted somewhere else a while ago but for the life of me I can't find it.

How come certain leagues seem to have a cap on transfer budgets even when the clubs are mega rich. The german league seems to be the worst for it. Bayern et al can have hundreds of millions in the bank but the budget remains the same?

29-03-18, 12:40 PM

#349

**kidnap23** ◦  
Youth Team Player

Join Date: 29-04-14  
Posts: 11

That's what I'm wondering too bcoz I'm playing Wolfburg and my transfer budget is at 25mil for quite a while even I earned a lot of money from winning competitions and selling players.

29-03-18, 12:57 PM

#350

**AMC** ◦

Join Date: 02-03-12  
Posts: 8,399

Your transfer budget depends on your Chairman's stats I think, possibly their resource or business acumen stat (the higher the better).

You can also try ask the board for more money for transfers as well.

« Gotta Catch 'Em All! | The player that never ages? »

Members who have read this thread: 3

vult, rcarp98

Tags for this Thread

balance, less money, money, transfer funds, transfer funds german  
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Thread: Financial Queries

Thread Tools

28-05-18, 07:27 PM

#351

**stutel**  
Youth Team Player

Join Date: 28-02-14  
Posts: 17

**Monster wages for foreign player**

I have a save with Queen's Park in Scotland, and all was going well signing free transfers and swaps to improve my squad.

Having climbed into the top flight, a MLS team came in for one of my players and I negotiated an exchange deal for a useful-looking defender (half American, half Mexican).

Two seasons later I realise I'm 5M in the red, so I had a a dig... and he's on 250k a week! That makes him the highest paid player in the world, and certainly not the contract I negotiated in the first place!

Has anyone ever seen this before? And if so, any idea how to solve it? I tried offering him a new deal but of course he refused, and giving him a free transfer would cost 30-odd million!

Thanks for your help 😊

30-05-18, 12:57 PM

#352

**Charlie22**  
Youth Team Player

Join Date: 11-07-16  
Posts: 41

I'm guessing your playing the new patch as I'm sure the most I've seen you can offer a player on the standard game is 120k/130k a week and as your Queens Park id be surprised if your board allowed you to offer such wages unless you are very wealthy!

As for getting rid, transfer list, reduce his value to £0 and prey someone takes him off your hands.

Failing that you could also discipline him so he appeals to clubs of a lower reputation but you risk making the rest of the squad unhappy.

Good luck.

30-05-18, 01:20 PM

#353

**Redknapp69**  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Did you not realise when offering him a contract?! 🙄

30-05-18, 01:49 PM

#354

**AJ**  
Manager  
Holy Trinity Member  
VIP

Join Date: 09-04-12  
Location: Rotterdam, Holland  
Posts: 6,208



sell him?



05-06-18, 11:46 AM

#355

**Whyme** ◊  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Originally Posted by **stutel** ◊

*I have a save with Queen's Park in Scotland, and all was going well signing free transfers and swaps to improve my squad.*

*Having climbed into the top flight, a MLS team came in for one of my players and I negotiated an exchange deal for a useful-looking defender (half American, half Mexican).*

*Two seasons later I realise I'm 5M in the red, so I had a a dig... and he's on 250k a week! That makes him the highest paid player in the world, and certainly not the contract I negotiated in the first place!*

*Has anyone ever seen this before? And if so, any idea how to solve it? I tried offering him a new deal but of course he refused, and giving him a free transfer would cost 30-odd million!*

*Thanks for your help 😊*

Yeah I had the same thing happen when doing a player exchange. On the original 3.9.68 version too. We had a bid come in for Paulo Montero and instead of getting money out of it I decided to do a straight swap for Jorge Costa. I offered him 10k a week and a \$250k signing on fee. 2 weeks later I noticed he was on 250k per week. I transfer listed him but it's nigh on impossible to sell a player that's on 250k a week! Anyway, obviously a bug of some sort, not sure if the fact both our players were on exactly a 250k p/w wage is just coincidence or not... and not sure if the 250k signing on fee was coincidence either..

18-06-18, 05:59 PM

#356

**cassius** ◊  
Youth Team Player

Join Date: 27-06-12  
Posts: 31

Hi Guys, I've been checking the following:

Dutch league, AZ, Vitesse, Groningen and Heerenveen  
All have a club rep of 11  
all have different stadium sizes

But AZ and Groningen have massive wages (highest is £15k per week)  
Heerenveen and Vitesse (with the bigger stadiums) have low wages (£3.5k per week)

In the editor all players have wages on 0  
Any ideas?

25-08-18, 08:51 PM

#357

**SteveV** ◊  
Hot Prospect for the Future

Join Date: 07-09-15  
Posts: 229

### Money From Third Party Transfers

In my latest save, using the Saturn v5 patch, I notice that I am receiving 5% of any transfer fees involving players that I previously sold. I definitely did not add this as a clause in the original transfers so is it something hard coded into the Saturn patch?

28-08-18, 03:06 PM

#358

**Dermotron** ◊  
Sir Mergements  
Director

Join Date: 15-12-11  
Location: Your Mother

A bug from a Tapani patch I think. Never seen it until I started using those.

Champman0102.co.uk Facebook Page  
13000 followers and rising  
**November 2020 Data Update Out Now**

28-08-18, 03:09 PM

#359

**ebfatz** ◦  
Social Media Bod  
Former Holy Trinity Member  
Stories Mod

Join Date: 02-03-12  
Posts: 8,522

I've had it before. Can't remember if it was pre patches or not though.  
Noticed it when players were at a club from a young age. Like a training fee or something.

28-08-18, 03:46 PM

#360

**mikecoxon** ◦  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

I still use .68 and have had it in there before. I think it might relate to the age of the player when sold

19-06-19, 12:25 PM

#361

**dane** ◦  
Hot Prospect for the Future

Join Date: 01-01-19  
Posts: 127

🤔 **What does it take for a club get a cash injection from the shareholders?**

Is there any specific pattern as to what it takes? I mean, of course you would have to be pretty low on money, having less than £10m in the bank I assume, possibly much less than that and closer to zero.

But apart from the obvious, is there any pattern or something in how the plc/shareholder cash injection system works?

According to my sparse personal experience on the matter, it mostly seems like a lottery. My guess would be that if you have less than, say, £5-10m in the bank by April 1st, you might have a 20-40% chance to get a cash injection from the shareholder (if your club is a plc).

It would be great to have more knowledge about this topic though. If there is a more detailed pattern/system regarding cash injection it could be useful to plan and time leading up to April 1st, buying players for an appropriate amount etc. Few things in the game annoy me more than having my hard earned money, earmarked for future marquee signings, stolen by the shareholders. And similarly, missing out on appreciated cash injections from the same shareholders just because they think I have more than enough money as it is. It is annoying to basically get punished because you are economically responsible. That seems to be the primary aim of shareholders 😞

19-06-19, 04:34 PM

#362

**ForzaJuve** ◦  
Decent Young Player

Join Date: 29-10-16  
Posts: 85

From my experience the balance in the bank doesn't affect the frequency or amount of cash injections. My guess is that the chairman of the club plays a big role on whether you will get injections and how often.

I managed CSKA in a previous save and received a cash injection of \$29 million in my second season while having ~\$4 mil in the bank. Received another \$35 million injection two seasons later that took my balances over \$100 mil.

Interestingly, my chairman's Resources stat went down from 14 to 13 right after the injection and never recovered. I would also guess that Business Acumen and Ambition also play a role.

## Eugeny Giner (CSKA)

Profile
Injuries & Bans
Contract
Transfer
History

**Born 26.5.60 (Age 41). Russian.**

Business Acumen	14	Competent Businessman, will increase club income slightly
Discipline	18	Harsh disciplinarian, is intolerant of prima donnas
Interference	5	Quite reserved, will only sometimes interfere in transfer decisions
Man Handling	12	Average Personal skills, unlikely to upset players
Patience	17	Very Patient, very unlikely to rashly sack a manager
Resources	14	Rich, able to invest cash in the club
Ambition	20	Very Ambitious, wants the club to be the best in the country

19-06-19, 05:06 PM #363

**MadScientist** ◦  
Director

Join Date: 26-09-18  
Location: Brazil  
Posts: 882

Originally Posted by **ForzaJuve** »  
*Interestingly, my chairman's Resources stat went down from 14 to 13 right after the injection and never recovered.*

interesting, i guess thats him losing credibility among the investors 😊 like the more he injects cash, the less able he will be to inject in the future.

19-06-19, 05:27 PM #364

**ForzaJuve** ◦  
Decent Young Player

Join Date: 29-10-16  
Posts: 85

Originally Posted by **MadScientist** »  
*interesting, i guess thats him losing credibility among the investors 😊 like the more he injects cash, the less able he will be to inject in the future.*

I keep wondering if that was a coincidence, had no idea that chairman stats could change though.

For now I'm stuck with a crappy (and very young so no chance or retirement) chairman at Hoffenheim that I'm attempting to get rid off by bankrupting the club and getting a new board in. Releasing players on free and paying early contract termination fees, signing high wage loan players and staff, etc. If anyone has any suggestions on how to speed up the process, please let me know. 🙄

Also, does anyone know when the "bankrupt" status comes in? I'm still at "insecure"

## Peter Hofmann (Hoffenheim)

Profile
Injuries & Bans
Contract
Transfer
History

**Born 4.3.64 (Age 38). German.**

Business Acumen	1	Poor Businessman, is unlikely to generate extra club income
Discipline	5	Average, no particular views on club disciplinary procedueres
Interference	4	Quite reserved, will only sometimes interfere in transfer decisions
Man Handling	12	Average Personal skills, unlikely to upset players
Patience	6	Patient, unlikely to rashly sack a manager
Resources	3	Wealthy, able to keep club running smoothly
Ambition	9	Ambitious, would like to see the club succeed at the highest level

Finances				
Item	This Month	Last Month	This Year	Last Year
Income	\$0	\$132,459	\$2,172,617	\$0
Expenditure	\$0	\$442,086	\$7,431,419	\$0
Profit/(Loss)	\$0	(\$309,625)	(\$5,258,801)	\$0
Balance	(\$5,123,779)			
Transfer Funds	\$100,000			

20-06-19, 01:29 AM

#365

**Hausverkur** ◊  
Youth Team Player

Join Date: 18-11-17  
Posts: 4

Excuse me but how do you see these chairman attributes, as in this picture? Is it some patch that does this?

20-06-19, 01:35 AM

#366

**Redknapp69** ◊  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Originally Posted by **Hausverkur** »

Excuse me but how do you see these chairman attributes, as in this picture? Is it some patch that does this?

Not sure if you can do it on all chairmen/women 😊

But click on finance/info (from squad page) then click on Chairman name

20-06-19, 03:15 AM

#367

**ForzaJuve** ◊  
Decent Young Player

Join Date: 29-10-16  
Posts: 85

Originally Posted by **Hausverkur** »

Excuse me but how do you see these chairman attributes, as in this picture? Is it some patch that does this?

You have to start a game with the ARSE command enabled. ARSE was programmed by the game developers as a hidden feature of sorts, I almost never start a new game without it.  
Stolen from another post somewhere on the internet:

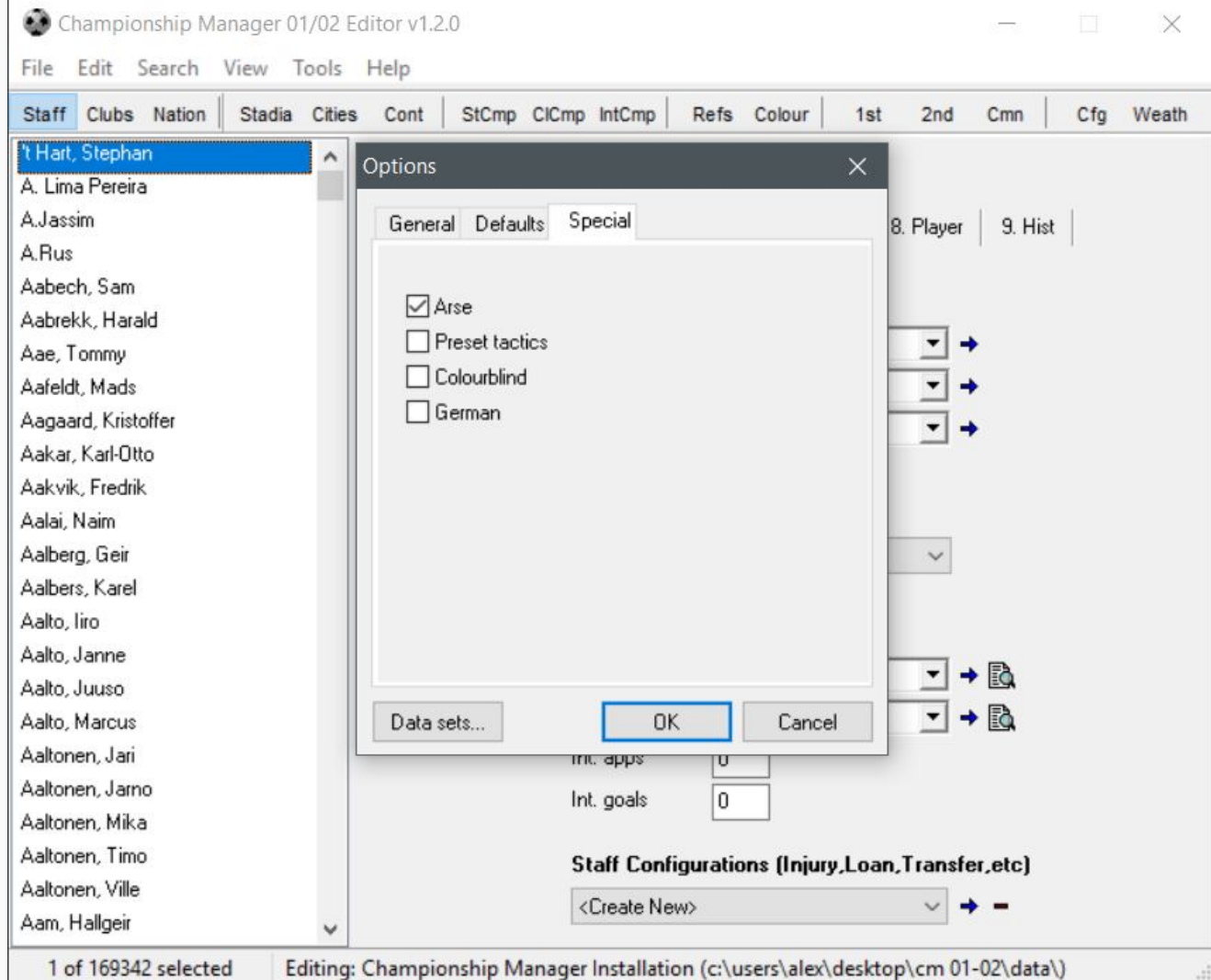
*It is a command for Cm0001 and CM0102 that you can add to player\_setup.cfg to get the following effects*

*Your players CAN make obscene gestures to the crowd.  
Your physio/scouts CAN (not will) give negative comments as well.  
See your chairman's stats (Cm0102 Only).  
Increased chance of your players going AWOL*

*To get it to work, open c:\program files\championship manager 01-02\data\player\_setup.cfg in any text editor. e.g. Notepad. Make sure this file is not read-only before you do so, otherwise you won't be able to save. To do this, right click on the file, select properties and uncheck the 'read-only' box, then click on OK. Only then should you open it in your chosen text editor.*

*In player\_setup.cfg, scroll to the bottom, and take a new line (if there isn't a blank line there to begin with), then type exactly "ARSE" - with quotes - and save. Start a new game to enable it. Note that you might not see the changes take effect straight away.*

Also, you can enable it with the official pre-game editor that came with the game.



20-06-19, 03:17 AM

#368

**ForzaJuve**  
Decent Young Player

Join Date: 29-10-16  
Posts: 85

Originally Posted by **Redknapp69**  
*Not sure if you can do it on all chairmen/women 😊*  
*But click on finance/info (from squad page) then click on Chairman name*

Only with ARSE enabled, otherwise it only shows the Chairman's DOB and age.

20-06-19, 08:05 AM

#369

**dane**  
Hot Prospect for the Future

Join Date: 01-01-19  
Posts: 127

Originally Posted by **Redknapp69**  
*Not sure if you can do it on all chairmen/women 😊*  
*But click on finance/info (from squad page) then click on Chairman name*

You can't do that on everybody. Not with my chairman at Sunderland at least.

20-10-19, 07:22 AM

#370

**Prefunctor**  
Youth Team Player

Join Date: 17-06-18  
Posts: 8

## Monthly installments in transfers

Hi!

I have been wondering for a while, what the monthly installment tabs actually brings to the game in reality. It's obvious that the thought behind it is that the transfer fee is to be divided up over 6-, 12-, 18- or 24- months, but is it beneficial to do that?

The reason I am asking, is because I recently fired up a rags-to-riches series on youtube, where the player uses monthly installments every transaction, whereas myself I have never done so in the past.

- Does it leave more of the transfer budget to spend, since it is to be paid off later, rather than now? (I've tested this, and it seemed to drop the same amount, regardless of the monthly payments), or is it:

- It leaves the balance more intact (since the payoffs haven't occurred yet, so you're more likely to get an increase in the transfer budget) [tested this, and it seemed to me be that the balance dropped less with monthly installments than w/o].

Anyone able to fill me in?

Thanks!

21-10-19, 07:38 AM

#371

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

I think that the biggest advantage is that you can sell a player within a couple of months and don't need to pay the remaining payments (that is a bug)

Not sure on your questions but I thought it was your first option until your test

21-10-19, 09:12 AM

#372

**Dermotron** ◊  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

In leagues with low TV money or low prize money they can be a great way to manage your clubs finances. Once you go into the red the calibre of free player or bosman drops a fair bit due to the wages you can offer but once you've a positive balance it can help a lot. Even that freakishly good lower league player that costs 40k is still an option with some sort of positive balance.

For instance getting 6m over 24 months means you'll have 1.5m to last between each installment. Where as you get it in a lump sum you are likely to over spend it there and then which will likely result in selling your better players to balance the books by the end of the season or near the end. This doesn't matter a huge amount when you can get into Europe by spending everything but ideal for lower leagues

[Champman0102.co.uk Facebook Page](#)  
13000 followers and rising

**November 2020 Data Update Out Now**

26-02-20, 01:30 PM

#373

**mike66howie** ◊  
Youth Team Player

Join Date: 06-04-12  
Posts: 20

👉 **Prize money**

Hi guys

my question is are there any editors that can edit the prize money for competitions and league positions

26-02-20, 01:33 PM

#374


**Redknapp69** ◊  
Member of the Month  
Social Media Mod

Join Date: 03-03-12  
Posts: 28,262

Are you looking for "modern" finances?

If so, quick and dirty solution is change currency to Aussie Dollar in game settings

But if you use Saturn V8 patch or Nick Patch then "modern finances" are also updated there (along with more accurate prize money for competitions)

**mike66howie**   
Youth Team Player

Join Date: 06-04-12  
Posts: 20

oh thanks yeah was just looking to change the prize money for wining comps

« Gotta Catch 'Em All! | The player that never ages? »

**Members who have read this thread: 3** 

vult, rcarp98

**Tags for this Thread**

balance, less money, money, transfer funds, transfer funds german  
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Results 376 to 400 of 420

## Thread: Financial Queries

Thread Tools

26-02-20, 04:09 PM

#376

**Alan**  
Backup Player

Join Date: 20-09-12  
Posts: 649

You can do this via JLPatch from JL Collection

22-04-20, 10:28 AM

#377

**elvin3k**  
Youth Team Player

Join Date: 09-03-19  
Posts: 1

### Finance Bug From Usually Non Playable Teams?

Hi all, hopefully this is in the right place. I am currently playing version 3.968T build Nov 21 2002 Tapani v2.22+s9.

I'm enjoying the challenge of trying to take the tiniest clubs across Europe, generally the usually in game non manageable ones say from Iceland or Faeroe Islands, and trying to get them into the champions league groups stages. i have dne this with Dudelage from Luxembourg. However, i have noticed a problem with most clubs finances from usually non playable leagues. The clubs budget is in the form of Profit/(loss) not Balance and previous months and years values are zero. i have noticed while seeing if all clubs are like this that Young Boys and Basel of Switzerland seem to work yet Thun doesn't. i cant find a reason as to why. If this is fixable, it would be amazing, but i'm doubting it.

Thanks in advance

I would post some screenshots but my .jpg's are apparently not valid .jpg's

23-04-20, 06:57 PM

#378

**Kingsley**  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

I suspect that non-manageable clubs were never intended to be managed. If you do a league swap to make th Faroese league manageable then the finances would be fine



**JohnBarnes1980** ◦  
Youth Team Player

Join Date: 26-04-20  
Posts: 2

### Modern Day Transfer Values/Wages

Hi all

Is there a patch that increases players values/wages to those of current day players?

Players are going for £200 million plus now and wages can be getting £500k a week but the game still reflects values/wages of those twenty years ago.

Thanks in advance.

**barfly14** ◦  
Hot Prospect for the Future

Join Date: 28-09-17  
Location: Milton Keynes, UK  
Posts: 132

Use Nick's patcher and you can increase/decrease the games money values. I have it on 2.5 and players like Mbappe on the data updates are on £450k+

Sent from my GM1913 using Tapataalk

**LLLorenzo** ◦  
Decent Young Player

Join Date: 10-12-13  
Posts: 92

Originally Posted by **barfly14** ◦

*Use Nick's patcher and you can increase/decrease the games money values. I have it on 2.5 and players like Mbappe on the data updates are on £450k+*

*Sent from my GM1913 using Tapataalk*

And anyway when you reach 2030-2040 you will see a lot of transfers at 200-250mln € because, as I told many times, too many clubs become very rich...

**JohnBarnes1980** ◦  
Youth Team Player

Join Date: 26-04-20  
Posts: 2

Thank you. Which patcher is this?

**barfly14** ◦  
Hot Prospect for the Future

Join Date: 28-09-17  
Location: Milton Keynes, UK  
Posts: 132

Originally Posted by **JohnBarnes1980** ◦

*Thank you. Which patcher is this?*

Have a look at this link

[https://r.tapataalk.com/shareLink/top...ink\\_source=app](https://r.tapataalk.com/shareLink/top...ink_source=app)

My CM0102Patcher

Sent from my GM1913 using Tapataalk

Originally Posted by **JohnBarnes1980** »

Thank you. Which patcher is this?

Saturn V9 or Nick's Patch

Both are in patches section on the site

01-05-20, 03:58 AM

#385

**dillinger** ◦  
Youth Team Player

Join Date: 29-04-20  
Posts: 6

### is there a financial balance limit and can it be removed ?

I am playing cm 00/01, and there is a limit to how much money my club can have, about \$3.5 billion. When I reach this sum and the game updates for a new season, the balance becomes zero.

Is there a similar limit in cm 01/02 ?

Can the limit be removed ?

01-05-20, 06:52 AM

#386

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Is there a limit - yes about £2.6 b  
Can it be removed - no

Why do you need more cash than that ?

15-05-20, 01:03 PM

#387

**Renitor** ◦  
Hot Prospect for the Future

Join Date: 07-05-20  
Posts: 183

### 2020 March update question

I have just started a new save game with the March 2020 update, I have patched using Saturn v9 and then used Nick's Patcher to set inflation to 2.0 to get "realistic" transfer values.

Playing as Manchester United

I have just completed the first season and made a profit of £93 million for the year. The board then decide to pay out a £90 million dividend.

I know the Glazers take annual dividends but even in real life they don;t strip the club that bare!

Does anyone who had a longer save know if they take almost all profit every year?

Without inflation you can at least build up available transfer funds.

Otherwise I will need to change strategy and spend more in January so there is less to take out.

Thanks

17-05-20, 02:45 PM

#388

**Diggler** ◦  
Reserve Team Player

Join Date: 06-04-12  
Posts: 280

I play with Man United on every update, they always pay out a shedload but you will get nearly the same amount in sponsorship from the Premier League within a week or two...

On the last update after 14 seasons I had close to £2billion in the bank...

20-05-20, 05:27 PM

#389

**freederry** ◦  
Youth Team Player

Join Date: 17-05-12  
Posts: 41

### This has probably been asked a million times - German Finances

Hi All,

Wanted to start a German game but it always puts me off that Bayern for example could have £200m in the bank but only £25m available for transfers.

Is there any way to change this? I feel for the first few seasons at least it puts you at a disadvantage to the other superpower clubs in the game.

20-05-20, 06:47 PM

#390

**Coliuto** ◦  
Decent Young Player

Join Date: 23-06-12  
Posts: 52

are you playing with 3.9.68 and newer updates or with patches?  
i think with no patch you could spend money according to the importance of the league (or league coefficient)..in argentina for example i had more than 100m in the bank but no more than 4,5m available for transfers, even if I sold players.  
Or maybe you'll have to see the attributes of your chairman (or maybe you have a large number of players with high reputation and your total wages are very high)

20-05-20, 07:19 PM

#391

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

If you need more than £25m to win with Bayern you are doing something wrong. Besides you will probably find that is £25m on any one player.

21-05-20, 07:26 AM

#392

**samsami** ◦  
VIP

Join Date: 27-10-14  
Location: The Netherlands  
Posts: 8,159

Originally Posted by **freederry**

Hi All,

Wanted to start a German game but it always puts me off that Bayern for example could have £200m in the bank but only £25m available for transfers.

Is there any way to change this? I feel for the first few seasons at least it puts you at a disadvantage to the other superpower clubs in the game.

Where does it say £25M? When you try to sign a player? Or when you look at the FC Bayern screen and click on Finances?

### Samsami Sungo's Career

*Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons*

21-05-20, 08:22 AM

#393

**Diggler** ◦  
Reserve Team Player

Join Date: 06-04-12  
Posts: 280

You can request more transfer funds from the board.

21-05-20, 10:54 AM

#394

**Nick+Co** ◦  
Programmer

Join Date: 18-07-15  
Posts: 795

21-05-20, 03:53 PM #395

**Renitor**  
Hot Prospect for the Future

Join Date: 07-05-20  
Posts: 183

I think the managers reputation has an effect, the higher the reputation of the manager the more funds available.  
If you had £100m to spend would you let Alan Pardew get his hands on all of it?

29-05-20, 06:56 AM #396

**tim1982**  
Youth Team Player

Join Date: 28-07-19  
Posts: 3

Hi guys, just wondered if anyone knows of a patch where someone has edited individual player wages to make wage structure more realistic?

I've just taken over Inter and its a bit "all over the place" with Ashley Young on £10k a week, Handanovic on £14k and then Lukaku/Eriksen on a more realistic £140k (£x2 = 280k).

I guess there's no quick fix for this - but it seems wages have been updated for players who've transfered in an update, then leaving others on "old-fashioned" 2000/01 style wages that the game guesses at.

I'm wondering - if I take the time to edit wages for the top clubs in major leagues - would anyone be interested?! Probably about time I contributed something to this awesome site!

Thanks

29-05-20, 03:15 PM #397

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

Join Date: 15-12-11  
Location: Your Mother  
Posts: 29,995

The updates calculate the players World Reputation off his transfermarkt value. The WR is then multiplied to generate a wage. There was a time when 75% of playable clubs were broke within 2 seasons trying to replicate real life in some way (especially those with grounds around 40k like Chelsea). Giving actual wages just doesn't work as the economic side of the game is vastly different than now. For instance TV money is so huge in the EPL most clubs don't need gate receipts to be profitable.

TFM values tend to decrease drastically with age hence the low wages for the likes of Young. It also makes it easier to move on older players. Having a 36yr old on 30-40k with going to result in "couldn't agree terms" message even if 10 clubs make an offer when giving the player away for free.

Champman0102.co.uk Facebook Page  
13000 followers and rising  
**November 2020 Data Update Out Now**

13-06-20, 09:30 AM #398

**dane0**  
Youth Team Player

Join Date: 09-02-19  
Posts: 2

The "business" attribute of your chairman will also impact this. The higher the business attribute the less they'll let you spend on players (they are responsible and will "generate income for the club"), while a chairman with a low business attribute will not care and will let you spend more freely.

12-08-20, 09:18 AM #399

**davidhirst\_9**  
Youth Team Player

Join Date: 06-08-20  
Posts: 9

Was their ever a solution to the OP's question? I'm in a similar situation - playing with Nurnberg, over £60m in the bank and I can't offer anymore than 29k wages. This is even after offering two ultimatums to the board to get them to increase the wage budget!

I've tried upping the max wage in the GK save game editor but it doesn't seem to do anything..

Thanks!

12-08-20, 11:19 AM

#400

**scemoka**  
Backup Player

Join Date: 08-03-12  
Posts: 596

Originally Posted by **davidhirst\_9**

*Was their ever a solution to the OP's question? I'm in a similar situation - playing with Nurnberg, over £60m in the bank and I can't offer anymore than 29k wages. This is even after offering two ultimatums to the board to get them to increase the wage budget!*

*I've tried upping the max wage in the GK save game editor but it doesn't seem to do anything..*

*Thanks!*

Upping the max wage via GK save game editor is **not solution**.

Because in the GK editor max wage box is just an **indicator** - cursor which has no effect and in which you only see the limit.

Re-edit 50k- 60k or higher wage of a person (player or coach) from your team in GK save game editor at **his contract box**. After than you can offer to other players around this level during playing in game. 👍

Last edited by scemoka; 12-08-20 at 11:33 AM.

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« Gotta Catch 'Em All! | The player that never ages? »

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vult, rcarp98

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## Thread: Financial Queries

Thread Tools

12-08-20, 11:53 AM

#401

 **davidhirst\_9**   
 Youth Team Player

 Join Date: 06-08-20  
 Posts: 9

 Originally Posted by **scemoka**

Upping the max wage via GK save game editor is **not solution**.  
 Because in the GK editor max wage box is just an **indicator** - cursor which has no effect  
 and in which you only see the limit.

Re-edit 50k- 60k or higher wage of a person (player or coach) from your team in GK  
 save game editor at **his contract box**. After than you can offer to other players around  
 this level during playing in game. 🙌

Thanks I'll give that a go - funnily enough editing the max wage did allow me to offer  
 100k a week for one player, before it reverted back to normal soon after (and sure  
 enough, looking at the saved game in the editor showed the max wage had gone back  
 down to c. 15000 again).

12-08-20, 12:57 PM

#402

 **davidhirst\_9**   
 Youth Team Player

 Join Date: 06-08-20  
 Posts: 9

 Originally Posted by **davidhirst\_9**

Thanks I'll give that a go - funnily enough editing the max wage did allow me to offer 100k a week for one player, before it reverted back to  
 normal soon after (and sure enough, looking at the saved game in the editor showed the max wage had gone back down to c. 15000 again).

So I changed a player to 61k a week in the GK editor but didn't seem to do anything - the players wage was unaffected when I restored  
 the saved game. Also, when I checked the editor again, the wage had reverted..

Seems I'm not getting something as I'd actually tried to edit wages before (I found it a bit daft that players in Brazil were on 100k a  
 week!) and it didn't work.

I'm using the +9 patch by the way.

12-08-20, 02:38 PM

#403

 **scemoka**   
 Backup Player

 Join Date: 08-03-12  
 Posts: 596

 Originally Posted by **davidhirst\_9**

So I changed a player to 61k a week in the GK editor but didn't seem to do anything - the players wage was unaffected when I restored the  
 saved game. Also, when I checked the editor again, the wage had reverted..

Seems I'm not getting something as I'd actually tried to edit wages before (I found it a bit daft that players in Brazil were on 100k a week!)  
 and it didn't work.

I'm using the +9 patch by the way.

Ok.  
Do you run Save Game Editor as administrator?  
May be your edited save file with 100k wage located at c:\users\xxx\appdata\local\virtual store folder...

12-08-20, 02:56 PM

#404

**davidhirst\_9**   
Youth Team Player

Join Date: 06-08-20  
Posts: 9

Originally Posted by **scemoka**

Ok.  
Do you run Save Game Editor as administrator?  
May be your edited save file with 100k wage located at c:\users\xxx\appdata\local\virtual store folder...

Hi yes, running as administrator - I've edited a few stats and things successfully.

There is a file located at the path you suggested but the date modified is 6 days ago.. Plus certain I opened the file in C:\Program Files (x86)\Championship Manager 01-02..

Cheers

#### The Following User Says Thank You to davidhirst\_9 For This Useful Post:

[scemoka](#)

12-08-20, 03:45 PM

#405

**scemoka**  
Backup Player

Join Date: 08-03-12  
Posts: 596

Originally Posted by **davidhirst\_9**

Hi yes, running as administrator - I've edited a few stats and things successfully.

There is a file located at the path you suggested but the date modified is 6 days ago.. Plus certain I opened the file in C:\Program Files (x86)\Championship Manager 01-02..

Cheers

Yes, i understand. may be GK Save Game editor not working with all functions for +9 patch.

Once a time i requested from user @Desp his save file for editing club reputation in order to get more regens. I **could not** edit it. (2.21 patch)

Thanks god 🙏 i use v.9.68 original database (no patch) - 8 years long time **carefully** own edited (since 2012). No errors, no crashes. always play around 100 years. And i can edit whatever i want via GK save game editor. Even club's bank balance.

Last edited by scemoka; 12-08-20 at 03:53 PM.

12-08-20, 03:54 PM

#406

**AtomicAnt**  
Backup Player

Join Date: 06-03-12  
Posts: 705

Originally Posted by **scemoka**

And i can edit whatever i want via GK save game editor. Even club's bank balance.

I also use GK Save Game editor sometimes, v3.9.68. I have around 80k stadium with Everton and it's almost a full house every game, but I can't get the board to expand the stadium even more, they don't feel its necessary. I won't use the editor to expand the stadium but I want the board to do it. I've tried editing Min, Avg and Max attendance, but it doesn't help. Any tips?

12-08-20, 03:59 PM

#407

**davidhirst\_9**   
Youth Team Player

Join Date: 06-08-20  
Posts: 9

OK thanks. Maybe I'll start a new thread and see if anyone's been able to edit wages in the +9 version.

What is the file saved at: c:\users\xxx\appdata\local\virtual store folder... ?

12-08-20, 04:07 PM

#408

**scemoka** ◦  
Backup Player

Join Date: 08-03-12  
Posts: 596

Originally Posted by **AtomicAnt** »

*I also use GK Save Game editor sometimes, v3.9.68. I have around 80k stadium with Everton and it's almost a full house every game, but I can't get the board to expand the stadium even more, they don't feel its necessary. I won't use the editor to expand the stadium but I want the board to do it. I've tried editing Min, Avg and Max attendance, but it doesn't help. Any tips?*

Hi AtomicAnt 😊  
I think so... that it is unnecessary for club - Everton level. 80k enough! 🌐

But it is your game, your choice, so you are free to demand whatever you want. 😊  
Set Min att. 60K Avg Att. 80k. Max.Att. 120K, and set additional 20K for expansion.  
After than - in game make board request for stadium expansion.  
May be it will work.  
Cheers All.

12-08-20, 04:09 PM

#409

**scemoka** ◦  
Backup Player

Join Date: 08-03-12  
Posts: 596

Originally Posted by **davidhirst\_9** »

*OK thanks. Maybe I'll start a new thread and see if anyone's been able to edit wages in the +9 version.*

*What is the file saved at: c:\users\xxx\appdata\local\virtual store folder... ?*

At that folder may be a copy of Your save game file with same name. xxx.sav. not sure for date - latest modified.

I think better to start new thread for this. editing wages at GK Save Game Editor for +9 patch. 👍

19-11-20, 01:34 PM

#410

**edu\_filipe** ◦  
Youth Team Player

Join Date: 13-08-13  
Posts: 6

### German Financial Bug - New Update 2020/2021

Hello all,

Will the financial bug on German League be fixed on this new Data update?

It's very annoying not to be able to buy players for more then 35/38 Million € even with 200 Million off cash.  
Do you have a solution for this?

Waiting for a reply from you.

Thank you

20-11-20, 10:33 AM

#411

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

Originally Posted by **edu\_filipe** »

*Hello all,*

*Will the financial bug on German League be fixed on this new Data update?*

*It's very annoying not to be able to buy players for more then 35/38 Million € even with 200 Million off cash.  
Do you have a solution for this?*

*Waiting for a reply from you.*

*Thank you*



I don't believe that there is a bug to fix. The money available is usually based on the reputation of the league and the prize money available at the end of the season. I am guessing that the Bundesliga is probably already at the max for reputation, so if you look in the patches section, you should be able to find a thread with the offsets to change if you want to increase the prize money.

Besides, if you need to spend more than €35m in this game, you are doing something wrong. I don't think I've ever spent that much on a player.

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The artist formally known as The Eejit

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20-11-20, 11:00 AM

#412

**edu\_filipe** ◊  
Youth Team Player

Join Date: 13-08-13  
Posts: 6

So your telling me that If you want to buy Haaland, Mbappe, Milinkovic-Savic, De Jong, De Ligt, or other, you don't need to spend more than €35M ??  
And I'm the one who's doing something wrong?? I play by the rules, and offer what the club wants, don't use any other ways to get the players, but If you play like that... It's your decision!!!

As for the Financial bug on Germany, ofcourse there's a bug to fix, just someone that doesn't understand anything about Bundesliga can say that there isn't!!! Currently you have Bayern as european champions buying players for €80M, €50M , and Dortmund also doing huge buys, and you still think that there's no bug??? loool comon man... Ridiculous!!!

Does anyone know a solution for this??

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20-11-20, 11:20 AM

#413

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

What I am saying is that you don't need to buy those players to be successful.

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The artist formally known as The Eejit

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20-11-20, 11:41 AM

#414

**edu\_filipe** ◊  
Youth Team Player

Join Date: 13-08-13  
Posts: 6

That I know, but I should be able to buy whoever I want, as I can do in Italy, Spain, England, and other countries...  
Why that isn't possible in Germany?? This should be fixed!!!  
It gives a sense that is not fair in Germany with this budget limitation, and I'd really like to have/find a solution for this.

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20-11-20, 12:05 PM

#415

**Kingsley** ◊  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

All I can suggest is to check [here](#) where you will find the offset in the cm0102.exe to change to increase the Bundesliga prize money.

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The artist formally known as The Eejit

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20-11-20, 12:10 PM

#416

**georged** ◊  
Youth Team Player

Join Date: 29-10-20  
Posts: 5

Originally Posted by **edu\_filipe** »

*That I know, but I should be able to buy whoever I want, as I can do in Italy, Spain, England, and other countries...  
Why that isn't possible in Germany?? This should be fixed!!!  
It gives a sense that is not fair in Germany with this budget limitation, and I'd really like to have/find a solution for this.*

Definitely not fair. I have only 1M to spend with Queen of the South thanks to selling my whole squad off and I cannot loan any player above 21 years of age for more than 4 months. And I cannot sign any players out of the EU because they don't get a work permit. However, I am topping the D1 table in my second season.

What they are trying to tell you is that you can get great players for less money and there is a reason why people play this game: you can get a real good team without spending tons of money. Try, for example, checking out the sub-21 squads in South America and you scoop your next Milinko-Savic or De Ligt for a couple of €. Or don't apply the patch to get rid of the protected contracts and you sign them that way. And do a lot of clicking on teams and players to see what players can be interesting (get rid of the masked attributes).

20-11-20, 01:20 PM

#417

**Alan** ◦  
Backup Player

Join Date: 20-09-12  
Posts: 649

Originally Posted by **georged** »

*What they are trying to tell you is...*

What they are all missing is that there is some code that means that the rich clubs in Germany will only have around 30-40% of their balance available for transfers. Compared to 80-90% for clubs in England, Spain, Italy. This isn't about the game being easy, buying cheap prospects and suchlike. This is about the fact that there is an imbalance in finances with German clubs.

20-11-20, 01:35 PM

#418

**edu\_filipe** ◦  
Youth Team Player

Join Date: 13-08-13  
Posts: 6

Exactly Alan, finally someone that understand what I'm really talking about. This is not about buying good and cheap players, doing a great squad with low budget, it's about not having the budget on german clubs available like on the other leagues.

Is there anything that I can do Alan? Do you know?

20-11-20, 02:54 PM

#419

**Kingsley** ◦  
The Mascot

Join Date: 05-03-12  
Location: Ribble Valley  
Posts: 5,734

It sounds like one for the patching guys to have a look at. I would suggest posting there rather than in this general topics thread.

The artist formally known as The Eejit

21-11-20, 10:54 PM

#420

**georged** ◦  
Youth Team Player

Join Date: 29-10-20  
Posts: 5

Is it a bug though, that is the question, I suppose. Don't think it is unintended, but what do I know.

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