



Thread: Frustrations with CM 01/02

Thread Tools

10-02-14, 04:29 PM

#1

**mikecoxon**  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

**Frustrations with CM 01/02**

I'm loathe to criticise a game that has given me more joy than pretty much anything else since the age of 14 (don't tell my fiancée...) but there are a few bug bears I have with CM 01/02 that I wish the brothers Collyer would have thought about before releasing it...

- \* Brazilian players regenerating without nicknames, giving them all unwieldy, usually treble barrelled names
- \* Managers often returning to previous clubs when their replacements are sacked (its like a succession of Graham Taylors and Howard Kendalls)
- \* Not being able to punish players for being sent off outside of the league (I'm aware you can do this on the PC version but I'm currently limited to the Mac version and I'm sick of Taribo West's antics in the Champions League!)

I'm sure there are more, and apologies if this is a repeated thread, but is there anything else minor with CM 01/02 that, as much as you love the game, you would happily have changed?!

11-02-14, 09:19 AM

#2

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

- \* Not being able to get a decent job abroad, no matter how well you've done in the past.
- I can't believe this bug wasn't detected in testing.

11-02-14, 10:49 AM

#3

**Fods**  
Not Needed at the Club

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

There's a couple of these threads already

11-02-14, 07:57 PM

#4

**Dubinho**  
Hot Prospect for the Future

Join Date: 08-03-12  
Posts: 155

A lot of the keepers you sign have too many bad games. For that reason, finding a good consistent GK is a must and IMO the most important position in the team.

12-02-14, 01:23 AM

#5

**ilovesanmarino** ◦  
Squad Rotation Player

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

considering how the game engine works, and the sort of changes that could have been made without changing the fundamentals...

money

clubs do not set themselves a budget, other than maximum wage

clubs do not sell players to balance the books

player/managers moving from major to minor clubs often get a contract based on their major club wages

stadiums shrink when club is labelled "bankrupt" but do not expand once club bought out

when bankrupt you "cannot turn down reasonable offers" which is pretty much meaningless as this seems to be double the list price, it should be half. No actually, it SHOULD be insecure clubs have to sell at half price and bankrupt clubs automatically have all the players transfer listed

I spend every pre-season fixing those last two with Graeme Kelly's editor otherwise Serie A and La Liga end up with every club (other than those who can draw 60,000+) reduced to 5000 seater stadiums after about three seasons, and then permanently bankrupt ever after as they cannot sustain themselves on gate receipts, this destroys the transfer market globally

12-02-14, 04:36 AM

#6

**Fods** ◦  
Not Needed at the Club

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

<http://www.champman0102.co.uk/showthread.php?t=3092>

13-02-14, 09:18 AM

#7

**Kingsley** ◦  
The Mascot

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

I love this game. It's perfect exactly because it's not perfect.

Like following a real club, you have to have something to moan about. It wouldn't be the same without a good moan now and again. Like ilovesanmarino says, you can pretty much sort anything you want by the use of an editor, but why bother. Have a bit of a rant at the screen then carry on.

The artist formally known as The Eejit

14-02-14, 04:12 PM

#8

**BobMem** ◦  
First Team Player

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

Yeah!

Super-keepereed and they have one shot and score. All part of being a real football fan/fake football manager!!

14-02-14, 06:10 PM

#9

**mikecoxon** ◦  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

Originally Posted by **The Eejit**

*I love this game. It's perfect exactly because it's not perfect.*

*Like following a real club, you have to have something to moan about. It wouldn't be the same without a good moan now and again. Like ilovesanmarino says, you can pretty much sort anything you want by the use of an editor, but why bother. Have a bit of a rant at the screen then carry on.*

I completely agree, I wouldn't want it to be a complete walk in the park (hence why I never use super tactics!).

What I mean is small, usually insignificant problems that don't effect game play but maybe effect things like the realism and clubs staying solvent.

Then again the way modern football is going maybe clubs going out of business en masse is more realistic!

15-02-14, 02:51 AM

#10

**merkezekrem** ◦  
Squad Rotation Player

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

6-0 first half, 6-0 full time 😞

15-02-14, 03:00 AM

#11

**Sam** ◦  
Reserve Team Player

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

Originally Posted by merkezekrem

6-0 first half, 6-0 full time 😞

agree to an extent, but doesn't that happen irl also? A team demolishes another in the 1st half no matter how much the manager asks them to keep the levels up it's only natural for them to conserve their energy.

15-02-14, 03:08 AM

#12

**Sam** ◦  
Reserve Team Player

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

Many of my (minor) frustrations with the game are the same as others'.

1. Stadium shrinking (which is okay but should restore after take-over)
2. Bankrupt side (AI) not being forced to sell players
3. Foreign job glitch
4. Determination/Pace/Work Rate of regens

That's about it really though, and none of these problems are big enough either alone or together to make me want to stop playing the game.

*Last edited by Sam; 18-02-14 at 11:05 PM.*

15-02-14, 10:21 AM

#13

**Dubinho** ◦  
Hot Prospect for the Future

Join Date: 08-03-12  
Posts: 155

Originally Posted by merkezekrem

6-0 first half, 6-0 full time 😞

If you change formation or team mentality and perhaps bring on some subs you can eek out more goals. Doesn't always work, though.

18-02-14, 04:57 PM

#14

**Luessenhoff** ◦  
Decent Young Player

Join Date: 18-02-14  
Posts: 95

Well, these aren't really frustrations but minor issues that could have gotten more attention:

- if a foreign player (who does not speak the native language spoken at the region of the club) joins a new club in a foreign MULTILINGUAL country, he will never learn the proper language.  
The editor shows that each nation has been attributed a "first language", and a possible second or third. In CM, the "first" always rules whereas this isn't true in real life.  
Example: Switzerland has a majority of German speakers indeed, but I can hardly imagine a Russian player would start to adapt to German language, having just signed with a team like Servette (French-speaking Switzerland) or Bellinzona (Italian-speaking Switzerland)

The same applies to Belgium ... foreigners will (or won't, if they already speak it) always learn French, never Dutch, or German in the case of football club Eupen.

A second thing that struck me is the fact that many "small" football nations, e.g. many African countries and the smaller South American countries such as Suriname hardly ever call up good players but seem to prefer playing with the darkened non-existing players used whenever not enough "real players" are around. It seems to me this doesn't go for small European football nations such as Liechtenstein who will call up whatever Liechtensteiner they can find. Does anybody have a clue why this is?

A second issue regarding call-ups is the fact that once some players leave their non-European native country and sign at a big European club they seem to be left out of the national team's squad for a considerable amount of time (regardless of whether they play a lot at their new club or not!), whereas when he stays with his small club he will always make it into the national team. A specific example is Landon Donovan ... and, although in a somewhat different situation as previously described because he's free in the beginning: Taribo West.

if Taribo West is given a contract at a big European team, the first matches he'll play will only be at the end of the 2002 season during the World Cup. If however he joins an unfashionable team, he gets called up for whatever game Nigeria has to play.

Strange ... !

18-02-14, 05:06 PM

#15

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

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

The second part is more to do with Competition Reputation more than anything. The qualifiers on the ODB are low ranked so the WC qualifiers seems to draw the local players more than the highest rated players. Hence African, Asian teams end up with their big guns at the finals and hardly ever in the qualifiers. Slightly flawed alright but changing the reps of the Qualifiers helps improve the 'problem'

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21-02-14, 10:40 AM

#16

**Luessenhoff** ◊  
**Decent Young Player**

Join Date: 18-02-14  
Posts: 95

That enlightened me, as I had no clue why this was ... thanks !

24-02-14, 03:07 PM

#17

**dw82** ◊  
**Decent Young Player**

Join Date: 27-01-14  
Posts: 71

I'm still playing this classic game because I love it, I love the simplicity and accessibility, but yes there are niggles which you would expect with what is now such a dated game! My latest game has reminded me of a few things:

- \* 'Senior' players who are on loan at game start get sold on the cheap a lot because the engine reads it that the player is simply surplus to requirements - this has been covered a lot I know in the update threads... I suppose these types of loans weren't really done in 2001 but are very common now.
- \* Similarly, it is very difficult to get your young players out on loan because I think their reputations don't attract anyone, even the lower league clubs. I've had a lot of my talented youngsters at Man Utd listed for loan all the first season but no-one is interested. Yet when I set Ashley Young to the same, Ipswich came in straight away.
- \* Staying in the transfer market, another frustration is the way clubs buy 'old' players e.g. established Premier League clubs buying over the hill lower league players for like £200k and start playing them!? Similarly, some of the bigger transfers are unrealistic e.g. Man City have just bought Ashley Westwood and Aaron Lennon despite both being nowhere near as good as what they already have. I'm sure some transfer activity could be made more realistic with more in-depth editing of player abilities and reps, but it's still an antiquated glitch in the system that clubs both big and small mainly buy older players rather than the world's best up and coming.
- \* Substitutions - AI managers sub their defenders just as much as their forward players, this is unrealistic, it's very rare you'd had have any sub appearances for centre backs for example.

After this game, 03/04 is my favourite because the transfer system started to become more realistic.. I remember having a tough but enjoyable spell as Blackburn in the Premier League on this game, fighting to stay established in the top flight and starting to use the loan system more how it's used today. Plus the 2D tactical pitch was a welcome addition as it gave you slightly more insight as to what was going on than the now seemingly 'random' text of this game! But yes, if I could change one thing about 01/02 it would be a more realistic transfer system whereby younger players were much more coveted and over the hill ones weren't plucked from obscurity because they were cheap. That, plus a more functional loan system, and this game would still be close to perfect.

24-02-14, 03:36 PM

#18

**mikecoxon** ◊  
**Hot Prospect for the Future**

Join Date: 03-02-14

Agree completely on the loan situation - I always set my entire reserve team as available for loan and rarely do many of them venture out

24-02-14, 05:40 PM #19

**dw82**  
Decent Young Player

Join Date: 27-01-14  
Posts: 71

Originally Posted by **mikecoxon**

Agree completely on the loan situation - I always set my entire reserve team as available for loan and rarely do many of them venture out

Yes I think it serves better to accept that you have to use the loan system differently in this game; to be honest when at a big club your young players will probably improve more anyway on your own training systems with good facilities anyway. It's remembering to accept that the loan system is more a way to keep senior players match fit and on form if they can't get near your own first eleven. I used the Ashley Young at Man Utd example - he played 25 games for Ipswich on loan which didn't do him any harm and now he's back for the season run-in, if I do need him (unlikely) he's match fit at least.

25-02-14, 09:10 AM #20

**Kingsley**  
The Mascot

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

Originally Posted by **dw82**

Yes I think it serves better to accept that you have to use the loan system differently in this game; to be honest when at a big club your **young players will probably improve more anyway on your own training systems with good facilities** anyway. It's remembering to accept that the loan system is more a way to keep senior players match fit and on form if they can't get near your own first eleven. I used the Ashley Young at Man Utd example - he played 25 games for Ipswich on loan which didn't do him any harm and now he's back for the season run-in, if I do need him (unlikely) he's match fit at least.

No. Match play at any level will improve players far more than any training ever will.

The artist formally known as The Eejit

27-02-14, 03:33 PM #21

**mikecoxon**  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

Something not in the game but would be nice (influenced by Freddy Adu at Brighton) - players starting on trial contracts so you have the choice to keep them or release them. Very niche, perhaps could be achieved by contracts expiring two to four weeks into the season

27-02-14, 09:57 PM #22

**Rapier**  
Decent Young Player

Join Date: 09-11-12  
Posts: 63

The frequency of "super keepers" is a bug bear of mine, I had 5 games out of the first 7 of the season where the opposition GK was man of the match, yeah, right...

07-03-14, 04:55 PM #23

**Luessenhoff**  
Decent Young Player

Join Date: 18-02-14  
Posts: 95

Another issue I'm having is the player Cristiano Doni ... despite not being set on a loan by the editor (never touched it), no matter what season you start in which league ... he always starts out on a loan to the Italian lower league club "Alzano". It's a mystery to me how a player can be set to "on a loan" right from the start if it isn't visible in the editor.

Does anyone of you have any idea how to undo this loan?

**Kenny Dalglish's Smile** ◊  
Backup Player

Join Date: 08-03-12  
Location: Copenhagen  
Posts: 762

delete it in the player\_setup config file in the Data folder

**Rapier** ◊  
Decent Young Player

Join Date: 09-11-12  
Posts: 63

Originally Posted by **dw82**

*Yes I think it serves better to accept that you have to use the loan system differently in this game; to be honest when at a big club your young players will probably improve more anyway on your own training systems with good facilities anyway. It's remembering to accept that the loan system is more a way to keep senior players match fit and on form if they can't get near your own first eleven. I used the Ashley Young at Man Utd example - he played 25 games for Ipswich on loan which didn't do him any harm and now he's back for the season run-in, if I do need him (unlikely) he's match fit at least.*

I'll come clean and admit that I cheat when it comes to loaning players out.

I will add a manager and take over a lower league side, increase his reputation and then apply to loan all my main youngsters with potential. Lame but it's the only way to mimic real life.

« Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? »

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All times are GMT +1. The time now is 02:21 PM.

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Thread: Frustrations with CM 01/02

Thread Tools

19-03-14, 12:18 PM

#26

**mikecoxon**

Hot Prospect for the Future

Join Date:

03-02-14

Location:

London

Posts:

115

Thought of another one! I get annoyed that if the computer matches a release clause for one of my players I have to sell them immediately, however if I match a release clause for a player the club can wait a few days before accepting

21-03-14, 04:53 PM

#27

**dw82**

Decent Young Player

Join Date:

27-01-14

Posts:

71

My main frustration with the game is half my fault too! I downloaded the 'Ultimate' Commentary File from this site as it sounded good, but then I started a new game, did a lot of wheeler dealing pre-season and was getting into it... then after 3 or so games I realised how cheesy, weird and error-strewn this commentary file was! So now I am stuck with persevering with a new career I am already into and excited about continuing, but will have to put up with this commentary on it forever (I play the game properly on slow, and you can't replace the commentary file back with the original when you have a save as it gives you errors).

24-03-14, 07:21 PM

#28

**Kenny Dalglish's Smile**

Backup Player

Join Date:

08-03-12

Location:

Copenhagen

Posts:

762

Haha, yeah, that one is only for those of a certain taste 😊 Three games though, mate. Not like it is three seasons.

05-04-14, 02:11 PM

#29

**merkezekrem**

Squad Rotation Player

Join Date:

02-03-12

Location:

Istanbul

Posts:

1,844

You send 2 scouts to the world cup and they both watch the same game and miss the next

05-04-14, 10:02 PM

#30

**BobMem** ◦  
First Team Player

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

Just been reminded of another minor annoyance.

Why ask me to apply for the intertoto cup place when I've just been announced as champions?!  
[Respond] [No]

That's two clicks I'm not getting back.

06-04-14, 08:15 AM

#31

**Fods** ◦  
Not Needed at the Club

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

^^^ pisses me off too

06-04-14, 10:27 AM

#32

**info0** ◦  
VIP

Join Date: 02-03-12  
Location: Poland/Lodz  
Posts: 3,856

Speaking of annoyances in CM/FM, there is one common.

Your striker is on fire, scores buckets of goals, he gets 9-10-10-10-10 in form... But then he suddenly can't hit barns door for 10 games straight. 😞

It's like the games try to force you to sub him for next game 😞.

06-04-14, 02:37 PM

#33

**Rapier** ◦  
Decent Young Player

Join Date: 09-11-12  
Posts: 63

Or that world class player that you just can't find a position for, I'm struggling to fit Ozil into my Arsenal team because no matter where I play him he's average at best.

06-04-14, 05:18 PM

#34

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

Originally Posted by **info0** ◦

*Speaking of annoyances in CM/FM, there is one common.*

*Your striker is on fire, scores buckets of goals, he gets 9-10-10-10-10 in form... But then he suddenly can't hit barns door for 10 games straight. 😞*

*It's like the games try to force you to sub him for next game 😞.*

that was michael owen in real life at LFC in the early 2000s.

06-04-14, 05:20 PM

#35

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

Originally Posted by **mikecoxon** ◦

*Agree completely on the loan situation - I always set my entire reserve team as available for loan and rarely do many of them venture out*

this is my current problem. never had it before but right now, i have 20 young players listed for loan with only one bite in three seasons.



07-04-14, 06:11 AM

#36

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

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

Originally Posted by **Rapier** »

*Or that world class player that you just can't find a position for, I'm struggling to fit Ozil into my Arsenal team because no matter where I play him he's average at best.*

I sometimes buy that many strikers I actually dont mind when start striker is out for 9 months, gives one of the other guys a run

07-04-14, 01:21 PM

#37

**ajra21** ◦  
**Backup Player**

Join Date: 18-05-13  
Posts: 728

Originally Posted by **Fodster** »

*I sometimes buy that many strikers I actually dont mind when start striker is out for 9 months, gives one of the other guys a run*

i've had this before too, though not with strikers - i pretty much keep only 4 in my first team. just had alex mowatt miss 9 months which has allow other midfielders to get chances.

07-04-14, 06:18 PM

#38

**churky** ◦  
**Backup Player**

Join Date: 02-03-12  
Posts: 828

Originally Posted by **Rapier** »

*Or that world class player that you just can't find a position for, I'm struggling to fit Ozil into my Arsenal team because no matter where I play him he's average at best.*

It's often a tactical thing. In one of my 4231 tactics the AMC is always top scorer by far, no matter who I play there. So if you want your star to have good ratings, just stick him in the most advantageous position of your tactic and he'll perform because any dud would do well there.

07-04-14, 09:44 PM

#39

**ajra21** ◦  
**Backup Player**

Join Date: 18-05-13  
Posts: 728

Originally Posted by **churky** »

*It's often a tactical thing. In one of my 4231 tactics the AMC is always top scorer by far, no matter who I play there. So if you want your star to have good ratings, just stick him in the most advantageous position of your tactic and he'll perform because any dud would do well there.*

yep, i play a 4132 & the DMC often gets great ratings even if he's a meh player.

07-04-14, 09:46 PM

#40

**ajra21** ◦  
**Backup Player**

Join Date: 18-05-13  
Posts: 728

you know what bugs the crap of me? other managers (CPU) who don't support their players. they have an elite player who gets prize but 9 times out of 10 the manager responds with "still has work to do" or some similar crap. what happens? the star player gets pissed and eventually leaves.

just say they're great! please!

10-04-14, 09:49 AM

#41

**mikecoxon** ◦  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

Another frustration - quite often on the PFA Young Player of the Year isn't awarded - is there a reason for this? I've always assumed that there must be a cut off in terms of average rating and if no young player (or three young players) exceed it then they don't bother handing it out but its probably a glitch as most of the time my squad is stuffed full of good young players

10-04-14, 01:46 PM

#42

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

Originally Posted by **mikecoxon** ◦

*Another frustration - quite often on the PFA Young Player of the Year isn't awarded - is there a reason for this? I've always assumed that there must be a cut off in terms of average rating and if no young player (or three young players) exceed it then they don't bother handing it out but its probably a glitch as most of the time my squad is stuffed full of good young players*

really? i've think i've always seen it given. the average think could be a factor.

10-04-14, 04:08 PM

#43

**mikecoxon** ◦  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

It might be an ODB glitch (as that's what I'm currently playing) but, as with anything on this thread, its a slight annoyance. Especially when you have Kalam Mooniaruck on a 7.8 avg!

10-04-14, 04:22 PM

#44

316'sRegen  
Unattached

Originally Posted by **mikecoxon** ◦

*Something not in the game but would be nice (influenced by Freddy Adu at Brighton) - players starting on trial contracts so you have the choice to keep them or release them. Very niche, perhaps could be achieved by contracts expiring two to four weeks into the season*

there is the option to trial a player, if they are a free agent.

10-04-14, 04:26 PM

#45

316'sRegen  
Unattached

Not so much an annoyance as funny this one (which i have highlighted before in some other thread)

When players are highly famous and retire they can use this fame as a player to get pretty decent jobs as a non player.

Wayne Rooney was the worst manager in history in my game but continually got manager jobs in the spanish top flight, only to be sacked 6 months later, then offered another similar job.  
The same club even appointed him three times over a five year period!

I guess players do get jobs above their abilities in real life when they first retire (Alan Shearer) but when they get found out, no other club offers them the reigns.

I found this overall more funny than something to complain about🤔

28-04-14, 09:14 AM

#46

**Luessenhoff** ◦  
Decent Young Player

Join Date: 18-02-14  
Posts: 95

Originally Posted by **Kenny Dalglish's Smile** ◦

*delete it in the player\_setup config file in the Data folder*

thx Kenny, it works ! 😊 thanks a lot.

**mikecoxon** ◊  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

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

*Not so much an annoyance as funny this one (which i have highlighted before in some other thread)*

*When players are highly famous and retire they can use this fame as a player to get pretty decent jobs as a non player.*

*Wayne Rooney was the worst manager in history in my game but continually got manager jobs in the spanish top flight, only to be sacked 6 months later, then offered another similar job.*

*The same club even appointed him three times over a five year period!*

*I guess players do get jobs above their abilities in real life when they first retire (Alan Shearer) but when they get found out, no other club offers them the reigns.*

*I found this overall more funny than something to complain about* 🤔

I have a similar annoyance but its that I see a lot of retired players with big reputations turn up at small clubs, often in countries that they have no links to! For example I've seen David Beckham scouting for HJK in Finland and, more bizarrely, Ronaldo (original) as a coach at Forest Green Rovers!

**merkezekrem** ◊  
Squad Rotation Player

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

Originally Posted by **mikecoxon** »

*Ronaldo (original) as a coach at Forest Green Rovers!*

that must be because of his high fattness attribute 🤔

**Alan** ◊  
Backup Player

Join Date: 20-09-12  
Posts: 649

Unlikely, FGR stadium has a policy of only selling vegetarian food.

**Bevchenko** ◊  
Squad Rotation Player

Join Date: 06-03-12  
Location: Sydney, Australia.  
Posts: 2,480

Originally Posted by **mikecoxon** »

*I have a similar annoyance but its that I see a lot of retired players with big reputations turn up at small clubs, often in countries that they have no links to! For example I've seen David Beckham scouting for HJK in Finland and, more bizarrely, Ronaldo (original) as a coach at Forest Green Rovers!*

Ronaldo lives in England, so the Becks one is arguably more bizarre! 🤔

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Forum » Championship Managers Club » General » Frustrations with CM 01/02

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Thread: Frustrations with CM 01/02

Thread Tools

30-04-14, 04:24 AM

#51

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

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

Fat Ronaldo lives in Engerland? Why in God's name would he do that?

30-04-14, 05:29 AM

#52

**Bevchenko**  
Squad Rotation Player

Join Date: 06-03-12  
Location: Sydney, Australia.  
Posts: 2,480

Originally Posted by **Craig Forrest**

Fat Ronaldo lives in Engerland? Why in God's name would he do that?

He's at Uni studying Advertising! Not even making this shit up

30-04-14, 07:32 AM

#53

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

Ronaldo Nazario de Lima, commonly known as Ronaldo, retired from football last year after a glittering career and is now transferring to Britain – to become a student.

"Eighteen years have passed and I've hardly studied at all. I feel a great need to become a student again," he told Brazil's Meio & Mensagem newspaper.

The ex-footballer, 36, will arrive in London next month to study advertising under the tutelage of Martin Sorrell, the founder of WPP, the world's largest advertising company, according to his spokesperson. He will stay in the UK for two years or longer.

Haha, great! With a career like his I would have thought he retired as a billionaire and wouldn't have to worry about working ever again.

01-05-14, 09:37 AM

#54

**BlackyM**  
Hot Prospect for the Future

Join Date: 22-04-12  
Posts: 180

Originally Posted by **mikecoxon**

*I have a similar annoyance but its that I see a lot of retired players with big reputations turn up at small clubs, often in countries that they have no links to! For example I've seen David Beckham scouting for HJK in Finland and, more bizarrely, Ronaldo (original) as a coach at Forest Green Rovers!*

I found Modrić, only coaching in Argentinian 3rd divison

09-05-14, 02:22 AM

#55

**sebc**  
Youth Team Player

Join Date: 25-04-14  
Posts: 19

### Every shot against me is going in

Cant upload image because not valid file (although it is!), but it simply shows that I dominated the game, with 20 shots, they had 3 - and I lost 3 to 2 in a semi final.

It is not unusual for this pattern to occur once I have arranged a team to completely dominate possession and chances. It seems the computer engine does not interact back with chances and possession for the other team, but simply for shots to happen either straight after I have scored, or just before the break, at half time or full time; and inevitably scoring those shots.

I would then have to carve out another 8 or 9 chances before scoring 1, whereas the opposition has no such hindrances. When I look at the ratings of the player who has scored against me from a phenomenal long shot for instance, they are pathetic, awful looking players.

I have had this pattern on all non visual champ engines. My keepers always suck no matter who they are, no matter how expensive or how good rated they are.

What on earth is up with this bias? Is it a bug?

Another side note to this is, if I play in super speed mode - I more often lose than win, but if I play on medium speed it is as if the computer says, 'Ok at least you watching the game, you can win this one' - and hands me a better result although the teams and tactics are the same.

### The Following User Says Thank You to sebc For This Useful Post:

minusmf

09-05-14, 02:49 AM

#56

**sebc**  
Youth Team Player

Join Date: 25-04-14  
Posts: 19

### Is the match engine predictable?

They say this is the best match engine of the CM series, hence the lasting popularity of the game. However, from my point of view it all seems a bit predictable.

There seems to be recurring patterns, that I want to know if you people out there experience too or not.

First and foremost, there are an incredible amount of goals scored just before half time or full time, the computer seems to put a lot of emphasis in chance generation in these time spaces.

Second, when a team scores a goal, almost always the next possession is instantly with the opposing team, and more often than is realistic - a goal is pulled back straight away.

This ebb and flow is fairly predictable.

Thirdly, if you have a team that dominates chances and possession, you will always be cruelly treated in results to gameplay ratio. What I mean by this is, unless you are playing a team WAY below your level, the game may be a close fought one, even if you have had in ratio terms, 5 shots to their 1 on target. It wont be 5-1 to you, it will be 3-2, or a draw or more often than realistic - a loss.

09-05-14, 04:15 AM

#57

Fods ◊  
Not Needed at the Club

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



09-05-14, 04:54 AM

#58

Fods ◊  
Not Needed at the Club

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

I think you are paranoid

09-05-14, 05:15 AM

#59

wilshawjoe ◊  
Youth Team Player

Join Date: 05-05-14  
Location: stoke on trent  
Posts: 21

Maybe and maybe not, what i hate the most out of anything is a sending off!

09-05-14, 09:05 AM

#60

colml ◊  
Squad Rotation Player

Join Date: 20-06-12  
Location: Ireland  
Posts: 1,232

Originally Posted by **sebc**ole

*Second, when a team scores a goal, almost always the next possession is instantly with the opposing team*

Doesn't this happen in every football match .....

09-05-14, 10:10 AM

#61

info ◊  
VIP

Join Date: 02-03-12  
Location: Poland/Lodz  
Posts: 3,856



He is being paranoid XD. The engine is predictable? Sure is, when using overpowered tactics, the above you mentioned happens.

Try with less potent tactic or my AI tactics (no wib/wob) just replacing original ones. Say something again about being predictable 😊.

09-05-14, 10:13 AM

#62

info ◊  
VIP

Join Date: 02-03-12  
Location: Poland/Lodz  
Posts: 3,856

People are playing with Iodine and the like tiactics and are wondering why 1 shot 1 goal syndrome is here 🤔.

GAME BALANCING kicks in. It isn't as pronounced in CM series as it is in FM though (here results will have to factor: motivation, team morale, press conference, team talks and lastly tactic used - see how much to take into consideration?).

In CM it's tactic - check if user is doing too well for the team he plays in. What to do to balance AI chances out? Well, make him lose, no matter what, even if it feels like cheating 🤖.

09-05-14, 12:36 PM

#63

sebc ◊  
Youth Team Player

Join Date: 25-04-14  
Posts: 19

Hmm, All I do is play a shape, without editing much else (no wib wobs, way too much time to do that). I can't believe other well seasoned folks have not detected this certain pattern. I detected it in CM 97/98 aswell, but it was a little more silly back then, or perhaps I was just younger.

09-05-14, 12:38 PM

#64

**sebcole** ◦  
Youth Team Player

Join Date: 25-04-14  
Posts: 19

What does the Iodine part mean pls?

09-05-14, 12:44 PM

#65

**Topofthekop** ◦  
Squad Rotation Player

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

Isnt this much like real life too?

Take for instance the likes of Barcelona and their tiki taka style of play, They usually dominate possession. But due to the nature of the way they play they could succumb to a 1 shot 1 goal from their opponents and lose, the opposition keeper could have an amazing game and keep out everything that Barca try (Both of these instances happen in CM - 1 shot 1 goal and the Superkeeper).. Liverpool dominated v Chelsea and succumbed to them with a slip up from Gerrard and then a last min counter attack whilst trying to equalise, they dominated possession and shots yet couldnt breakthrough.

So what one may perceive is patterns in the game isnt really there, Infact its just randomness and inspired play from your opponents that cause you to believe there is such patterns. Take the game for what it is, you cant expect to steamroller every team around. Its not always the team that dominates possession, shots etc that wins.

09-05-14, 03:06 PM

#66

**weejonnie2** ◦  
Hot Prospect for the Future

Join Date: 07-10-12  
Posts: 171

There is a possibility, of course, that the programme decided that your goalkeeper was going to have a really poor day i.e. was not going to perform to his current ability. If I were programming this (consistency) I would have a normal distribution curve i.e. the goalkeeper would most likely perform JUST underneath the expected ability, but there is a remote chance that they would perform absolutely terribly. As a matter of interest, has anyone run a couple of simulations where in the first the goalkeeper is kept on all the match but in the second is replaced when a goal is conceded?

With goals being scored quickly in reply or just before/ after a break, i suspect that determination might be an important characteristic. Determined players will keep trying right to the end 'rushes back to the half way line' etc.

As for the goalkeepers sucking, that may not be their problem. If you are playing a zonal defence then a player with good off-the-ball skills will get more clear-cut scoring opportunities and the goalie may not have a chance. Of course there is also the 1:1 attribue which you do not know. I would read the commentary and see if there is a pattern of conceding goals. (And always play man-marking!)

One thing I did notice in the latest version is that if the manager changes tactics after going to the match then the opposition almost always scores a goal in the first few minutes.

10-05-14, 03:08 AM

#67

**Fods** ◦  
Not Needed at the Club

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

I always seem to concede a goal when I get up to make a cup of tea. Sicne I changed to coffee I always keep a clean sheet!

10-05-14, 10:10 AM

#68

**colml** ◦  
Squad Rotation Player

Join Date: 20-06-12  
Location: Ireland  
Posts: 1,232

You should use a flask Foddy, can't be having any interruptions while champing 🍷

10-05-14, 11:35 AM

#69



Good point mate, might install a coffee machine right next to my desktop :coffee: ☹️

10-05-14, 12:07 PM

#70

churky ◦  
Backup Player

Join Date: 02-03-12  
Posts: 828

This is how I lost the title on the last game of the season.



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PREDICTABLE MATCH ENGINE!

Last edited by churky; 10-05-14 at 12:27 PM.

11-05-14, 07:23 PM

#71

Psmith  
Unattached

Originally Posted by churky

This is how I lost the title on the last game of the season.



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PREDICTABLE MATCH ENGINE!

Fantastic starting XI you got there!

11-05-14, 07:51 PM

#72

**churky** ◦  
Backup Player

Join Date: 02-03-12  
Posts: 828

It's season 8 as you can see, it took a lot of time and money...I've been slowly building the team, won 4 La Liga titles and 3 CL titles in 8 years, but every season is a challenge. Barcelona and/or RM never let go!

05-12-14, 04:24 PM

#73

**F1Krazy** ◦  
Decent Young Player

Join Date: 27-09-13  
Location: Harlow, UK  
Posts: 76

I've noticed the loan one too, had a few strikers listed for loan for over a year and not a single nibble. I've also noticed AI managers signing useless players, or buying fantastic players and then not supporting them with the end result being that they head off elsewhere, both of which have already been mentioned. The game seems to like throwing lots of injuries at me as well (though not to the same extent as Total Club Manager 2004...god I hated that game).

I have a few issues with the match commentary, actually. Like, occasionally you'll get a player just suddenly scoring without any build-up at all, and then there's this gem which happens about ten times a season:

"[Player] strikes the free kick through the wall..."  
"The shot deflects off the wall"

...well, okay then.

29-03-15, 11:06 PM

#74

**MrFoo** ◊  
Reserve Team Player

Join Date: 12-03-12  
Posts: 369

### Bother you much.

Do people ever get bothered that CM is missing features that most up to.date FM games have?

For example a squad bigger than 50 players? Height and weight stats or team talks etc

Does these sorts of missing features spoil the enjoyment for anyone?

29-03-15, 11:28 PM

#75

**AJ** ◊  
Manager  
Holy Trinity Member  
VIP

Join Date: 09-04-12  
Location: Rotterdam, Holland  
Posts: 6,208

no. never.



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◀ Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? ▶

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## Thread: Frustrations with CM 01/02

Thread Tools

29-03-15, 11:35 PM

#76

**Taribowestleftfoot**  
Hot Prospect for the Future

Join Date: 17-03-15  
Location: Cov  
Posts: 152

I tell you what I do miss, I'm sure there was a version where you could ask for a feeder teams and offer bonuses for winning cups? Or did I dream that?

30-03-15, 05:47 AM

#77

**Fods**  
Not Needed at the Club

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

no. never

30-03-15, 08:00 AM

#78

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

I bought FM a while ago, and have logged about 200 hours in it. I guess I would have liked CM to have some of the features from FM, but now I have them both so it doesn't really matter.

Definitely don't miss the team talks and player interaction stuff though! My protip for future FM's would be to seriously tone that shit down, it's annoying beyond belief.

30-03-15, 11:56 AM

#79

**Kingsley**  
The Mascot

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

Nope.

The only thing I would like is more leagues to play and corrected league/cup structures.

# The artist formally known as The Eejit

30-03-15, 12:10 PM

#80

**Kenny Dalglish's Smile** ◦  
Backup Player

Join Date: 08-03-12  
Location: Copenhagen  
Posts: 762

I would like to be able to offer players on loan to other clubs for example, small stuff like that. I also quite like the strength at various positions thing in FM, the player roles (deep lying playmaker, defensive winger, etc), and indeed the ability to define players as for example DR, MR/C rather than having to include DC in the description. Adding these little things to CM, especially player roles when not using wibwob could be interesting for me.

I have to say that I agree about team talks & player interaction, OMG. And dealing with agents in FM, what is the point of that whole experience, when it is basically just fluff on top of how it was done in CM3. Awful.

31-03-15, 05:12 PM

#81

**Jokerjake7** ◦  
VIP

Join Date: 08-03-12  
Posts: 304

Would we play it if we were that bothered?

Although having a player complain about lack of playing time and then getting injured when he gets the chance never loses its hilarity (well for me at least). Doesn't really happen in CM (FM players don't seem to understand what a rotation is a lot of the time, in CM its easier to keep them content).

31-03-15, 06:38 PM

#82

**Taribowestsleftfoot** ◦  
Hot Prospect for the Future

Join Date: 17-03-15  
Location: Cov  
Posts: 152

The biggest annoyance is when you've built a good team from a poor one (as in started getting to latter stages of competitions) so you assume that you can't be expected to win all the time straight away but 3 seasons in and the board expect silverware or a championship challenge ..... as fucking COVENTRY! Who you've only just dug out of a fucking grave! grrrrrrr .....

Then, when you DO get into Europe and start getting a congested fixture list? Players start 'thinking the club is underachieving because you are 0.5 points off the top with 300 games in hand!!!!!! That's when my 'cunt' training regime comes into play ..... so mister striker? you want to be a goalkeeper you say? no? well tough. Here, play in both reserve and main games on tough tackling and man marking the keeper! Hows that broken tib and fib working out for you? It's not? Oh that's shame, shouldn't be a dick then should you, now off you pop with a leg and a half to Aldershot Town.

31-03-15, 07:08 PM

#83

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

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

Originally Posted by **Jokerjake7** ◦

*Would we play it if we were that bothered?*

*Although having a player complain about lack of playing time and then getting injured when he gets the chance never loses its hilarity (well for me at least). Doesn't really happen in CM (FM players don't seem to understand what a rotation is a lot of the time, in CM its easier to keep them content).*

There was a bug in the original freeware version of Eastside Hockey Manager where an injured player would start complaining about not having enough ice time... "player X thinks he should be averaging more than 2 minutes per game"

31-03-15, 09:43 PM

#84

**Jokerjake7** ◦  
VIP

Join Date: 08-03-12  
Posts: 304

Was managing Grimsby once in one of my multi-manager saves. Won Division 1 in the first year, then in the Prem they wanted me to achieve European qualification, with what was largely a Division 1 squad. That manager got fired in the end (they were mid table).

31-03-15, 11:11 PM

#85

**Taribowestsleftfoot** ◦  
Hot Prospect for the Future

Join Date: 17-03-15  
Location: Cov  
Posts: 152

On the subject of playing time, has anyone taken on a club with a player who has a clause about playing? but it doesn't say how it's worked out?

01-04-15, 01:33 PM

#86

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

Originally Posted by **The Eejit** ◻

*The only thing I would like is more leagues to play and corrected league/cup structures.*

yep. the two group phrases of the CL bugs the crap out of me.

01-04-15, 02:56 PM

#87

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

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

really? I liked it so much better when that's the way it actually was 🤔

02-04-15, 01:33 AM

#88

**ajra21** ◦  
Backup Player

Join Date: 18-05-13  
Posts: 728

no, too many games. less is more.

02-04-15, 09:02 AM

#89

**Kenny Dalglish's Smile** ◦  
Backup Player

Join Date: 08-03-12  
Location: Copenhagen  
Posts: 762

A retro version would be good. Straight knock out European Cup and UEFA Cup on Tuesday with a home and away final. And virtually no red cards for anything

07-04-15, 06:43 AM

#90

**CMAdventurer** ◦  
Reserve Team Player

Join Date: 07-03-12  
Location: Blackpool  
Posts: 428

I have plenty of annoyances with the game. My main ones:

- Too many goals (at the start of the game). I get very annoyed about the high-scoring games and how difficult it is to keep a clean sheet. There are also far too many goals in the first half of games and not enough in the second. In real life, it seems to be the case that there are more goals scored in the second half of games, although I haven't done any research on this.
- Not enough draws, though this can probably be explained by the high-scoring games.
- Playing on neutral ground: It seems that the team that is listed on the right is more likely to dominate the game and win. I may just be paranoid but I did some mini tests and they appear to support my theory, without being conclusive. I have no idea why this is as there is no logical explanation that I can think of.
- 5-10 years into the future, too many of the world's best players are original players over 30, with not enough regens. There comes a point when a lot of the original players retire, so it gets better and seemingly goes in cycles. Still slightly annoying.
- Home advantage seems to be slightly too strong, until you start using downloaded tactics.
- The superkeeper, need I say any more?

Minor annoyances:

- Not always being told when your job application is unsuccessful.
- Too many free kicks hit the wall.
- Penalties never miss the target during the normal match but plenty do during shootouts.
- Bicycle kicks are useless.

-I'd like to see more AI managers get the sack like in the real world. Maybe being a football manager wasn't as precarious in 2001.

Those are just a few of many. Still a very enjoyable game and I hope I can find some motivation to play again soon.

12-04-15, 12:31 PM

#91

**Konstantinou** ◦  
Scout

Join Date: 11-04-15  
Posts: 27

Just two:

- 1) A player is sacked by a team. It often happens that the same team tries to sign him a few days after, and he accepts.
- 2) When a player is sent off during a game, then you punish him and sometimes he doesn't accept it and gets angry with you. That pisses me off, since he should just shut up! Same thing when I punish someone for playing a very bad match.

12-04-15, 05:07 PM

#92

**BobMem** ◦  
First Team Player

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

With no. 2 there I think if they get sent off in a euro match then the game doesn't recognise it and the player complains if you punish him, or something like that.

14-04-15, 09:59 PM

#93

**arcticchris** ◦  
Youth Team Player

Join Date: 07-11-14  
Posts: 3

### stupid players

I am managing Barry town on odb and rampantly successful making 2nd group cl and all cups most years. This leaves a huge league fixture backlog and I will often have played 4 games with others in 11+ so even with 100 % record can take well past Christmas to go top.

why do my players start getting unhappy at not topping the table when doing so would literally be impossible.

my other related query is that I have such a big squad and constant rotation that it is rare for any player to gain more than 50% participation in a season. Due to this I get some weird supporters player of the year awards. Does anyone know if there is a minimum amount of games played to qualify for in game awards.

15-04-15, 03:07 PM

#94

**troza** ◦  
Backup Player

Join Date: 14-10-14  
Posts: 538

Originally Posted by **arcticchris** ◻

*my other related query is that I have such a big squad and constant rotation that it is rare for any player to gain more than 50% participation in a season. Due to this I get some weird supporters player of the year awards. Does anyone know if there is a minimum amount of games played to qualify for in game awards.*

I do believe that it is 40 games in a season. I'm not sure but I've got one bench player being the player of the year. Surely he had his moments but he was a bench player but one of the 2 that made more than 40 games that year. At least in my game with Barreirense... so, portuguese league, portuguese cup and champion's league. I know that I won the champion's league and the league but I'm not sure about the national cup (or even when was I eliminated). Add in there the portuguese super cup, the european super cup and the intercontinental cup. Why am I saying this? Cause it might not be a matter of total games but the % of the games played, although I doubt that.

15-04-15, 04:40 PM

#95

**Taribowestsleftfoot** ◦  
Hot Prospect for the Future

Join Date: 17-03-15  
Location: Cov  
Posts: 152

Yep, that's one of my rages too. You have CL games and cup games you are second in the league (by say 1 point) but have 1 billion games in hand ..... players think the team should be doing better. Scum.

**Kingsley** ◊  
The Mascot

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

I remember that when Juventus were in Serie B and had a points penalty at the start of the season, you would get sacked after about 15-20 games, even if you had a 100% record, because the board thought you should be top. It was impossible !

The artist formally known as The Eejit

**troza** ◊  
Backup Player

Join Date: 14-10-14  
Posts: 538

Originally Posted by **Taribowestsleftfoot** ◊

*Yep, that's one of my rages too. You have CL games and cup games you are second in the league (by say 1 point) but have 1 billion games in hand ..... players think the team should be doing better. Scum.*

That's actually a bit stupid... you're in second place or third with less games than the first but they still feel that the team should be on top...

**AtomicAnt** ◊  
Backup Player

Join Date: 06-03-12  
Posts: 705

Originally Posted by **The Eejit** ◊

*I remember that when Juventus were in Serie B and had a points penalty at the start of the season, you would get sacked after about 15-20 games, even if you had a 100% record, because the board thought you should be top. It was impossible !*

I don't remember that. Didn't think it would be possible to implement a point deduction in this game.

**Romano338** ◊  
Decent Young Player

Join Date: 14-11-15  
Posts: 66

I'm curious to know, on the 7.5 seasons I've done, the percentage of IA shots that have gone in. Pretty sure at least 90% of the one-target one went in. So fucking frustrating. I've just lost 2 games in the row, combined I've conceded 2 shots on target. I've shot so many times but nothing has gone in.

**Fods** ◊  
Not Needed at the Club

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

Ahh the beauty of the superkeeper. This is not a frustration, this is part and parcel of CM0102 and football in general.

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## Thread: Frustrations with CM 01/02

Thread Tools

28-11-15, 11:55 AM

#101

**Romano338**   
Decent Young Player

Join Date: 14-11-15  
Posts: 66

No it's not. In football, I've never ever ever ever seen a team having the same issue at every single game. I've never ever ever seen a team conceded a goal on every single shot on target and having to face a superkeeper at every single game.

### The Following User Says Thank You to Romano338 For This Useful Post:

[minusmf](#)

28-11-15, 11:59 AM

#102

**Fods**   
Not Needed at the Club

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

you just said it was last two games not every game?? and yes it happens all the time! IRL and in CM0102. Just type in the search bar Superkeeper and watch the screenshots

--- Updated ---

Look what happened to me just now...

Man Utd

Tottenham

Match Overview

Match Stats

Action Zones

Match Report

17	Shots On Goal	1
12	On Target	1
5	Off Target	0
5	Corners	0
9	Free Kicks	6
14	Throw-Ins	8
5	Fouls	4
1	Offsides	5
76%	Passes Completed	68%
50%	Tackles Won	37%
57%	Headers Won	43%
0	Yellow Cards	0
0	Red Cards	0

Man Utd Stats

Player Ratings

Latest Scores

Tottenham Stats

28-11-15, 12:05 PM

#103

Fods

Not Needed at the Club

Join Date:  
Location:  
Posts:

16-12-11  
Australia  
11,493

Southampton

Man Utd

Match Overview

Match Stats

Action Zones

Match Report

2	Shots On Goal	19
1	On Target	8
1	Off Target	11
0	Corners	5
12	Free Kicks	4
10	Throw-Ins	9
1	Fouls	6
3	Offsides	6
68%	Passes Completed	72%
54%	Tackles Won	51%
26%	Headers Won	74%
0	Yellow Cards	0
1	Red Cards	1

Southampton Stats

Player Ratings

Latest Scores

League Table

Man Utd Stats

28-11-15, 12:09 PM

#104

Romano338

Decent Young Player

Join Date:  
Posts:

14-11-15  
66

I mentioned the last 2 because it was a factual example, but yeah basically the 7.5 seasons have been like that, at a few exceptions. That's frustrating. You pound on your opponent, can't score, and you know, you just do that his first shot will go in.

The same on Fifa, PES,... I guess they just up the difficulty with some BS to make it harder

28-11-15, 12:11 PM

#105

Fods

Not Needed at the Club

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

Maybe your tactics are shit? If 20 from 20 attempts are 40 yard shots, you are never going to win. Study the commentary and see where you are going wrong and change your tactic. Don't blame the games cos you expect to set a tactic and win every thing without "managing"

28-11-15, 12:17 PM

#106

Fods

Not Needed at the Club

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

Man Utd	Category	Fenerbahçe
9	Shots On Goal	2
8	On Target	1
1	Off Target	1
6	Corners	0
2	Free Kicks	3
5	Throw-Ins	8
2	Fouls	2
1	Offsides	0
79%	Passes Completed	60%
56%	Tackles Won	38%
42%	Headers Won	58%
0	Yellow Cards	0
0	Red Cards	0

Navigation: Man Utd Stats | Player Ratings | Latest Scores | League Table | Fenerbahçe Stats

28-11-15, 12:22 PM

#107

samsami

VIP

Join Date: 27-10-14  
Location: The Netherlands  
Posts: 8,159

Gotta love this! What's the fun of winning every game 6-0?  
What's the fun of winning if you have not been frustrated first?

28-11-15, 12:27 PM

#108

Romano338

Decent Young Player

Join Date: 14-11-15  
Posts: 66

So because I don't want to play an unfair game, that means I want to win 6-0 each games?  
Well you guys have weird ways to jump to stupid conclusions

29-11-15, 02:49 AM

#109

Fods

Not Needed at the Club

Join Date: 16-12-11

Originally Posted by **Fodster**

*Maybe your tactics are shit? If 20 from 20 attempts are 40 yard shots, you are never going to win. Study the commentary and see where you are going wrong and change your tactic. Don't blame the games cos you expect to set a tactic and win every thing without "managing"*

Originally Posted by **Romano338**

*So because I don't want to play an unfair game, that means I want to win 6-0 each games? Well you guys have weird ways to jump to stupid conclusions*



29-11-15, 03:01 AM

#110

**Coys**  
First Team Player

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

<http://news.bbc.co.uk/sport1/hi/foot...em/9192022.stm>

<http://www.bbc.co.uk/sport/0/football/24792963>

<http://www.bbc.co.uk/sport/0/football/34686457>

29-11-15, 06:45 PM

#111

**Ishdalar**  
Youth Team Player

Join Date: 11-03-12  
Posts: 35

Originally Posted by **Romano338**

*I mentioned the last 2 because it was a factual example, but yeah basically the 7.5 seasons have been like that, at a few exceptions. That's frustrating. You pound on your opponent, can't score, and you know, you just do that his first shot will go in.*

*The same on Fifa, PES,... I guess they just up the difficulty with some BS to make it harder*

Have you tried changing the tactic for a few games? I'm familiar with the "match starts, first shot, goal and then 10 shots to see if u lose, draw or maybe win". It usually goes away when I swap my tactic 3/4 games and sometimes even playing another GK seem to solve it. Or maybe it's just a placebo 😊

09-01-16, 04:50 PM

#112

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

The fact that it is almost impossible to sign the best players are somewhat annoying. Countless times I have found gems in other teams, often they don't even get any playing time, however their clubs refuse to sell no matter how much money I throw at them. And if I somehow should get a stupidly high bid accepted, you can count on my board blocking the transfer due to the unrealistically high bid. Gah.

In my current game I just saw Laporte moving to Bayern for 49 million. God knows if my board would have allowed me to spend that kind of money, probably not.

14-01-16, 12:44 AM

#113

**DaveTheRave86**  
Scout

Join Date: 10-07-12  
Posts: 31

Contract protection. Annoying rule, and don't think it was ever a rule in real life?

Sent from my iPhone using Tapatalk

14-01-16, 10:56 AM

#114

**Mark**  
Chairman

Join Date: 31-10-11  
Posts: 29,427

You can disable it with the Tapani patch.

28-01-16, 09:27 PM

#115

**Bryan Ax** ◊  
Youth Team Player

Join Date: 28-04-12  
Posts: 8

Whenever I get frustrated with CM0102 I continue with FMC14 and vice versa, so that everything stays relatively fresh. At the moment, I am in CM0102 mode. There are, however, two things that would probably make my CM0102 stint a lot longer if they were added to the game.

- A possibility to come back from holidays on a specific date. I usually manage multiple national teams in one save game and I'd like to let it run in the background until the next match, which is generally one or two months later.
- An assistant manager that suggests a match squad for me. Having to drag every single player to their respective positions can be a bit annoying.

29-01-16, 12:08 AM

#116

**AtomicAnt** ◊  
Backup Player

Join Date: 06-03-12  
Posts: 705

Originally Posted by **Bryan Ax** ◊

*- A possibility to come back from holidays on a specific date. I usually manage multiple national teams in one save game and I'd like to let it run in the background until the next match, which is generally one or two months later.*

I think this could be done somehow, think I read it here somewhere. Something to do with notifications if I remember it correctly.

29-01-16, 04:21 AM

#117

**Fods** ◊  
Not Needed at the Club

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

Yeh go to future fixtures click on the tab in the middle of the two teams which will then change to "view" the game will then come back on holiday at that point tso you can watch that game!

29-01-16, 07:18 AM

#118

**Fods** ◊  
Not Needed at the Club

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

Probably didn't explain that very well, here is a picture:

Wednesday 10.2.16 EVE

# English Premier Division

Print

Table Results **Fixtures** Schedule

<< Date Date >>

**Monday 29th February**

6th **Arsenal** **view** **Liverpool** 4th



Team Stats Player Stats Referee Stats **Awards** History

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02-02-16, 11:43 AM

#119

**Bryan Ax** ◦  
Youth Team Player

Join Date: 28-04-12  
Posts: 8

Oh, I see. Thanks for that! Not entirely elegant, but it seems to do the job. 😊

06-03-16, 10:33 PM

#120

**Maragato** ◦  
Youth Team Player

Join Date: 23-02-16  
Location: Porto Alegre, Brazil  
Posts: 12

i miss some press and media stuff. I take a small club of english second division, beat UTD, Chels, Liverpool, etc. with a bunch of horrible players, win de FA Cup and all i get is "the fans are soo happy with u"? thats is terrible 🤔🤔🤔

06-03-16, 11:14 PM

#121

**Jesus** ◦  
First Team Player

Join Date: 04-03-12  
Posts: 3,459

🗨️ Originally Posted by **Maragato** ↗

*i miss some press and media stuff. I take a small club of english second division, beat UTD, Chels, Liverpool, etc. with a bunch of horrible players, win de FA Cup and all i get is "the fans are soo happy with u"? thats is terrible 🤔🤔🤔*

Better than having to wade through press conference after press conference with no tangible knowledge of whether you're doing good or bad.

06-03-16, 11:24 PM

#122

**Rxx** ◦  
Scout

Join Date: 03-03-12  
Location: Portugal  
Posts: 506

I miss having to beat fans in the head, like Cantona back in the day!

**Maragato** ◦  
Youth Team Player

Join Date: 23-02-16  
Location: Porto Alegre, Brazil  
Posts: 12

I agree, i hate modern fms because that. I just think CM 0102 could be a little more rich in those aspect.

**Sure** ◦  
Scout

Join Date: 21-06-14  
Posts: 186

I hate when every AI manager switches to the same tactic. After 7 years in my "multiplayer" NI game, all my AI opponents are playing a centralized 4-3-3. It's almost the same in the other leagues. 😞

**Chill** ◦  
Youth Team Player

Join Date: 14-04-12  
Location: Reykjavik, Iceland  
Posts: 36

Originally Posted by **Maragato** »

*I agree, i hate modern fms because that. I just think CM 0102 could be a little more rich in those aspect.*

The interface & media interaction of FM 07 with otherwise the gameplay of 01/02 is my dream game.

◀ Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? ▶

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**[IMG]** code is On  
**[VIDEO]** code is On  
HTML code is Off

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Archive Web Hosting Top

All times are GMT +1. The time now is 02:21 PM.

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## Thread: Frustrations with CM 01/02

Thread Tools

19-03-16, 04:35 AM

#126

**chexmix**  
Youth Team Player

Join Date: 01-03-16  
Location: Philadelphia  
Posts: 6

I was gonna say, 'The board blocking unrealistic transfers,' because I had my ODB £4.5m bid for Dirk Kuyt cancelled as 'unrealistic,' but then, I rebid £3.5m, and that was accepted, and he's a Villan now, so I guess the board were right after all.  
[seriously, though, it's the worst, especially when you, say, agree to sell your other striker because you have one coming in whose coming-in is then cancelled by a board who should really trust me by now]

19-03-16, 10:08 AM

#127

**Fods**  
Not Needed at the Club

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

I wouldn't pay 50p for Kuyt! Good Board 🙄

22-04-16, 03:27 PM

#128

**Malovaan**  
Reserve Team Player

Join Date: 18-02-14  
Posts: 376

Here's one that keeps coming up, I don't like that the AI doesn't seem to consider age as a factor when making transfers. The big clubs will continuously improve their teams with old players rather than buying ones who will come good in a few years (or so it seems to me).

Case in point, its 2007 and Man Utd (still with Van Nistelrooy in the squad) have just purchased Ariel Ortega and Raul... quality forwards no doubt, but age isn't on their side!

22-04-16, 03:29 PM

#129

**Jesus**  
First Team Player

Join Date: 04-03-12  
Posts: 3,459

That's because the AI only buy high CA players which in the ODB were abundant. The higher CA players are more evenly distributed in the latest update so you see better transfers from big teams.

05-05-16, 06:10 PM

#130

**Alan** ◦  
Backup Player

Join Date: 20-09-12  
Posts: 649

This is a frustration of mine - CM's inability to realise that certain teams have qualified due to the remaining fixtures. Doesn't affect the gameplay at all of course, but still gets my goat!

12-06-16, 10:11 PM

#131

**Bryan Ax** ◦  
Youth Team Player

Join Date: 28-04-12  
Posts: 8

A mild frustration: after returning from holiday, having to click on each new message in my inbox individually, because there does not seem to be a "mark all as read" option in the game.

13-06-16, 10:26 AM

#132

**Fods** ◦  
Not Needed at the Club

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

It's champ man not gmail 🤔

17-06-16, 12:02 PM

#133

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

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

A "real" Manager doesn't go on holiday either 🤔🤔🤔🤔

21-06-16, 01:36 PM

#134

**troza** ◦  
Backup Player

Join Date: 14-10-14  
Posts: 538

I must admit that, sometimes, it grinds my gears the fact that high reputation players aren't called to the national team just because he plays in a "lower" league 😞

03-07-16, 01:27 PM

#135

**samsami** ◦  
VIP

Join Date: 27-10-14  
Location: The Netherlands  
Posts: 8,159

Originally Posted by **CMAdventurer** 🗨️

*I have plenty of annoyances with the game. My main ones:*

- Too many goals (at the start of the game). I get very annoyed about the high-scoring games and how difficult it is to keep a clean sheet. There are also far too many goals in the first half of games and not enough in the second. In real life, it seems to be the case that there are more goals scored in the second half of games, although I haven't done any research on this.*
- Not enough draws, though this can probably be explained by the high-scoring games.*
- Playing on neutral ground: It seems that the team that is listed on the right is more likely to dominate the game and win. I may just be paranoid but I did some mini tests and they appear to support my theory, without being conclusive. I have no idea why this is as there is no logical explanation that I can think of.*
- 5-10 years into the future, too many of the world's best players are original players over 30, with not enough regens. There comes a point when a lot of the original players retire, so it gets better and seemingly goes in cycles. Still slightly annoying.*
- Home advantage seems to be slightly too strong, until you start using downloaded tactics.*
- The superkeeper, need I say any more?*

*Minor annoyances:*

- Not always being told when your job application is unsuccessful.*
- Too many free kicks hit the wall.*
- Penalties never miss the target during the normal match but plenty do during shootouts.*
- Bicycle kicks are useless.*
- I'd like to see more AI managers get the sack like in the real world. Maybe being a football manager wasn't as precarious in 2001.*

*Those are just a few of many. Still a very enjoyable game and I hope I can find some motivation to play again soon.*

"Penalties never miss the target during the normal match but plenty do during shootouts"

Actually sometimes players miss penalties in normal matches, too.

### 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*

08-07-16, 05:40 PM

#136

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

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

So it does happen in real life 🤖

*The capacity of Nottingham Forest's City Ground has been reduced to zero, 29 days before the new season starts*

<http://www.bbc.com/sport/football/36748743>

Champman0102.co.uk Facebook Page

13000 followers and rising

**November 2020 Data Update Out Now**

08-07-16, 08:21 PM

#137

**CMAdventurer** ◦  
**Reserve Team Player**

Join Date: 07-03-12  
Location: Blackpool  
Posts: 428

Originally Posted by **samsami** ◻

*"Penalties never miss the target during the normal match but plenty do during shootouts"*

*Actually sometimes players miss penalties in normal matches, too.*

But the missed penalties in normal time are always (in my experience at least) as a result of the keeper making a save, rather than shooting off target completely.

10-07-16, 08:37 PM

#138

**JLa** ◦  
**Backup Player**

Join Date: 02-04-12  
Posts: 865

Rejected bids. I have a gazillion million pounds in the bank. My targeted player is valued at 2 million. I offer 2,6. Rejected. 3,5. Rejected. 5 million. Rejected. 7 million. Rejected.

Just tell me how much you want for him, dammit! 🤖

10-07-16, 08:44 PM

#139

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

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

Maybe they just do not want to sell?

Or offer a better figure 😊

10-07-16, 08:50 PM

#140

**Coys** ◦  
**First Team Player**

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

I usually just do the opposite. Offer like 4x their value and if they accept, cancel it and start going the other back backwards.

Can cut a lot of time.

10-07-16, 09:00 PM

#141

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

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

Originally Posted by **Coys** »

*I usually just do the opposite. Offer like 4x their value and if they accept, cancel it and start going the other back backwards.*

*Can cut a lot of time.*

Yep - agree with this as sometimes they will not sell if just purchased so can find out pretty quickly if he will join

10-07-16, 09:19 PM

#142

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

Originally Posted by **Coys** »

*I usually just do the opposite. Offer like 4x their value and if they accept, cancel it and start going the other back backwards.*

*Can cut a lot of time.*

I eventually got him for 12. Starting value 2. ./ I wish they would just come back with a counter offer straight away.

10-07-16, 09:21 PM

#143

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

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

Yep - these damn 15 year old games.....

11-07-16, 08:10 PM

#144

**drown** ◦  
Decent Young Player

Join Date: 19-04-15  
Location: here's not here  
Posts: 60

My pet peeve has to be transfer deals being called off because the buying clubs did not have enough \$. The deals should be forced through even if they bankrupt the buying clubs.

To add salt to the wound, sometimes the clubs with no \$ can now sign the player on a bosman 6 months later. 🤬

11-07-16, 10:52 PM

#145

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

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

or look at it in a good way where the club is being kept from bankruptcy 🍀

11-07-16, 11:29 PM

#146

**Fods** ◦  
Not Needed at the Club

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

Originally Posted by **drown** »

*My pet peeve has to be transfer deals being called off because **the buying clubs did not have enough \$**. The deals should be forced through even if they bankrupt the buying clubs.*

*To add salt to the wound, sometimes the clubs with no \$ can now sign the player on a bosman 6 months later. 🙄*

Why would anyone be able to buy anything in life if they didn't have the \$?

12-07-16, 06:31 AM

#147

**drown** ◦  
Decent Young Player

Join Date: 19-04-15  
Location: here's not here  
Posts: 60

Originally Posted by **Fods** ▶

*Why would anyone be able to buy anything in life if they didn't have the \$?*

It usually happens when the club makes an offer while they still have transfer funds but the transfer window is closed. When the window re-opens months later, the club can't afford the player anymore.

I feel that if an agreement is in place to sign a player, it should be legally binding.

12-07-16, 01:26 PM

#148

**Whyme** ◦  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Originally Posted by **drown** ▶

*My pet peeve has to be transfer deals being called off because the buying clubs did not have enough \$. The deals should be forced through even if they bankrupt the buying clubs.*

*To add salt to the wound, sometimes the clubs with no \$ can now sign the player on a bosman 6 months later. 🙄*

It's fun when it's the other way around though 😊 I do it all the time, make a bid to buy a player knowing that there's no chance I'll be able to afford him when the transfer window reopens, the deal falls through, then buy him cheaper or on a free. If it's good enough for other teams to do it it's good enough for me!

What I find frustrating is often 17 year old or younger foreigners won't sign for your club no matter what you do. When they are 17 years and 365 days old they will have "absolutely no interest in joining", you can offer indispensable, wage of 50k per week, 10mil sign on fee and they still won't be interested. Next day when they turn 18 they'll accept a wage of 200 per week, zero sign on fee and are happy with the lofty squad status of decent young player 😊

12-07-16, 01:28 PM

#149

**Alcoolix** ◦  
Hot Prospect for the Future

Join Date: 10-05-16  
Location: On the Bench  
Posts: 164

Yeah, that sounds like cheating to me 😊

12-07-16, 01:32 PM

#150

**Fods** ◦  
Not Needed at the Club

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


Originally Posted by **Whyme** ▶

*It's fun when it's the other way around though 😊 I do it all the time, make a bid to buy a player knowing that there's no chance I'll be able to afford him when the transfer window reopens, the deal falls through, then buy him cheaper or on a free. If it's good enough for other teams to do it it's good enough for me!*

*What I find frustrating is often 17 year old or younger foreigners won't sign for your club no matter what you do. When they are 17 years and 365 days old they will have "absolutely no interest in joining", you can offer indispensable, wage of 50k per week, 10mil sign on fee and they still won't be interested. Next day when they turn 18 they'll accept a wage of 200 per week, zero sign on fee and are happy with the lofty squad status of decent young player 😊*

Would be good luck to land him on a leap year!

<< Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? >>

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## Thread: Frustrations with CM 01/02

Thread Tools

13-07-16, 03:52 PM

#151

**Whyme**  
Hot Prospect for the Future

Join Date: 16-06-14  
Posts: 158

Originally Posted by **Alcoolix**  
Yeah, that sounds like cheating to me 😊

I wouldn't call it cheating, it's just a bastard child of a thing to do, that's all 😊 I've been caught out doing it too, as sometimes the board will allow transfers even if the amount goes over the transfer funds available figure. That's easy fixed tho, now I just withdraw the transfer bid the day before they arrive 🙄

13-07-16, 06:09 PM

#152

**Rxx**  
Scout

Join Date: 03-03-12  
Location: Portugal  
Posts: 506

By the 7 th or 8 th season, if you choose to play about 10 leagues, every club starts playing in 4-3-3 or 5-3-2, and its a pain to beat that 4-3-3 in the game..

01-08-16, 08:58 AM

#153

**jdgmedia**  
Scout

Join Date: 04-12-15  
Location: Warrington  
Posts: 207

Not so much a frustration, but more of a "want". It'd be great if you could view a players total club stats.

I'm now 12/13 seasons in, and I can see players total club stats if they've been with me for their whole career, but players who've been with me for say 7/8 seasons I can't.

02-08-16, 11:22 AM

#154

**mikecoxon**  
Hot Prospect for the Future

Join Date: 03-02-14  
Location: London  
Posts: 115

One that happened in my game recently - African nations seem to sack their managers after World Cup qualifying on a regular basis even if they've qualified for the tournament (Nigeria and South Africa both qualified on mine and still got rid of their bosses!)

03-08-16, 03:34 AM

#155

Fods ◦

Not Needed at the Club

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

Originally Posted by **mikecoxon**

*One that happened in my game recently - African nations seem to sack their managers after World Cup qualifying on a regular basis even if they've qualified for the tournament (Nigeria and South Africa both qualified on mine and still got rid of their bosses!)*

Yeh, its a known game bug, very frustrating 😞

09-11-16, 04:13 PM

#156

Charlie22 ◦

Youth Team Player

Join Date: 11-07-16  
Posts: 41

Brilliant

19-01-17, 12:07 PM

#157

Romano.338 ◦

Youth Team Player

Join Date: 03-01-17  
Posts: 39

I think for me the major frustrations, or thing missing compared to next games, are:

- no right-click menu, which is a great addition to later games
- no possibility to offer players to other clubs, you can only wait for offers
- extremely hard to sell, even for half price. There's a trick to abuse a bit AI and get money, but that's still a trick, so might not be the better, more legit, way of playing. But letting all your players go for £0 when they are worth \$5M isn't really legit either

*Last edited by Romano.338; 19-01-17 at 09:23 PM.*

19-01-17, 12:09 PM

#158

Mark ◦

Chairman

Join Date: 31-10-11  
Posts: 29,427

I agree with not being able to offer players to clubs. Would be great, especially when clubs do show an interest in your own players. The only way I sort of get around that is if they have a player that I want and offer them my player in exchange.

I never go below my players valuation when selling players - There's a trick you can do to ask for their highest valued player in exchange that can sometimes generate a higher bid. Not always though.

19-01-17, 01:01 PM

#159

hodgy ◦

Hot Prospect for the Future

Join Date: 05-02-14  
Posts: 109

My main gripe is around the loan system. As soon as almost anyone goes out on loan the club sets his status to Not Needed so he gets unhappy and wants to be sold. Loan players can be sold to a third party permanently half way through a loan too. That's the one breakthrough I've always hoped for from the Patching team but I believe that would need the source code.

19-01-17, 09:27 PM

#160

Romano.338 ◦

Youth Team Player

Join Date: 03-01-17  
Posts: 39

Originally Posted by **Mark**

*I never go below my players valuation when selling players - There's a trick you can do to ask for their highest valued player in exchange that can sometimes generate a higher bid. Not always though.*

That's what I do now. Works well (sometimes a bit too much 🤖) but it's too bad to do that. I knew the trick before but decided not to do it, but it gets ridiculous how players are impossible to sell



19-01-17, 10:28 PM

#161

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

Players aren't impossible to sell, but you need to play them regularly and they need to perform. Then they will attract interest and the bids will come.

It somewhat defeats the purpose, you want to sell them because you don't want to play them, but that's how it is..

And don't get me started on loans.

20-01-17, 08:23 AM

#162

**Romano.338** ◦  
Youth Team Player

Join Date: 03-01-17  
Posts: 39

Some of my players were starters the year before, with good/very good seasons, and still are impossible to sell, even for like 300k€ when they are worth 5M€. And even by asking for 0€, I still have to wait months before an offer comes in. Even if I play them they won't sell.

20-01-17, 10:38 AM

#163

**Mark** ◦  
Chairman

Join Date: 31-10-11  
Posts: 29,427

Originally Posted by **JLa**

*Players aren't impossible to sell, but you need to play them regularly and they need to perform. Then they will attract interest and the bids will come.*

*It somewhat defeats the purpose, you want to sell them because you don't want to play them, but that's how it is..*

*And don't get me started on loans.*

Fully agree. I always select players regardless of whether I want them and you're right, they will attract bids if they play well enough.

20-01-17, 12:05 PM

#164

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

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

Old players on big wages are hard to get rid of. Always seems a great idea at a cash rich lower level club to sign a few big name veterans. When they work out it's great but with success you replace them with better younger players for less money and get stuck with a load of cash hungry geriatrics.

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20-01-17, 12:33 PM

#165

**Mark** ◦  
Chairman

Join Date: 31-10-11  
Posts: 29,427

That annoys me too, Derm.

Especially when I actually accept an offer for my ageing players but the bidding teams then pull out after contract negotiations!

20-01-17, 01:02 PM

#166

**AtomicAnt** ◦  
Backup Player

Join Date: 06-03-12  
Posts: 705

Players aren't impossible to sell, but you need to play them regularly and they need to perform. Then they will attract interest and the bids will come.

Not always, some players are won't attract interest. Like this one, Luis Suarez' regen.



He played very well for me, never misbehaved but I decided to sell him at an early age (after the 15-16-season, when he was around 22 years old). No clubs interested, even if I set his value at £0. So I decided to keep him for one more year at a squad player, but no interest still when I listed him after the next season.

So he was eventually released on a free (he had a £70k per week salary so I waited a while). He's been a free agent ever since he was released.

I assume his reps have declined a bit since then. He was FIFA World Player of the Year runner up 13/14, World Footballer of the Year 13/14, World Footballer of the Year 14/15, Italian Serie A Player of the Year 14/15, Italian Serie A Foreign Player of the Year 14/15, Italian Serie A Player of the Year runner up 15/16, Italian Serie A Foreign Player of the Year 15/16, FIFA World Player of the Year 16/17 and was released october 2017.

These are his hidden stats.



20-01-17, 01:02 PM

#167

**Felix** ◦  
Squad Rotation Player

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

When I want to get rid of someone I usually play him in the European comps. Imagine that there is a higher chance of someone spotting him there than in a league game.

20-01-17, 01:58 PM

#168

**Kingsley** ◦  
The Mascot

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

Re the Suarez regen ... the problem you have is the Professionalism=3 Sportsmanship=1 and Temperament=2. No club is going to want him (The attributes maybe hidden from you but not to AI managers)

The artist formally known as The Eejit

**AtomicAnt** ◦  
Backup Player

Join Date: 06-03-12  
Posts: 705

Yeah that was my conclusion as well. But still, nobody wants him, even for free?

**Romano.338** ◦  
Youth Team Player

Join Date: 03-01-17  
Posts: 39

Originally Posted by **hodgy** ▯

*My main gripe is around the loan system. As soon as almost anyone goes out on loan the club sets his status to Not Needed so he gets unhappy and wants to be sold. **Loan players can be sold to a third party permanently half way through a loan too.** That's the one breakthrough I've always hoped for from the Patching team but I believe that would need the source code.*

Yeah, that killed my Marseille game with oct 2016 db. Vainqueur was one of my best players, and Monaco bought it in october or something like that and he immediately joined them. Was gutted.

Which gotd me thinking: it's possible IRL, right? BUT everybody would have to say yes, included the club where the player is loaned? I'm pretty sure it's the case. The only thing missing in CM0102 is that nobody asked me anything.

*Last edited by Romano.338; 21-01-17 at 04:13 PM.*

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

My main gripe with the loan system is that it barely works! I can list 20 players for loan and maybe I'll get an offer for one of them. It seems like it is the same mechanism as for selling players (I need to play them to increase their reputation), but it's not really likely I'll play my younger teenagers on a regular basis!

**Romano.338** ◦  
Youth Team Player

Join Date: 03-01-17  
Posts: 39

Yeah, very tough to loan out

**Fods** ◦  
Not Needed at the Club

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

I've honestly never ever found loaning players an issue

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

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

When your global manager rating drops because you win a small competition in a small league at the same time you are winning almost everything at an international level 🏆🏆

Win Copa America jump to 57th  
Qualify for World Cup jump to 51st  
WIN Scottish Challenge Cup DROP to 278th

**Mark** ◦  
**Chairman**

Join Date: 31-10-11  
Posts: 29,427

I wonder what that's related to... 🤔 🌐

◀◀ Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? ▶▶

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## Thread: Frustrations with CM 01/02

Thread Tools

17-05-19, 11:36 PM

#176

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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



Dropped to 177, won a World Cup group game, jumped up to 156. Worse than the FIFA rankings irl

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**November 2020 Data Update Out Now**

18-05-19, 06:12 PM

#177

**riise**  
0102Bet Mod

Join Date: 08-09-15  
Posts: 3,525

Mid-June 'Updating Game Data' in the middle of an international tournament when you're managing a national team 🤪

20-05-19, 10:01 AM

#178

**SteveV**  
Hot Prospect for the Future

Join Date: 07-09-15  
Posts: 229

Not so much a frustration as an enigma - whenever you get a message saying 'player x wants to leave club x because he requires guaranteed first team football' almost without fail when you check their profile they have played every game that season 🤪

24-05-19, 03:59 PM

#179

**Ario Becks**  
Youth Team Player

Join Date: 24-05-19  
Posts: 2

Haven't logged in to this site for a long time and I created a 2nd account.

My frustrations recently were related in managing a national team. I set the season into 2002/03 and managed England into Euro 2004. The referees often easily book my players including the strikers.

The A.I. on the other national teams:

- The goalkeepers sometimes play brilliantly for the teams worse (in lower ranks) than England,
- Suddenly it gets harder when you play in tournament. Even playing against lower ranked teams sometimes harder than usual.

26-05-19, 07:50 AM

#180

**trengt** ◊  
Youth Team Player

Join Date: 24-06-17  
Location: Denmark  
Posts: 23

### Work Permit?

I have played 6 seasons with Milton Keynes Dons, but cannot be allowed to buy a player who must has a work permit.

The other games I have played do not usually be that difficult.

31-05-19, 06:55 PM

#181

**JLa** ◊  
Backup Player

Join Date: 02-04-12  
Posts: 865

So, training is really annoying in this game - how the attributes are linked to the available training schedules:

Fitness : Acceleration, Agility, Jumping, Pace, Stamina, Strength and Reflexes

Shooting : Finishing and Long Shots

Skill : Crossing, Dribbling, Heading, Passing, Set Pieces, Tackling and Technique

Tactics : Decisions, Marking, Off the Ball, Positioning and Teamwork

Goalkeeping : Handling

For outfield players I've come to the conclusion that defenders don't need shooting training, so I have a separate training regime for them with shooting set to none. Everyone else is on general with medium settings for all four areas. Strikers still need tactics (decisions, off the ball, maybe teamwork), midfielders need to do everything. It's bizarre. There's no way to fully tweak your players to reach their max potential in their position, everyone is doomed to be a jack-of-all-trades.

14-06-19, 09:26 AM

#182

**sebrior** ◊  
Youth Team Player

Join Date: 30-09-12  
Posts: 1

### International players fitness

After getting an international job the players gradually all become tired/unfit with levels of 40-65%. I drop them and call up fit players but this keeps happening and if your in charge of a smaller nation you can rapidly end up with very few decent quality players available.. Maybe they're just refusing to play for me but they end up dropped by their clubs or performing poorly there because of the low fitness levels as well. If I buy them for my club side I can get them to train properly and improve the fitness levels ok.

24-06-19, 04:21 PM

#183

**paulw66** ◊  
Youth Team Player

Join Date: 16-04-19  
Posts: 11

I get frustrated at how easy it is to sign players for free. Makes the game too easy, as IRL very few players move for free. Their clubs get them to sign new contracts or they sell them. Once you get a settled squad, you can add half a dozen players for free each season and either sell them for profit, or it allows you to sell existing players and hence building up a massive transfer kitty.

24-06-19, 04:27 PM

#184

**riise** ◊  
0102Bet Mod

Join Date: 08-09-15  
Posts: 3,525

Originally Posted by **paulw66**

*I get frustrated at how easy it is to sign players for free. Makes the game too easy, as IRL very few players move for free. Their clubs get them to sign new contracts or they sell them. Once you get a settled squad, you can add half a dozen players for free each season and either sell them for profit, or it allows you to sell existing players and hence building up a massive transfer kitty.*

I know what you mean. I did a 'free transfers only' game as a self-set challenge and had a great team by about season three.

26-06-19, 10:12 AM

#185

**leo37** ◊  
Reserve Team Player

Join Date: 19-05-19  
Posts: 483

The way debt is always cleared on the game. I not sure but I remember playing back in the day and there was point deductions for administration but I might be confused with another version

26-06-19, 10:43 AM

#186

**Effiong unmarked!** ◊  
VIP

Join Date: 22-08-18  
Posts: 519

The opposition are more likely to score from our goal kicks than their corners, and we are more likely to score from their goal kicks than our corners. I know it's because goal kicks that lead to nothing are not reported, but it still feels a bit wrong to me whenever we concede straight from our goal kick.

26-06-19, 01:58 PM

#187

**samsami** ◊  
VIP

Join Date: 27-10-14  
Location: The Netherlands  
Posts: 8,159

Originally Posted by **Effiong unmarked!** »

*The opposition are more likely to score from our goal kicks than their corners, and we are more likely to score from their goal kicks than our corners. I know it's because goal kicks that lead to nothing are not reported, but it still feels a bit wrong to me whenever we concede straight from our goal kick.*

Not reported?

```
# EVENT_POOR_GOAL_KICK
# NB. This event is expected to have 2 items, no more, no less.
= 604, 0, 0, 0, 0, 0, 0, 0, 0
> 1, 1000, mock4mon.wav
G <p1> with a weak goal kick...
R <p1> with a weak goal kick...
> 1, 1000, mock4mon.wav
G <p1> with a poor goal kick...
R <p1> with a poor goal kick...
> 1, 1000, mock4mon.wav
G <p1> makes a mess of the goal kick...
R <p1> made a mess of the goal kick...
> 1, 1000, mock4mon.wav
G <p1> with a terrible goal kick...
R <p1> with a terrible goal kick...
```

### 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*

26-06-19, 03:26 PM

#188

**Effiong unmarked!** ◊  
VIP

Join Date: 22-08-18  
Posts: 519

Those are all poor goal kicks, and likely to lead to a goal against. It's the ones that lead to normal play that are under-reported, so that if the commentary mentions your goal kick, you're generally in trouble.

*Last edited by Effiong unmarked!; 26-06-19 at 03:51 PM.*

08-08-19, 04:20 PM

#189

**kimkallstrom** ◊  
Youth Team Player

Join Date: 05-07-18  
Posts: 19

**What drives you mad about the game?**

For me, it's how easy it is to put together a great squad just using Bosmans. Sometimes it seems like every player in the game wants to run down their contract and give you the opportunity to throw wages at them. It's far too easy.

In my game Milan have just handed me their number one keeper, and one of the best in the game. Thanks Milan. But i will take no pleasure from his clean sheets as I didnt earn them.

08-08-19, 04:30 PM

#190

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

Also transfer related, when clubs keep flat out rejecting offers without saying the player is not for sale (they say he's a "valuable player" or smth).

Like, why don't you negotiate then?! Name your price! Instead of me having to make 17 gradually increasing offers until they finally accept. Just say the price right away and we'll get this over with. Stop wasting time!

10-09-19, 02:26 AM

#191

**Bogroleum** ◦  
Youth Team Player

Join Date: 21-09-15  
Posts: 17

When a shit hot player gets ignored by his national team.

I've got Ramirez Howarth in the October 2018 update. He's basically a cheat player, scores 50 odd goals a season, won English POTY two years running, is arguably the best player in my game, yet he's only got 4 caps for England. He scored two in the final and was MOTM to win me the Champions League and then a few days later he's left out the Euros squad for vastly inferior players. I just don't get it.

10-09-19, 11:04 AM

#192

**richie** ◦  
Youth Team Player

Join Date: 05-06-19  
Posts: 3

I think that's got a lot to do with the reputation of the player in question. I've got a fantastic Belgian keeper who I signed from a small team but he's never been in the international squad. Meanwhile, my aging sub goalie Gert De Vlieger always starts for Belgium.

FWIW, Kevin Phillips only has 8 caps for England in real life.

10-09-19, 05:47 PM

#193

**Bogroleum** ◦  
Youth Team Player

Join Date: 21-09-15  
Posts: 17

Aye but Phillips didn't challenge for the league every year, win the Champions League (and the rest) or finish runner up in the UEFA men's player and striker awards.

In contrast, I signed a young striker from league 1. He hasn't kicked a ball for me yet now plays for England ahead of him.

11-09-19, 10:06 AM

#194

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

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

Quality/rating is a factor too. It's why you see the teams on the ODB buy and never use Tsigalko. Or if you leave a club with him still at it he almost never plays.

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17-09-19, 06:12 PM

#195

**SteveV** ◦  
Hot Prospect for the Future

Join Date: 07-09-15  
Posts: 229



Originally Posted by **JLa**

*Also transfer related, when clubs keep flat out rejecting offers without saying the player is not for sale (they say he's a "valuable player" or smth).*

*Like, why don't you negotiate then?! Name your price! Instead of me having to make 17 gradually increasing offers until they finally accept. Just say the price right away and we'll get this over with. Stop wasting time!*

The various responses I see as a guide to how much you need to increase your bid by to get the player.

No Chance - 'Team x do not want to sell to a rival club in the same division' or 'Player x is indispensable'

Need significantly higher bid - 'Team x have only recently purchased player x' 'Player x is an important first team member'

A modest increase will do - 'Player x is a hot prospect for the future' 'Player x is a valuable first team member'

The point is that these players are never transfer listed or near the end of their contracts so the AI teams can screw you for as much as they can get!

18-09-19, 07:31 PM

#196

**JLa**  
Backup Player

Join Date: 02-04-12  
Posts: 865

Someone mentioned they do the opposite; they start with a ridiculously high bid that is accepted right away, and then they make gradually lower offers until they are rejected. That route is often quicker..

06-10-19, 05:46 PM

#197

**redeviledna**  
Youth Team Player

Join Date: 06-09-19  
Posts: 1

My bugbear is the fact that even if i have sold a player, or they have left as the contract runs out, they are still on my team list, even though you select them and it shows they belong to another club!!

So frustrating, and i cant find a way to remove them.

15-12-19, 12:25 AM

#198

**Bogroleum**  
Youth Team Player

Join Date: 21-09-15  
Posts: 17

Got to the Champions League Final and half my (and my opponent's) team were unavailable because they'd been called up for international duty at the Euros which didn't start until over a week later. Anybody ever seen that before?

One guy who didn't get called up was Billy Gilmour - my star midfielder and by far Scotland's best player. He played in every single qualifier - often getting MOTM - and he broke the assist record in the Premier League that season. Then, inexplicably, he was left out of the Euros squad. I ended up making up a story in my head that he got called up but refused to join the squad so that he could play on the Champions League Final for me and fell out with the manager. But obviously 01/02 isn't that sophisticated.

I love this game with all my heart but it does my nut in at times.

#### The Following User Says Thank You to Bogroleum For This Useful Post:

samsami

15-12-19, 04:20 PM

#199

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

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

Are you using V8 Saturn patch? - if so he fixed it in V8.1 I think

15-12-19, 08:49 PM

#200

**Bogroleum**  
Youth Team Player

Join Date: 21-09-15  
Posts: 17

I'm using whatever patch was out when the October 2018 update was released.

Do you know if it would be possible to use the V8.1 patch on a pre-existing save?

« Got bored - tried a thing - can you beat me? | Potential Ability - 2 and - 1 - How does it work? »

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Forum » Championship Managers Club » General » Frustrations with CM 01/02

Results 201 to 225 of 243 Page 9 of 10 First ... 5 6 7 8 9 10 Last

Thread: Frustrations with CM 01/02

Thread Tools

15-12-19, 08:55 PM

#201

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

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

Hi  
V8.1 patch can only be used on October 2019 database  
Thanks

The Following User Says Thank You to Redknapp69 For This Useful Post:

[Bogroleum](#)

16-12-19, 11:55 AM

#202

**Kingsley**  
The Mascot

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

Originally Posted by [Bogroleum](#)  
*I'm using whatever patch was out when the October 2018 update was released.  
Do you know if it would be possible to use the V8.1 patch on a pre-existing save?*

No. Sorry.

The artist formally known as The Eejit

20-12-19, 02:43 PM

#203

**Takeshi Tatsumi**  
Youth Team Player

Join Date: 29-10-15  
Location: Toulouse, France  
Posts: 16

Hello,  
Well... I have a little frustration with my team (Toulouse Football Club) that I coach via the October 2018 data update.  
I won 3 French Cups, 4 League Cups, 5 French Champion Title, 2 Champions Leagues in a row, 1 Europa League. I have 365 wins for 50 losses (81 draws). Above all, I signed a lot through the free agency and especially young players released by big clubs.  
This allowed me to sign a big "star" once a year (my first nice catch was Bernardeschi, a great forward, always good, never injured, Bale, Kean, Griezmann, Thauvin, Maguire, Henderson...). The TFC fans and Président Sadran literally love me ^^

I "work" with an enlarged team roster that makes my "first" team always 100% stamina and rarely with injuries at the start of a decisive match in the season.

However, there is something that I do not understand.

I must have about 7-8 players who have around the 8.00 average for several seasons in a row (I think of Bernardeschi who has very good goals and assists ratios), who were international when they signed in Toulouse, but who leave the national selection. Griezmann in particular. Bale is still international.

Quite a few of my young people are called, but the vast majority of my "stars" are no longer called.

And myself, when I apply for an international selection, I am systematically rejected. Even "small" nations.

I am coach of the year in France every year but ultimately, I have no international recognition. Do you have any clues to help me understand why ?

Ah, small detail, my identifier on CM02 is Japanese. But even Japan doesn't want me ^^

Thank you !

20-12-19, 07:15 PM

#204

**Coliuto**  
Decent Young Player

Join Date: 23-06-12  
Posts: 52

Maybe you have high reputation in France but not in the rest of the world..

when I apply for a national team I usually use Cm3 Save game editor, and I set current reputation, world reputation and the other one at 10000 (the maximum value), choosing my first or second nationality the nation I wish to manage.

for a club: don't know about 3.9.68, but with 3.9.60 when you play managing a club when you're a foreigners, you could win everything but no one will call you.

I remember playing cm01-02 with original data, choosing Carrarese, and I choose Argentine as my nationality. I won everything with Carrarese, but no italian team would offer me a job

Originally Posted by **Takeshi Tatsumi**

Hello,

Well... I have a little frustration with my team (Toulouse Football Club) that I coach via the October 2018 data update.

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I "work" with an enlarged team roster that makes my "first" team always 100% stamina and rarely with injuries at the start of a decisive match in the season.

However, there is something that I do not understand.

I must have about 7-8 players who have around the 8.00 average for several seasons in a row (I think of Bernardeschi who has very good goals and assists ratios), who were international when they signed in Toulouse, but who leave the national selection.

Griezmann in particular. Bale is still international.

Quite a few of my young people are called, but the vast majority of my "stars" are no longer called.

And myself, when I apply for an international selection, I am systematically rejected. Even "small" nations.

I am coach of the year in France every year but ultimately, I have no international recognition. Do you have any clues to help me understand why ?

Ah, small detail, my identifier on CM02 is Japanese. But even Japan doesn't want me ^^

Thank you !

22-12-19, 09:58 AM

#205

**MauroG**  
Hot Prospect for the Future

Join Date: 04-11-15  
Posts: 115

Well the game sees that you are not that good as your results because you are wib wobing 🤔

🤔 (joke 😊)

You should install the latest saturn patch(8+ for the latest update) that and nicks patcher will allow you to get jobs easier even the clubs will offer you without applying(when you build up your reputation so no editor use will be needed), but you will have to start a new save. I recommend installing from scratch a new folder("cm0102s8+").

if you wanna play an older update then look witch saturn patch is applicable to the update.

Originally Posted by **Takeshi Tatsumi**

Hello,

Well... I have a little frustration with my team (Toulouse Football Club) that I coach via the October 2018 data update.

I won 3 French Cups, 4 League Cups, 5 French Champion Title, 2 Champions Leagues in a row, 1 Europa League. I have 365 wins for 50

losses (81 draws). Above all, I signed a lot through the free agency and especially young players released by big clubs. This allowed me to sign a big "star" once a year (my first nice catch was Bernardeschi, a great forward, always good, never injured, Bale, Kean, Griezmann, Thauvin, Maguire, Henderson...). The TFC fans and Président Sadran literally love me ^^

I "work" with an enlarged team roster that makes my "first" team always 100% stamina and rarely with injuries at the start of a decisive match in the season.

However, there is something that I do not understand.

I must have about 7-8 players who have around the 8.00 average for several seasons in a row (I think of Bernardeschi who has very good goals and assists ratios), who were international when they signed in Toulouse, but who leave the national selection.

Griezmann in particular. Bale is still international.

Quite a few of my young people are called, but the vast majority of my "stars" are no longer called.

And myself, when I apply for an international selection, I am systematically rejected. Even "small" nations.

I am coach of the year in France every year but ultimately, I have no international recognition. Do you have any clues to help me understand why ?

Ah, small detail, my identifier on CM02 is Japanese. But even Japan doesn't want me ^^

Thank you !

30-12-19, 01:03 PM

#206

**Ruben\_**  
Hot Prospect for the Future

Join Date: 09-03-12  
Posts: 103

it's also included in nicks patcher (getting jobs easier) you can use that patcher even on the original 3.9.68 data

17-01-20, 04:26 PM

#207

**EIDinero87**  
Youth Team Player

Join Date: 01-12-19  
Posts: 1

On the most recent 19/20 update, has anyone else had an issue with their players being violent psychopaths? I swear I'm getting a lot more red cards and many of them are for violent conduct. Quite a few have been for professional fouls which I think was down to my defensive line being too high so I've pulled them back a bit which hopefully will help, but I've had what seems like noticeably more instances of players kicking and headbutting other players, and one of my team got a 90 day ban for shoving a ref which I'm not sure I've ever had happen before.

I have tackling on hard but I don't see why that would make them all headcases.

04-02-20, 11:43 AM

#208

**Shelecktra**  
Youth Team Player

Join Date: 14-03-16  
Posts: 38

I have many many many frustrations with CM... I think that's part of the fun though, you can't truly love something if you never hated it a bit at some time!

1. Transfer Bullying - I despise this and it can't be fixed. I like to do the whole glory run of taking lower league teams to total world domination, but in order to get there I'm obviously going to have players that play well, get noticed and will no doubt get offers from clubs for. However Watford (And I swear it's always them, I genuinely hate Watford in real life because of this xD) like to think they can offer £400k for a £210k valued 17 year old striker who banged in 39 goals last season... Not in my books Watford, bugger off! So being the smaller club I take the option to increase the bid and they 99% of the time lose interest, otherwise I get the money I want for him. Oooooorrrr... They refuse, then the next day they offer the same again, and again, and again, and again... And what does this ALWAYS result in? "Joe Bloggs has revealed he wants to make a move to Watford in a deal worth blah" - Everyone at the club now hates him and I've no choice but to get rid to restore harmony... But once the "has revealed he wants to move" thing happens, do I get any more offers for him? Do they flood in every single damn day like they were bullying me into for 3 whole months between Feb and the end of the season? Not a chance... they got what they wanted, they ruined my dressing room, they bugger off laughing....

.... So I take over their club and force them to buy him out of spite xD

2. I must leave to find a better contract. - Erm, that's nice you want to progress in life mate, but did you think maybe the club you are at could give you a better one before you just sling a transfer request at me in my first month of taking over?

3. Super-Keepers - It makes no sense... And playing Wib-Wob you come up against them all the freaking time (Had one game a long time ago with 30 odd shots on target, they had 2 and I drew 0-0)

4. NEVER getting a fixture reschedule - I've had ONE in my entire CM 'career', and being someone who bought the original game on release... that sucks! At the moment I have a game going with Hartlepool and last season getting promoted (Somehow) to Division 2 (League One as it is now) was a monumental task as although I had a squad of 30/35ish I found my entire defensive unit destroyed with injuries... And not short ones either, one game I played with 10 attackers... Not all strikers, but ATT MID's and Forwards too.

5. Referees - Even in a game where bias can't exist... somehow it still does! Ever had a game you should have won in the double digits but lost? I have... 8 or 9 goals disallowed, half the squad booked on 6 fouls and you look at their team with 10 fouls, one yellow card, one shot on goal and sods law.... it went in and the ref had his back turned on that occasion (I just hate referees! xD)

6. Backing off when you are thumping the hell out of the opposition - I never understood this, but I always notice that say I go 4 or 5-0 up in the first half... it's like my players go to sleep! Like come on guys, where's the other 4 or 5?! Can't say I've ever scored more than one after going into the second half having thrashed them in the first.

7. (Sort of lies on the previous reply on psychopathic players) Backwards stats - Player has a dirtiness stat of 20... never gets booked - Player has dirtiness stat of 1 - shoves ref and gets 3 month ban! (I think professionalism is a stat involved here too, but keeping it simple) There's also Injury Proneness too - IP of 20, never gets injured, IP of 1 - Has to retire from a recurring injury (I've had plenty of players have to do this in the past)

Well... I hate the game, I hate it so much i have to play it all the damn time to remind myself why i shouldn't play it. Damn game has literally stolen about 20 years of my life... My god... It's like being married!!!

### The Following 3 Users Say Thank You to Shelecktra For This Useful Post:

Effiong unmarked!, evesham, minusmf

01-04-20, 12:51 AM

#209

**deibiddo84** ◦  
Youth Team Player

Join Date: 27-05-16  
Posts: 5

The great frustration of Cm01/02! Why I can't approach to sign, players who are ending their contracts, from croatia, urcانيا, argentina, colombia and much more countries??!!

01-04-20, 10:37 AM

#210

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

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

Originally Posted by **deibiddo84**

*The great frustration of Cm01/02! Why I can't approach to sign, players who are ending their contracts, from croatia, urcانيا, argentina, colombia and much more countries??!!*

I'd imagine it's due to the Bosman rule being a European rule

Champman0102.co.uk Facebook Page  
13000 followers and rising

**November 2020 Data Update Out Now**

### The Following User Says Thank You to Dermotron For This Useful Post:

Asthereal

08-04-20, 04:46 PM

#211

**Diggler** ◦  
Reserve Team Player

Join Date: 06-04-12  
Posts: 280

Just found this thread today and had a good read through all the posts so far, most of my frustrations have been mentioned but here are my top issues:

- Super keepers - I have lost games with 30+ shots and going down 0-1 to an own goal (opposition had 0 shots on target). But given I wib-wob I figured there was probably some balancing...
- Players wanting a new challenge - to be fair, I target 16/17 year olds so I guess I should not complain when 10 years later they want to move (when hitting their prime).
- Upset players over rejected transfers - on the Oct 2019 update I dominated for 15 years and yet my players would still get upset when mid-league teams had derisory bids rejected for them.
- Players dropping a new learned position as soon as the training stops (or only having it every now and again despite constant training).
- Real/Barcelona players always crowned best in Europe - 14 straight Champions League titles yet my players hardly ever featured in the Best European players awards even when Real / Barcelona were not even the top team in Spain.
- Poor youth players - I always play as Man United who supposedly have the best youth player facilities. Never once in all my years playing have I got a young player promoted that was actually any good. There also seems to be certain teams who get clusters of regens (Arsenal had 6 worldies in my last save).

Last edited by Diggler; 08-04-20 at 04:59 PM.

09-04-20, 05:22 PM

#212

**paulfitz** ◦  
Decent Young Player

Join Date: 08-01-20  
Posts: 79

In all the years I've played the game I have only been offered the England job once!  
Bit frustrating when your winning everything about in various leagues home or abroad

09-04-20, 05:29 PM

#213

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

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

Originally Posted by **paulfitz** ◦

*In all the years I've played the game I have only been offered the England job once!  
Bit frustrating when your winning everything about in various leagues home or abroad*

Using a patch helps with getting Jobs - not sure if that applied for National jobs though (think so)

12-04-20, 04:25 AM

#214

**cm182** ◦  
Youth Team Player

Join Date: 01-04-20  
Posts: 27

Awards are often completely wrong.

I saw Thierry Henry win World Footballer of the Year, looked at his stats... 17 appearances 2 goals 🤔

Di Natale won the same award with 17 appearances and 1 goal.

14-04-20, 03:40 PM

#215

**henry2705** ◦  
Hot Prospect for the Future

Join Date: 19-11-19  
Posts: 171

One thing that has irked me about going back to CM is the way clubs retain players who are in no way young on one year contracts when they're nowhere near the first team.

Intended to try and sign a couple of players for Gravesend who initially weren't interested after they got released from big clubs but a month before the contract expires they always get a new one! Just doesn't happen that much in real life and can't understand why the AI is programmed to retain these players.

18-04-20, 06:38 PM

#216

**paulfitz** ◦  
Decent Young Player

Join Date: 08-01-20  
Posts: 79

EIDinero87

Virgil Van Dijk is guaranteed at least 3 or 4 bans a year on the oct 19 update.

This has been corrected on the March 20 update.

VVD rarely picks up any bookings in real life

20-04-20, 10:34 AM

#217

**henry2705** ◦  
Hot Prospect for the Future

Join Date: 19-11-19  
Posts: 171

Anyone ever found that the game refuses to allow you to qualify for CL football in the Premier League in your first season after promotion, no matter how good you are?

I was absolutely nailed on for it with 8 games to go but the game was up to its usual tricks of making me draw 3-3 at home with already relegated Charlton despite me having 20 shots and them 3. Also turned Chiotis into utter dogshit for the last 10 games.

I promise I'm not bitter!

**Gyfli** ◦  
Youth Team Player

Join Date: 19-04-12  
Location: Poland  
Posts: 19

Originally Posted by **henry2705** ◻

*Anyone ever found that the game refuses to allow you to qualify for CL football in the Premier League in your first season after promotion, no matter how good you are?*

*I was absolutely nailed on for it with 8 games to go but the game was up to its usual tricks of making me draw 3-3 at home with already relegated Charlton despite me having 20 shots and them 3. Also turned Chiotis into utter dogshit for the last 10 games.*

*I promise I'm not bitter!*

Pure bad luck, that's all. My experience is contrary. First season after promotion (playing Swansea City) was big success. I really thought that avoiding relegation would be good result. Suprisingly, by only using Welsh players (such a challenge), we managed to finish 2nd (behind MU). In the last couple of matches I expected attack from opponents for CL place (Arsenal, Liverpool, Newcastle, Blackburn, Boro, Sunderland) but they just took away points from themselves which allowed us retain 2nd place by safe points margin. League backmarkers didn't get any boost either.

Nex season will be better! 🤖

Last edited by Gyfli; 20-04-20 at 11:22 AM.

**henry2705** ◦  
Hot Prospect for the Future

Join Date: 19-11-19  
Posts: 171

Originally Posted by **Gyfli** ◻

*Pure bad luck, that's all. My experience is contrary. First season after promotion (playing Swansea City) was big success. I really thought that avoiding relegation would be good result. Suprisingly, by only using Welsh players (such a challenge), we managed to finish 2nd (behind MU). In the last couple of matches I expected attack from opponents for CL place (Arsenal, Liverpool, Newcastle, Blackburn, Boro, Sunderland) but they just took away points from themselves which allowed us retain 2nd place by safe points margin. League backmarkers didn't get any boost either.*

*Nex season will be better! 🤖*

Wow, that's awesome, congrats!

I also feared relegation after a very slow start but we really took off about 10 games in and never looked back. I shouldn't be too pissed off, we retained the League Cup and got to FA Cup semis (lost to D1 Wigan though ffs) so, all in all, a great first season in the PL.

I swear though, there have been so many occasions where I'm almost 'ahead of schedule' (team doing really well in the PL maybe a season early) and look like qualifying but I always end up bottling it in the latter stages. Tbh, I've thought for some time this game is programmed to fuck with you (in the best of ways) but maybe that's just in my head.

**f1sav** ◦  
VIP

Join Date: 30-04-19  
Posts: 6

Mild frustrations for me:

Super keeper(s), as others have discussed

Transfer approaches, "no means no" yet the same clubs seem to use my squad as their scouting policy

Opposition scorers, why am I always first victim? All too often when opposition score I'm kindly enlightened that was their first strike of the season...even in April / May. Same applies to players sold because they didn't score for me, sure as to they turn out for the opposition they are guaranteed at least one goal.

**riise** ◦  
0102Bet Mod

Join Date: 08-09-15  
Posts: 3,525

Originally Posted by **f1sav** ◻

*Opposition scorers, why am I always first victim? All too often when opposition score I'm kindly enlightened that was their first strike of the season...even in April / May. Same applies to players sold because they didn't score for me, sure as to they turn out for the opposition they are guaranteed at least one goal.*



I always think 'that prick scored a brace (or similar) against me last time', check their stats and it turns out they've scored 75% of their season's goals against me.

22-04-20, 04:13 PM

#222

**Gyfli** ◊  
Youth Team Player

Join Date: 19-04-12  
Location: Poland  
Posts: 19

Originally Posted by **riise** »

*I always think 'that prick scored a brace (or similar) against me last time', check their stats and it turns out they've scored 75% of their season's goals against me.*

Yeah, that's frustrating - who was Your nemesis? For me it was Zisis Vryzas from Perugia.

23-04-20, 08:43 PM

#223

**PokaHontazzz** ◊  
VIP

Join Date: 14-03-19  
Posts: 32

Originally Posted by **Takeshi Tatsumi** »

*And myself, when I apply for an international selection, I am systematically rejected. Even "small" nations. I am coach of the year in France every year but ultimately, I have no international recognition. Do you have any clues to help me understand why ?  
Ah, small detail, my identifier on CM02 is Japanese. But even Japan doesn't want me ^^  
Thank you !*

if your PA/CA is high and when in good reputations one starts getting international jobs galore. maybe try a different save

Last edited by PokaHontazzz; 23-04-20 at 09:00 PM.

24-04-20, 10:45 AM

#224

**Ruben\_** ◊  
Hot Prospect for the Future

Join Date: 09-03-12  
Posts: 103

the fact that positioning is so overpowerwed. Field defence + midfielders with +15 positioning. And then maybe 1 creative midfielder and 1 or 2 good strikers, and you probably go unbeaten in your league plus have a good chance of winning at least 1 cup, regardless of tactics used. Even if it's a standard non/wib wob one

06-05-20, 11:21 AM

#225

**Smicer** ◊  
Youth Team Player

Join Date: 26-04-20  
Posts: 8

Playing in Serie A and have to compete against Roma. In four seasons I won CL three times with AC Milan but never won the league because Roma just never lost in the league. I ended up second every season 1-3 pts behind them and got crazy so I tried to rebuild my team in a desperate way, ended up 6th in the league instead after that... (basically I destroyed my team in madness caused by Roma).

This was frustrating.

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Forum » Championship Managers Club » General » Frustrations with CM 01/02

Results 226 to 243 of 243 Page 10 of 10 First ... 6 7 8 9 10

## Thread: Frustrations with CM 01/02

Thread Tools

08-05-20, 06:56 AM

#226

SteveV

Hot Prospect for the Future

Join Date:

07-09-15

Posts:

229

Originally Posted by **Diggler**

*Just found this thread today and had a good read through all the posts so far, most of my frustrations have been mentioned but here are my top issues:*

- Upset players over rejected transfers - on the Oct 2019 update I dominated for 15 years and yet my players would still get upset when mid-league teams had derisory bids rejected for them.
- Real/Barcelona players always crowned best in Europe - 14 straight Champions League titles yet my players hardly ever featured in the Best European players awards even when Real / Barcelona were not even the top team in Spain.
- Poor youth players - I always play as Man United who supposedly have the best youth player facilities. Never once in all my years playing have I got a young player promoted that was actually any good. There also seems to be certain teams who get clusters of regens (Arsenal had 6 worldies in my last save).

The upset players thing doesn't bother me but the guys that you could only sign with a minimum release fee accepting offers from a team either doomed to relegation or even in a lower division makes no sense!

The major player awards always go to the players with the highest CA in the game, I suspect your players are mostly bargain basement purchases transformed into super players by wib wob (or cheap freaks with massive PA) so no matter how amazing their stats are the game will never pick them for an award.

In most of my saves 90% of promoted youth players are immediately released on a free, I feel your pain.

### The Following User Says Thank You to SteveV For This Useful Post:

Diggler

08-05-20, 07:09 AM

#227

SteveV

Hot Prospect for the Future

Join Date:

07-09-15

Posts:

229

Originally Posted by **Ruben\_**

*the fact that positioning is so overpowerwed. Field defence + midfielders with +15 positioning. And then maybe 1 creative midfielder and 1 or 2 good strikers, and you probably go unbeaten in your league plus have a good chance of winning at least 1 cup, regardless of tactics used. Even if it's a standard non/wib wob one*

Interesting, Positioning is usually regarded as the defensive equivalent for Off The Ball with Strikers so usually just applies to Defenders but I might test this out with Midfielders and see if what you say is correct.

**Diggler** ◦  
Reserve Team Player

Join Date: 06-04-12  
Posts: 280

Originally Posted by **SteveV** ▣

*The upset players thing doesn't bother me but the guys that you could only sign with a minimum release fee accepting offers from a team either doomed to relegation or even in a lower division makes no sense!*

*The major player awards always go to the players with the highest CA in the game, I suspect your players are mostly bargain basement purchases transformed into super players by wib wob (or cheap freaks with massive PA) so no matter how amazing their stats are the game will never pick them for an award.*

*In most of my saves 90% of promoted youth players are immediately released on a free, I feel your pain.*

Interesting on the major player awards, did not know that but it makes sense.

On the youth players I think it would be 99.999999999999% as I honestly can't think of a single example of a youth player going on to play in the first team...

**bartuc** ◦  
Youth Team Player

Join Date: 09-05-18  
Location: Serbia  
Posts: 38

By far the worst thing the game's playability after 15+ seasons... For example, in one of my saves, at the beginning (2001-02) with 7-8 leagues turned on, there's 149 players with positioning 20, 147 with 19, in 2025 there's 2450 (!!!) with 20 and 532 with 19 and in 2045 there's 3894 with 20, and 502 with 19. That, combined with a bad overall quality of regen players, sadly makes the game pretty boring after some time.

Also, has anyone noted a glitch with cup draw, for example, if there's a chance to draw a team that you play in the league schedule in a game just before or just after the cup match that's being drawn, you're probably getting that team as an opponent.

**Alan** ◦  
Backup Player

Join Date: 20-09-12  
Posts: 649

Originally Posted by **bartuc** ▣

*Also, has anyone noted a glitch with cup draw, for example, if there's a chance to draw a team that you play in the league schedule in a game just before or just after the cup match that's being drawn, you're probably getting that team as an opponent.*

Ahh, The Baader-Meinmhof Phenomenon...

**henry2705** ◦  
Hot Prospect for the Future

Join Date: 19-11-19  
Posts: 171

Originally Posted by **bartuc** ▣

*By far the worst thing the game's playability after 15+ seasons... For example, in one of my saves, at the beginning (2001-02) with 7-8 leagues turned on, there's 149 players with positioning 20, 147 with 19, in 2025 there's 2450 (!!!) with 20 and 532 with 19 and in 2045 there's 3894 with 20, and 502 with 19. That, combined with a bad overall quality of regen players, sadly makes the game pretty boring after some time.*

*Also, has anyone noted a glitch with cup draw, for example, if there's a chance to draw a team that you play in the league schedule in a game just before or just after the cup match that's being drawn, you're probably getting that team as an opponent.*

Tapani's 2.21 patch sorts out the first problem. But I sympathise with your comment about game becoming boring after that number of years; I find the problem is that the quantity of really elite teams in the game dwindles massively because teams seem more interested in playing their (usually) inferior youth products than buying quality regens. Winning the Champions League doesn't feel so special when your opponent in the final has a defence comprising players whose average rating is below 6.5. It's just stupid tbh and can't work out why it happens. In my current save, Milan sold off all their big assets in the most recent summer but have replaced them with absolutely nobody, preferring instead to play their crappy reserves. There's still some great players on the game but I seem to be the only one who tries to buy them most of the time.

**bartuc** ◦  
Youth Team Player

Join Date: 09-05-18  
Location: Serbia  
Posts: 38

Originally Posted by **Alan** »

*Ahh, The Baader-Meinmhof Phenomenon...*

haha but I don't think so.

**Alan** ◦  
Backup Player

Join Date: 20-09-12  
Posts: 649

Originally Posted by **bartuc** »

*haha but I don't think so.*

Prove it statistically!

Seriously, I was playing a bit earlier with Milan. Drew Atalanta in the Italian Cup, and it was together with our league meeting, so I played against Atalanta 3 in 4 games. So I noticed it. Looking at all of my other Italian Cup matches in that season and the previous 3 years... not a single tie has been against a team I have also had to play in the league at the same time. Makes me think that the cup games are drawn to deliberately avoid you playing against a team if you are due to play them in the league, but sometimes it can't be avoided.

**bartuc** ◦  
Youth Team Player

Join Date: 09-05-18  
Location: Serbia  
Posts: 38

Originally Posted by **Alan** »

*Prove it statistically!*

*Seriously, I was playing a bit earlier with Milan. Drew Atalanta in the Italian Cup, and it was together with our league meeting, so I played against Atalanta 3 in 4 games. So I noticed it. Looking at all of my other Italian Cup matches in that season and the previous 3 years... not a single tie has been against a team I have also had to play in the league at the same time. Makes me think that the cup games are drawn to deliberately avoid you playing against a team if you are due to play them in the league, but sometimes it can't be avoided.*

How about a small sample size (from today)... I'm managing both teams...

The screenshot shows the Borussia M'gladbach website's fixtures page for the 2024/5 season. The page has a dark purple header with the club name in green. Below the header are navigation tabs: Squad, Transfers, Next Match, Fixtures (highlighted), and Finances & Info. Under the Fixtures tab, there are controls for 'Season' (set to 2024/5), 'Cancel', and 'Arrange'. The fixtures table lists matches with dates, opponents, competition, and scores.

Date	Opponent	Competition	Score
Wed 11th Dec	Cruzeiro	BRA N Intercontinental Cup	5:1
Sat 14th Dec	HSV	A First Division	4:0
Wed 18th Dec	FC Bayern	H German Cup Otr Final	4:1
Wed 8th Jan	FC Bayern	H First Division	---
Wed 15th Jan	Burghausen	A First Division	---

**Renitor** ◦  
Hot Prospect for the Future

Join Date: 07-05-20  
Posts: 183

I have to say I notice it when it happens but from my experience its not that common. I must have played nearly thirty season in the last 6 weeks over the lockdown and have had it perhaps 4 times. Its incredibly noticeable when it happens especially if its with a two legged match.

Its more likely to happen towards the end of the competition when the two sides are "top" sides as they are more likely to be at there at the end of the cup. Try it with lower league teams and you will notice it rarely happens.

12-07-20, 11:30 PM

#236

**bartuc**  
Youth Team Player

Join Date: 09-05-18  
Location: Serbia  
Posts: 38

### 2. Erik Amundsen (Freialdenhoven)

Profile | Injuries & Bans | Contract | Transfer | **History**

#### Achievements

Date	Team	Achievement
20.11.26	Freialdenhoven	2026 Norwegian Attacker of the Year
20.11.26	Freialdenhoven	2026 Norwegian Midfielder of the Year
20.11.26	Freialdenhoven	2026 Norwegian Defender of the Year
20.11.26	Freialdenhoven	2026 Norwegian Player of the Year
17.7.25	Union Berlin	Loaned from Freialdenhoven
24.7.24	Union Berlin	Loaned from Freialdenhoven
31.10.23	Union Berlin	Loaned from Freialdenhoven
2.8.22	Freialdenhoven	German League Cup runners up
16.6.22	Freialdenhoven	2021/22 European Defender of the Year
27.8.21	Freialdenhoven	European Super Cup runners up

	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	2	0	0	0	83%	0.0	0.0	-	5.50
League	10	0	1	0	72%	1.4	0.8	100%	6.30
Cup	1	0	0	0	64%	3.0	2.0	-	8.00
Continental	6	0	0	0	78%	5.0	0.5	0%	7.00
International	0	0	0	0	-	-	-	-	----
Senior Club	17	0	1	0	74%	2.8	0.8	50%	6.65

Defender/Defensive Midfielder/Forward (Right/Centre)

A guy (Kah's regen) swept the awards while having a really terrible season 🤔

29-07-20, 02:06 AM

#237

**Foggy**  
Hot Prospect for the Future

Join Date: 23-04-14  
Posts: 125

Fixture congestion at the end of the season denied me a treble on our network game.

Had Juventus in the final with most of my squad unplayable 70% 80% against theirs at 100% lost 4-1 I think, or 3-1.

A game every other day with players having conditions that suggests they're on holiday.

29-07-20, 02:08 AM

#238

**Foggy**  
Hot Prospect for the Future

Join Date: 23-04-14  
Posts: 125

Don't want to complain... As this game and this site is literally the gift that keeps giving :p but Some players like Salah and Mane have literally mostly 20s but perform mediocre in terms of goals and assists output.

Mane is awful. How does that work?

29-07-20, 02:11 AM

#239

**Foggy**  
Hot Prospect for the Future

Join Date: 23-04-14  
Posts: 125

Yeah... Similar happened to my brother (we used to play this when we were 12 and 15) and I got him back into it for a bit with network play for old time's sake.

**henry2705** ◦  
Hot Prospect for the Future

Join Date: 19-11-19  
Posts: 171

Originally Posted by **Foggy** ◻

*Fixture congestion at the end of the season denied me a treble on our network game.*

*Had Juventus in the final with most of my squad unplayable 70% 80% against theirs at 100% lost 4-1 I think, or 3-1.*

*A game every other day with players having conditions that suggests they're on holiday.*

For me, one of the worst things about CM. So, so frustrating and just completely unrealistic as well.

**TariboW** ◦  
Youth Team Player

Join Date: 13-06-20  
Posts: 2

the most frustrating for me is the AI 'fighting back' when I do well. I manage Mar Menor. took them from bottom-ish of 3rd division to champs of Spain in a few seasons. the result is waves of in-match injuries and red cards.

for example, in last 19 games of last season: I had 11 injuries in matches and 5 red cards

9 games so far this season: 4 injuries in matches, 5 red cards

season before last it was superkeepers. for example in 7 games I had 55 shots, 34 on target, scored 1 goal. bearing in mind I was top of the league and scoring loads before that!

I know this is an old game, but it just makes the AI seem so basic. when I play matches I want to feel like I am playing against unique and individual teams, but when the red cards/injuries/superkeepers occur week after week, any differentiation between opponents is lost. instead, it feels like I'm battling against some kind of super boss on a platform game.

**foo\_jam2002** ◦  
Hot Prospect for the Future

Join Date: 05-03-12  
Location: Athens  
Posts: 199

All players except GKs having 1 at handling is ridiculous. Everyone has experienced the hopeless situation when your GK is sent off and you have already made all your substitutions. The penalty is a sure goal and if there is still time, even 2 minutes, as it happened to me recently, you will concede again. All players should have random attributes at handling, from 3 to 7.

**Foggy** ◦  
Hot Prospect for the Future

Join Date: 23-04-14  
Posts: 125

Very minor frustration but seems fae too many players have extremely low influence attributes. You could say it's that way to be a bit more realistic but I struggle to find a single player in my Eleven sometimes who have influence.

Ps. I reckon there should be a what you like/love about CM to counter this one. Everytime we post on this, we should post on the other one as well!

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