



Thread: Making the game harder

Thread Tools

09-03-12, 11:41 AM

#1

eMeM
Youth Team Player

Join Date: 03-03-12
Posts: 11

How to make the game harder

Some people say that game became too simple. If you really think there is no challenge you can try this:

- install tapani 2.19 with speed patched x200
- add yourself
- use option "add manager" again and again with all big teams like Man Utd, City, Arsenal, Liverpool, Barcelona, Real, Celtic, Rangers, Juventus, Inter, AC Milan, Bayern, Ajax... etc.
- change their tactics to some good one - the best is 4141tapani_iodine but you can try something a little bit easier. Generally 442, 4141, 4411 are the best because other tactics depend on too many DMCs, AMCs, FCs, AML/Rs, DML/Rs and as game time passes AI teams might not have right players to play there.
- holiday these added managers with "use current match tactic"
- use your own tactic (not tapani modded)

It makes you play against strong opponents, big teams stay big after many seasons, and also it solves AI no training bug for best teams.

12-03-12, 01:48 PM

#2

MrFoo
Reserve Team Player

Join Date: 12-03-12
Posts: 369

Well I started a new season on me laptop last night, using the 3.9.68 and no patches, selected Wrexham, lost all me pre-season friendlys, signed Carl Leaburn - Charlton fans may remember him, 3 games in i won me first game down to a Leaburn double, and lost me other two, and lost me first cup game. I am struggling lol, so difficulty is not much of a factor for me.

Maybe its down the individual?

12-03-12, 01:58 PM

#3

ebfatz
Social Media Mod
Former Holy Trinity Member
Stories Mod

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

Leaburn was the epitome of a centre forward who could not score goals. I had a season ticket at The Valley when he played. He could not hit a banjo with a barn door! In his defence though, he was the typical target man and he made many a goal for his forward partners. He's a ledge at Charlton. If he'd have scored a few more he'd be an even bigger one!

12-03-12, 02:39 PM

#4

Hey ebfatz, remember David Whyte playing for Charlton, a very skillful player that prob if you werent a Charlton fan you wont know who he is.

Not saying I am an Addict, but I do like charlton, and he was a player that stuck out in my mind.

12-03-12, 03:57 PM

#5

I remember him well.

They were good times. John Salako, John Robinson, the mighty Richard Rufus!
A decent side.

12-03-12, 07:16 PM

#6

Yeah I had high hopes for Kevin Lisbie, I thought he was gonna be world class....oh well.

13-03-12, 09:01 AM

#7

Originally Posted by ebfatz

*Leaburn was the epitome of a centre forward who could not score goals.
I had a season ticket at The Valley when he played.
He could not hit a banjo with a barn door!
In his defence though, he was the typical target man and he made many a goal for his forward partners.
He's a ledge at Charlton. If he'd have scored a few more he'd be an even bigger one!*

Isnt it, hit a barn door with a banjo?

13-03-12, 10:27 AM

#8

Easier to hit a banjo with a barn door. He still couldn't do it though.

I probably did get it wrong but you got the idea!

13-03-12, 10:34 AM

#9

Originally Posted by Fodster

Isnt it, hit a barn door with a banjo?

+1 🤔

08-10-12, 12:11 PM

#10

Up the challenge level

A thread to share the ways you like to make the game more difficult 🙌

Even if you only just picked up the game, poke around these forums for a little while and you'll soon be going on 100+ match unbeaten streaks and winning every competition you enter 5 years on the bounce. Pretty much all the secrets are out, now, I guess. So I think it's pretty common that many of us impose artificial restrictions to make the game more challenging, and therefore more fun for us. Recently I set out for a career game, non wibwob tactics only, no CMScout or anything like that, and no players over £1M transfer fee. Playing Bristol City on 3968 I signed a few of my favourite free transfers (Mathisen, Pereplyotkin, Frederiksen, Mooniaruk) and won promotion to D1/Vans Trophy, promotion to PL and FACup, Winners PL, League Cup and UEFA, winners PL, League Cup, FA Cup and CL consecutively. **THAT IS EXACTLY WHAT I DIDN'T WANT TO HAPPEN!!**

Now I'm thinking about a new game where I only buy from scout reports WITHOUT looking at the stats, because, let's face it, if you look at the stats you can tell who is going to be a world class player or not if you know what to look for...

But I'm really interested to hear other approaches to making the game more difficult. I know I could do a challenge type game, but generally I refer playing career games rather than set piece one-offs.

My list so far:

- * no wibwob editing
- * no utilities
- * transfer restrictions (limited value, or free transfers only - Mark did a good Weymouth story like that)
- * not looking at player stats before signing them
- * maximum number of players in per season (e.g. only 3 signings per season, not counting academy products)
- ...

08-10-12, 11:35 PM

#11

Jesus ◦
First Team Player

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

A while ago I remember someone trying to win the French league with players who were only promoted through the youth set up, hoping for a tasty regen or two to help bolster the squad. It was quite an interesting concept and I'd imagine with a non-wib/wob tactic that it'd be almost impossible at times. Recently I've started a game with Leicester City and created a flat 4-4-2. With this 4-4-2 I've changed the player instructions to try and replicate certain player types. For example, one of my strikers is a 'target man' who likes to play passes, hold up the ball, take long shots and generally create chances. I recruited a strong striker in the form of David Trezeguet to play this role and the first season was a success. His partner was a lightening quick poacher type in the form of Jermaine Beckford who would make forward runs and generally finish off the easy passes. Each striker finished with roughly 20 goals a piece after the season which I thought was a nice return. In midfield I created an anchor man in the form of Owen Hargreaves who won the ball and played it off to the other midfielder who was the creative type. This worked quite well and I had to keep an eye on my team selection so that the players I'd signed played in their right position.

08-10-12, 11:38 PM

#12

Patinoz ◦
Player

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

play network games against fellow members with custom tactics 🤖

09-10-12, 08:13 AM

#13

churky ◦
Backup Player

Join Date: 02-03-12
Posts: 828

Originally Posted by Jesus ◦

A while ago I remember someone trying to win the French league with players who were only promoted through the youth set up, hoping for a tasty regen or two to help bolster the squad. It was quite an interesting concept and I'd imagine with a non-wib/wob tactic that it'd be almost impossible at times.

That was MonkeytheChicken or some nick like that. 🐵 Anyway, it was an awesome read, but that's because youth recruitment in CM0102 is completely random, so his facilities didn't mean anything, it was just pot luck whether he got a much needed goalkeeper that particular season or not.

Playing with non-wibwob tactics is a must imo, a starting point to any save that has a potential to resemble a challenging game. That's not enough, though, because any tactic works with the right players. Kenny's idea is not bad, use solely scout recommendations (3 or more stars, for example) without looking at their atts. That way you're bound to end up with a squad that resembles more to AI than a typical user squad which dominates in every possible key attribute.

Kenny Dalglish's Smile ◦
Backup Player

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

Originally Posted by **churky** ◻

That way you're bound to end up with a squad that resembles more to AI than a typical user squad

This is the key, I think, but it will be tricky, because you can't make an offer without going through the attributes page... have to make it a no tapani coloured attributes game so that you don't take in the number of red atts in passing

09-10-12, 12:23 PM

#15

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Has anyone managed to make decent long ball tactics without pressing? Or even short passing tactics without pressing and/or offside trap?

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09-10-12, 02:09 PM

#16

Kenny Dalglish's Smile ◦
Backup Player

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

I have won English, German & French top division with a mixed passing no pressing or offside flat 442 with no wibwob edits. There is a good case to not play offside with non-wibwob, IMO. Good players will win leagues, pretty much. To win the CL was easier if it was changed to 451.

09-10-12, 02:41 PM

#17

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Hmmm, good points. I remember playing as Barca on the ODB and using the default 5-3-2 Attacking with only Mentality set as Attacking and nothing else selected. Brought in a few top players and won everything, albeit not as easy due to lack of knowledge of player attributes. Don't think I'd have done League and CL doubles that frequently or whatever.

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09-10-12, 03:20 PM

#18

Cam F ◦
VIP

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

That's just the problem with 3.68, it's too easy.

some1 should convert the new DB to run on 3.60 or 3.65 & then it is harder to win in.



09-10-12, 04:33 PM

#19

churky ◊
Backup Player

Join Date: 02-03-12
Posts: 828

Originally Posted by **Cam F** »

some1 should convert the new DB to run on 3.60 or 3.65 & then it is harder to win in.

Hmm, some tactics don't work as well, granted, but it's not that harder imo, just a bit different.

09-10-12, 04:46 PM

#20

Cam F ◊
VIP

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

Originally Posted by **churky** »

Hmm, some tactics don't work as well, granted, but it's not that harder imo, just a bit different.

But you are an old guru master of CM Churky, who was seduced by the dark side of the force 🙈



09-10-12, 04:51 PM

#21

churky ◊
Backup Player

Join Date: 02-03-12
Posts: 828

You're a guru as well, just pretending to be an innocent noob. When you unleash your tactics, hell breaks loose and the poor game becomes a rape victim. 🙈

CM 00/01 is harder than any 0102 database, given that you do not use 4312 with 3 MCs and and AMC behind two strikers.

09-10-12, 04:56 PM

#22

Cam F ◊
VIP

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

Na, Tapani's Cam updated tacs do well in 0102 altho my recent tacs 442CJF for example are my own work.

That said I started a game of 0102 on Saturday night with the new DB & with that Gers squad I wasn't doing the best but given time over my drinking nights I will restore them to our former glories.

Nothing will beat my drinking 0001 career game. Been playing that for what 3-4 years in real life time & 19 seasons CM time.



09-10-12, 05:16 PM

#23

Anibal Ott ◊
Youth Team Player

Join Date: 12-03-12
Posts: 5

[TECH SPECS: I play the original game w/SI's official patch, v3.9.68]

My experience says "the more you know/care, the harder it gets".

I remember when I first got the game 10 years ago: I managed Liverpool and played a very plain 4-4-2, doing just about what was strictly required (selecting the squad, set piece takers, and very little more) and pretty much stormed through both the Premier League and the Champions League.

Now I could say my understanding of football is more "cultured", so I carefully assess players' skills, copy fancy tactics from real-life teams, think hard about whether man marking would work against the rival's tactics, tweak the positions of players when on/off the ball, etc., etc., etc.; and the game feels so much harder!

So here's my advice: Take it seriously, wait for your excellent scheming to tear Man Utd apart, only for Wes Brown to dribble past your whole team on the 87th minute and score a gloriously unreal goal, then you'll see how hard it can be.

28-10-12, 10:18 AM

#24

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Making the game harder

Is it possible to make the AI teams better by replacing the default in game tactics with ones pre made by other very good players?

28-10-12, 10:29 AM

#25

info0 ◊
VIP

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

No. 😊

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« Does manager have influence to improve weak country without editor? | How reliable is the in game comparison chart? »

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Thread: Making the game harder

Thread Tools

04-11-12, 11:04 AM

#26

Blue Demon ◊
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

I`ve been trying to make the AI better for ages, by changing players that is. I think it works but against some tactics there is no cure.

04-11-12, 11:07 AM

#27

BeezerCeltic1967 ◊
Director

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

does anybody think there is any way of getting all the tactics in the data folder to be playable by AI in the game? for instance the seemingly corrupt 433, maybe the file can be changed in the folder somehow so it works?

must be some way surely?

04-11-12, 04:02 PM

#28

Alan ◊
Backup Player

Join Date: 20-09-12
Posts: 649

The lack of AI 4-3-3 is for me one of the most frustrating errors in the game. The fact that it has been proven that the AI can use specifically defined tactics (i.e. Tapani Patch 3.x series) then of course it is possible. It just requires someone with the knowledge and desire to be able to implement it.

04-11-12, 05:13 PM

#29

BeezerCeltic1967 ◊
Director

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

so this could actually be fixed?
or would it just be fixed in a patch?

04-11-12, 05:19 PM #30

Alan ◦
Backup Player

Join Date: 20-09-12
Posts: 649

I would suspect it would need a patch as presumably the exe needs to be modified.

11-11-12, 11:24 PM #31

Mick ◦
Reserve Team Player

Join Date: 03-03-12
Location: England, Newcastle
Posts: 452

This sounds promising.

14-11-12, 07:43 PM #32

Kenny Dalglish's Smile ◦
Backup Player

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

I have often wondered whether it would be more difficult if all the top managers were edited to have maximum stats

14-11-12, 07:51 PM #33

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Would love if someone tested that. Filling their atts in and giving them decent CA/PA has proved that teams with decent managers tend to improve a bit in holiday mode. They also stabilised better than those with 0's and low atts.

As i said, be great to see how a low level top flight team in Eng, Ger or Spa would improved over say five 2 season runs (or if there were any imorvements at all).

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15-11-12, 10:21 AM #34

Trip ◦
Hot Prospect for the Future

Join Date: 21-03-12
Posts: 169

Well, what I've managed to observe is that managers have intrinsic atts the same as players. And there can be freak managers the way we have freak players. Btw, 3.68 Capello, of unbeatable Roma infamy, is squarely a freak coach. Has an intrinsic value of 32 for Tactics, and also 36 and 32 for judging player ability and potential.

19-11-12, 01:29 PM #35

mihao07 ◦
Youth Team Player

Join Date: 16-10-12
Posts: 34

Originally Posted by **Trip**

Well, what I've managed to observe is that managers have intrinsic atts the same as players. And there can be freak managers the way we have freak players. Btw, 3.68 Capello, of unbeatable Roma infamy, is squarely a freak coach. Has an intrinsic value of 32 for Tactics, and also 36 and 32 for judging player ability and potential.

Reminds me of the dark times when I tried to nerf Roma by making Totti, Montella, Emerson and Pelizzoli transfer listed. Capello simply pulled players out of his arse and still won everything.

On the next try, I made him unemployed, but he shortly joined Milan and started demolishing everyone again. Last idea, the brightest of them all, was making him 70something years old, which caused his retirement 2 years into the game. Trololol.

19-11-12, 03:18 PM

#36

Coys ◦
First Team Player

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



19-11-12, 09:31 PM

#37

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Intrinsic values of manager stats could be interesting. 🤖

19-11-12, 10:09 PM

#38

Fods ◦
Not Needed at the Club

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

Originally Posted by **Coys** ▶▶



Whats your problem lately with every new member Coys?

19-11-12, 10:12 PM

#39

Coys ◦
First Team Player

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

Originally Posted by **Fodster** ▶▶

Whats your problem lately with every new member Coys?



Rich coming from you

I don't have any problem, i've tried to help the last 2 new members???

How does me putting 🤖 in reply to somebody who edited the game so he could win make me have a problem with somebody?

19-11-12, 10:13 PM

#40

Fods ◦
Not Needed at the Club

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

typical reply.

19-11-12, 10:16 PM

#41

Coys ◦
First Team Player

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

Waiting on you to justify your comment, although it seems you cannot.

Fods ◦
Not Needed at the Club

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

Randomly posting a 🙄 and seeing all your comments in other "new member threads" I don't need to justify anything to you 🙄

Coys ◦
First Team Player

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

I think you'll find if you read through those threads again, i was one of the few people who actually gave tips and advice.

Fods ◦
Not Needed at the Club

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

Yeh I saw, just joined the thread and saw the guys post

Originally Posted by **mihaio07** 🗨

Reminds me of the dark times when I tried to nerf Roma by making Totti, Montella, Emerson and Pelizzoli transfer listed. Capello simply pulled players out of his arse and still won everything.

On the next try, I made him unemployed, but he shortly joined Milan and started demolishing everyone again.

Last idea, the brightest of them all, was making him 70something years old, which caused his retirement 2 years into the game. Trololol.

Didn't think it really warranted a 🙄 but each to their own.

Bern ◦
Hot Prospect for the Future

Join Date: 03-09-12
 Posts: 103

Aren't tactics just part of the equation?

One thing I've noticed is that as the years go on, the transfer market dries up. I believe this happens because most teams are in debt so obviously can't make transfer offers.

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Guess it depends on the league Bern. Have seen clubs in the English 3rd tier with Rich status and rubbish squads but never spend any of their cash.

There are a few clubs who are permanently near the bankruptcy line - Rayo, Valladolid, Lecce (seems to be worse in Spain and Italy than anywhere)

The leagues with the higher prize money (England) and high average attendance (Germany, Mexico, Argentina) always have quiet a few clubs with tons of cash.

Could be just the misers at the helm's of these clubs not willing to spend it

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Bern ◦
Hot Prospect for the Future

Join Date: 03-09-12
 Posts: 103

So much for that theory, lol. Not sure why that is than.

Maybe managers have an 'improve club through player acquisition' attribute.

20-11-12, 09:11 AM

#48

mihαιο07
Youth Team Player

Join Date: 16-10-12
Posts: 34

Originally Posted by **Fodster**

Whats your problem lately with every new member Coys?

I bet he envies the innocence of our ways.

Being able to take Shit UTD from the 3rd Scottish league to CL success in 2 years, without using wib-wob or imbalanced players (of course) must put a strain on one's view of the game.

Either way, from what I've gathered people usually play British leagues and use patches. Serie A ODB is pretty nasty and grinding through the games (non holiday mode) year after year takes a toll on the young mind, especially because of Roma.

20-11-12, 04:21 PM

#49

Coys
First Team Player

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

Mihaio i have no idea what you are going on about?

Was that supposed to be a dig at me? because i'm not sure 😬

20-11-12, 04:23 PM

#50

Coys
First Team Player

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

Originally Posted by **mihαιο07**

I bet he envies the innocence of our ways.

Being able to take Shit UTD from the 3rd Scottish league to CL success in 2 years, without using wib-wob or imbalanced players (of course) must put a strain on one's view of the game.

Either way, from what I've gathered people usually play British leagues and use patches. Serie A ODB is pretty nasty and grinding through the games (non holiday mode) year after year takes a toll on the young mind, especially because of Roma.

I think you'll find your Maths is a bit off 😬

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Thread: Making the game harder

Thread Tools

21-11-12, 09:56 AM

#51

mihaio07
Youth Team Player

Join Date: 16-10-12
Posts: 34

Originally Posted by **Coys**

I think you'll find your Maths is a bit off

Initially, I was thinking of saying "3 years" so the irony would be more subtle, but decided to be safe
The whole Shit UTD thing was a stab in the dark, so don't sweat it.

21-11-12, 10:19 PM

#52

Trip
Hot Prospect for the Future

Join Date: 21-03-12
Posts: 169

Mucking about right now with a simple notion, and seems to be working so far - why not just delete the useless AI tactics from the data folder? Managed to make the defensive counter work 100% of the time, quite fun really

22-11-12, 10:22 AM

#53

Blue Demon
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Originally Posted by **Bern**

So much for that theory, lol. Not sure why that is than.

Maybe managers have an 'improve club through player acquisition' attribute.

I think the main reason would be lack of european football. Players just wont be interested.

22-11-12, 11:41 AM

#54

Trip
Hot Prospect for the Future

Join Date: 21-03-12
Posts: 169

Yeah, I'm really hoping for a "Match strong players to strong clubs" tool in the future

25-01-13, 12:58 PM

#55

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Harder AI tactics

Hello one and all

Away from my computer at the moment, so cant try it out myself just yet, but does anyone know which patch and data update combo works with the 'enable harder AI tactics' option? And also just out of my own curiosity, where do those harder tactics come from that the AI uses, and do other people agree that option DOES in fact make the game harder?

Sorry for cramming in so many questions but would be grand if someone could help out answering them.

Martinho.

28-01-13, 03:26 AM

#56

Fods ◊
Not Needed at the Club

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

Its the tapanified databases that has Harder AI, so the 3.** versions

No idea where they come from though, maybe ones Tapani created and entered?

16-06-13, 10:19 PM

#57

martinho ◊
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Too easy?

As some of you may have seen in my other recent post, i came back here after a very short stint on Football Manager 2013.

That game, aside from being simply TOO realistic and simulation like - also seemed very unstabl in terms of results and tactics.

Now here is my question - is CM 0102 TOO easy?

It seems as though, in my experience at least, a domestic league can be won with any half decent team within 2-3 seasons.

Get a half decent formation and a few decent signings, and the world is yours.

An example, on the latest update i am Lazio. Not a world class team by anyones standards, but not too bad either. Signed a couple of players and have a 442 tactic with a few arrows here and there - no WIB/WOB though. And up the league i go. It seems a little too easy.

I know some people impose restrictions upon themselves and their games, but i would rather not make the game harder by way of giving myself disadvantages.

So - am i just really good at this game, or is it just too easy?

Look forward to hearing the thoughts of others.

Martinho.

16-06-13, 10:40 PM

#58

Coys ◊
First Team Player

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

It's easy.

16-06-13, 10:53 PM

#59

316'sRegen
Unattached

It's easy enough to win yeah, never used wibwob in all my time playing the game, there's really no need as a custom formation with arrows and instructions will do the trick anyway.

The self imposed restrictions thing I've never really went for but the challenges forum has loads of good ones in there to keep you busy if

it's too easy to play 'off scratch' as it were.

Or why not try a network game? If those AI managers aren't much of a challenge then replace them with a few real life opponents, you'll have to fight over the big name signings and outwit each others tactics in the crunch matches. That's all laid out in the network forum (how to get set up etc)

But if you don't want to try any of that and simply appreciate the single player game, then start at the bottom my friend 🤔
Yes Lazio will easily win the league once you whip them into shape but will Livorno? or Frosinone? maybe the C tier, but it's a big jump to Serie B, getting through that to the Serie A and Euro campaigns if and when successful up there, that could take a little more time 🌐

If lower leagues don't interest you then aim for the pinnacle of the footballing world, get an International job! Not appointing yourself manager of England/Spain/France/Italy, no no! Defeat the easy domestic leagues and get the rep to be appointed as the manager of a nation, even a minnows nation to again increase the challenge. Take Sweden to World Cup Glory or Peru to Copa America success.

The thing about cm0102 is, although you might find it easy, there are always deeper layers to be discovered.

17-06-13, 12:45 AM

#60

Fods ◦
Not Needed at the Club

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

Loads of threads like this and how to make the game harder or more of a challenge, here are just a few:

<http://www.champman0102.co.uk/showth...-CM-challenges>

<http://www.champman0102.co.uk/showth...cult-challenge>

<http://www.champman0102.co.uk/showth...ith-less-money>

and even one by yourself Martinho:

<http://www.champman0102.co.uk/showth...r-teams-better>

Have you tried the new AI Tactics Info0 created, read here and download the tactics and see how u go, especially from Post 22 onwards:

<http://www.champman0102.co.uk/showth...tactics-thread>

Or as an alternative, try some of the challenges that the team have concocted, 23 to chose from, and alot of them are very tough and long challenges (10+ seasons)

<http://www.champman0102.co.uk/forumd...ial-Challenges>

17-06-13, 10:39 AM

#61

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Try those tactic changes Info made. And prepare to get hammered, regularly.

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

17-06-13, 10:49 AM

#62

Kenny Dalglish's Smile ◦
Backup Player

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

Info tactics mod and only non-wibwob tactics is where it's at!

17-06-13, 11:46 PM

#63

martinho ◦
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

I will Fod, much appreciated

18-06-13, 10:30 AM

#64

Goofy ◦
First Team Player

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

The only reason 01/02 is so easy is because it's been around for so long and we all know what works and what doesn't. The very first time i played the game it wasn't too easy, it was just about right 😊

18-06-13, 12:12 PM

#65

martinho ◦
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Briefly started using the new tactics as suggested above. Definitely a lot harder! In particular, noticing how many shots on goal/target the other team gets. Only played one league game so far as my beloved Roma, and had to come from behind to beat Udinese at home 2-1.

However, knocked out of the inter-toto cup against FC Twente - though, players tired/injured always contributes to this.

But so far, so good!

29-11-13, 01:59 PM

#66

Pokahontas ◦
Hot Prospect for the Future

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

Hi all.

Thanks info for that "Harder AI Tactics" pack.

I wonder if it is suitable for people who play non-wib/wob... since even IOdineCF would struggle.

Would it be possible to either create another one with good non-wib/wob Tacs or tell us how this was done in the first place.

Many Thanks!

29-11-13, 02:18 PM

#67

info0 ◦
VIP

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

It was already done...

http://www.mediafire.com/download/r1...6d/AI_tacs.rar

29-11-13, 03:24 PM

#68

Pokahontas ◦
Hot Prospect for the Future

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

Awesome!!

many thanks for this.

Been looking for this possibility for years 🙏

29-11-13, 04:13 PM

#69

LR ◦
Reserve Team Player

Join Date: 03-03-12
Posts: 423

Originally Posted by **info0** 

It was already done...

http://www.mediafire.com/download/r1...6d/AI_tacs.rar

Are those harder to beat with non-wib/wob tcts than the original ones or just impossible unless we wib-wob ourselves?

29-11-13, 05:07 PM

#70

info0 ◊
VIP

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

Should be beatable xD.

With emphasis on "should."

29-11-13, 08:49 PM

#71

ilovesanmarino ◊
Squad Rotation Player

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

What is a quick easy way to tell which one you downloaded and installed, if you did it ages ago and forgot which?

03-12-13, 11:39 PM

#72

ilovesanmarino ◊
Squad Rotation Player

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

Oh I know! I could look to see if there are wibwob circles on the opposition tactics!

in which case anything less than 3rd at the World Cup with San Marino is a failure

29-04-17, 08:27 AM

#73

SRW1977 ◊
Youth Team Player

Join Date: 26-01-17
Location: Somerset
Posts: 34

Help me! I'm bored of Champ Man!

Morning all!

Title says it all. After years of on off struggles I feel like I can't play this game any more but don't want to give it up so I need ideas and tips to make it fun again!

I usually play ODB with NWW tactics but my own tactics are generally rubbish so I get bored and frustrated!

Save me champman0102 you're my only Hope!

29-04-17, 08:37 AM

#74

samsami ◊
VIP

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

Why not try the current database and set yourself a challenge?
Choose a team which never wins the title IRL.

NWW is fine to stick with. If you do try WibWob make sure to install stronger tactics for the computer as well.

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

29-04-17, 09:08 AM

#75

SRW1977 ◊
Youth Team Player

Join Date: 26-01-17
Location: Somerset
Posts: 34

Thanks mate. Do the transfer windows work properly on the updates or do you get transfers all season?

[« Does manager have influence to improve weak country without editor? | How reliable is the in game comparison chart? »](#)

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All times are GMT +1. The time now is 02:25 PM.

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Forum » Championship Managers Club » General » Making the game harder

Results 76 to 100 of 109

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Thread: Making the game harder

Thread Tools

29-04-17, 09:14 AM

#76

AJ ◊
Manager
Holy Trinity Member
VIP

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

dude, you wanna check the challenges.



01-05-17, 03:06 PM

#77

mazli88 ◊
Youth Team Player

Join Date: 07-04-15
Posts: 24

Originally Posted by **samsami** ◊

*Why not try the current database and set yourself a challenge?
Choose a team which never wins the title IRL.*

I strongly recommend choosing Carrick Rangers from the Northern Ireland (ODB); the second division, tiny stadium, awful training grounds, heavy debt and no decent players.

Last edited by mazli88; 01-05-17 at 03:11 PM.

31-05-17, 08:00 AM

#78

joeman ◦
Youth Team Player

Join Date: 23-05-17
Posts: 14

I have noticed that one thing the game is not hard is because AI does weird stuff. The tactics are alright. However, AI regularly does not sign their players who need to be signed. Also, AI regularly play players out of position and does not play someone who really should be in the first team. So a lot of the time, you get complains from a player who thinks he should be in the first team, and then you snap him up for cheap.

Anyways, the funnest challenge I did back then was to go as far as I could by using only youth players I scouted and obtained for free. I rarely found 4 or 5 stars so most of my guys are 3 stars. This means I don't buy players nor get players on bosman. I get only free transfer youth players. I went up from C2C to as far as serie A mid table. I was stuck in mid table for nearly 10 years before I become a champion's league regular. With the right tactics and training regiment, this is definitely possible. I have developed players with potential 80 or 90 into a beast. But I didn't win anything until all the super players retire and regens are not that good. When I win champion's league, I quit the game for good and moved onto something else.

01-06-17, 08:52 AM

#79

trunky ◦
The late Arthur Dent

Join Date: 17-05-12
Location: Here
Posts: 3,857

There is no such word as 'funnest'.

01-06-17, 02:10 PM

#80

martinho ◦
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

I have developed players with potential 80 or 90 into a beast.

Care to share? Would love to see

01-06-17, 04:54 PM

#81

joeman ◦
Youth Team Player

Join Date: 23-05-17
Posts: 14

Originally Posted by **martinho** ◦
Care to share? Would love to see

I tried to upload screen shots but for some reason i can't. after an upload, i get a message saying "this is not a valid image file". however, it is.

In my current run, I have 3 players with potential only around 80-90 that are awesome in serie A. two of them are goalkeepers. The goalkeepers have crap stats all around but positioning and handling both near max.

01-06-17, 04:57 PM

#82

joeman ◦
Youth Team Player

Join Date: 23-05-17
Posts: 14

Originally Posted by **trunky** ◦
There is no such word as 'funnest'.

<http://www.dictionary.com/browse/funnest>

Such word does exist according to dictionary.com

01-06-17, 05:10 PM

#83

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Upload to postimage or photobucket then post link here

Or the tips in this thread <http://champman0102.co.uk/showthread.php?t=9645>

Might be enough in the old tutorial to use <http://champman0102.co.uk/showthread.php?t=4697>

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09-03-19, 09:47 PM

#84

dane
Hot Prospect for the Future

Join Date: 01-01-19
Posts: 127

Is the game too easy for me?

I am currently wondering whether my beloved CM 01/02 finally become too easy for me. Please read through this and give me your input, I would greatly appreciate it.

I guess I have played the game a lot less than most people in this forum. Perhaps I have played 15-40 seasons in total, across all saves. I do like to play in a very perfectionist way, spending a lot of time scouting and picking the team for the next match etc. Which is probably also a big reason that I have never moved on to newer FM-games. Instead I have went to and from this game, not playing it for years and then coming back from time to time.

I should also mention that I have always avoided cheating, at least what I would call cheating. For me, this mean stuff like not buying players just because I know from other saves, from forums etc. that they are good. It also mean not using OP tactics like wib/wob and ziodine or whatever they are called. I only use realistic tactics, primarily some sort of 4-5-1 with full backs and wingers.

I only play ODB 3.9.60, not interested in new patches.

I see a clear pattern in the way my saves go - they are usually pretty shortlived. I think I only ever had one saved that lasted more than 1.5-2 seasons, and that one also only lasted 4 seasons or so. I abort the saves either because I changed/improved my way of managing and preferred to start a new save where I could implent my new ideas from the start. Or - and that is probably the problem - I became bored with the save because I was too succesful and it seemed highly likely that I would have a very easy road to glory.

My current save is probably as good an example as any. Untill now I have almost entirely played in the Premier League, several saves with Man Utd and Sunderland. Apart from that on 1-2 season save with Conference team Hayes many years ago, so I barely remember anything from that save. And half a season with Danish top tier team Aalborg BK.

So my currently save is quite a new challenge for me. Thus perhaps all the more concerning that the save may bore me already...

Anyway, my current save is with Conference team Scarborough. I picked them since they might be the worst manageable English team, at least one of the worst handful. Since they have a debt of 500k to begin with.

Currently I have played most of season 1, date is February 27th 2002 as I recall. The top of the league was relatively close for the first 2-3 months I think, but I have won like 20 games in a row. So after 31 league matches played I have 26 wins, 4 draws and 1 defeat. So have 82 points, and the 2nd placed team has 61 points. I even played a full reserve team for at least 7 of the last 9 league games to give game time to youth prospects etc., and won all the games anyway.

The most crazy part is that I knocked out Chelsea and Fulham in the FA Cup. Am facing Arsenal in the quarter final. Against Chelsea in the 4th round i drew 2-2- at home in a match where I was the slightly better team. Then beat them 5-0 away from home, completely outplayed them, I was shocked, have never experienced a shock win like that, not even close. Similar in the 5th round. Away against Fulham I was superior from the start. They scored against the run of play and lead 1-0 when I got a red card after half and hour. However, my team was superior for the rest of the match anyway and won easily 3-1, should have been more. Crazy.

Financially, things have also been going shockingly well. Mostly because clubs made ridiculous bids for some of my players. The following have been the main sales so far: Chris Short to Bristol Rovers for 220k, Romain Faure to Hull for 240k, David Pounder (youth prospect and reserve player) to Blackburn for 350k, Denny Ingram (backup DMC) to Reading for 325k. Current bottom line is that my bank balance if now 1.4m, up from MINUS 500k at the start of the season. Crazy.

I feel like already my current squad is at least League 1/Division 2 standard, probably Championship/Division 1 standard. And I could easily improve it a lot more if I were to spend some money. But I currently don't see any reason to since I will easily get promoted anyway.

The way things are going so far, I would think that I would win the Champions League at the fastest possible space, bar perhaps 1-2 seasons consolidating in the Premier League.

So, seing how easy the road to glory seems, even without any form of cheating (have also bought crap players I had to release with a loss among other things), I wonder if there is any point playing to see out the seemingly rapid and inevitable road to glory...

So I wonder if should perhaps finally switch to FM19 and/or non-FM games... Would greatly appreciate any input.

Last edited by dane; 09-03-19 at 09:55 PM.

09-03-19, 10:07 PM

#85

jacobclear ◦
Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

That's because .60 is very easy nowadays because all the opponents use 442 (pretty much) and it's easily beatable

09-03-19, 10:09 PM

#86

dane ◦
Hot Prospect for the Future

Join Date: 01-01-19
Posts: 127

What are the alternatives?

09-03-19, 10:12 PM

#87

jacobclear ◦
Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

We have a dedicated and hard working update team here, go to the downloads section and check out the data updates

09-03-19, 10:30 PM

#88

info0 ◦
VIP

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

3.9.68 patch + new update + saturn patch. It is still not as hard as Football Manager, but decent challenge non evertheless 😊

Also I think scemoka or someone made harder tactic update for AI, so you can check that out too...

Youtube channel: <https://www.youtube.com/channel/info0>
Twitch.tv: [infonator07](https://www.twitch.tv/infonator07)
Twitter: [info0](https://twitter.com/info0)
Donators welcome 🙏

10-03-19, 07:25 AM

#89

jacobclear ◦
Not Needed at the Club

Join Date: 20-09-18
Location: Australia
Posts: 1,725

I hate FM - it's not too difficult for me but it just takes a frustratingly long amount of time to play..... CM0102 and CM9798 are just godly for me.... in fact speaking of which, maybe give 97/98 a go?

Check this out to get yourself started with 9798 if you're interested
<https://champman0102.co.uk/showthread.php?t=a>

10-03-19, 08:46 AM

#90

dane ◦
Hot Prospect for the Future

Join Date: 01-01-19
Posts: 127

Very interesting input in this thread so far thanks a lot

10-03-19, 09:17 AM

#91

samsami ◦
VIP

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

Install one of the AI tactic packs from the download section

<https://champman0102.co.uk/downloads.php?do=cat&id=11>

If you use the one I compiled you'll have a real challenge again, I can assure you!

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

10-03-19, 04:52 PM

#92

Faceless ◦
Official Challenge Team
KotM 2018 Winner

Join Date: 05-09-15
Posts: 389

Check out Official Challenges section in the link below

<https://champman0102.co.uk/forumdisplay.php?f=161>

There are many challenges with wide variety of restrictions. you might find one that you like.

10-03-19, 05:42 PM

#93

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

You can also also untick the 'use real players' in-game option and use this .exe which will hide all player attributes so you will have to evaluate the players based on their match performances and scout reports only, that makes the game slightly more challenging

<https://champman0102.co.uk/downloads.php?do=file&id=199>

Its compatible with .68 but i think it may be compatible with .60 too.

Also, thing i like to do in my savegames is to create some restrictions to myself, like when offer a contract to sign a player,dont allow myself to increase the default contract values, this way its harder to sign good players, i think its realistic as well so i wont abuse with crazy deals.

Last edited by MadScientist; 10-03-19 at 05:50 PM.

10-03-19, 05:53 PM

#94

Effiong unmarked! ◦
VIP

Join Date: 22-08-18
Posts: 519

That's awesome. I'll have to give that question mark one a try sometime.

11-03-19, 02:39 PM

#95

Paiva ◦
Youth Team Player

Join Date: 12-12-18
Posts: 23

- Don't use the player search but rely exclusively on whom your scouts can find;

- Always reply to media speculation ("no comment" is basically cheating because it means the media just goes away and your reply has no effect on your squad);

- Don't wobble-wobble your tactics;

- Select the leagues you wanna load; then also select the Norway League. Set Norway as the starting date. This means the game will begin around March I think. Go to the country in which you wanna manage, select the lowest league possible, select the team at the bottom of the table, try to avoid relegation following the first three rules. You will find this is a much more challenging way to begin your career than selecting Man Utd or Sunderland.

Good luck!

11-03-19, 03:21 PM

#96

samsami ◦
VIP

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

... in other words, the sky is the limit with this game 😊

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

11-03-19, 04:59 PM

#97

Effiong unmarked! 
VIP

Join Date: 22-08-18
Posts: 519

 Originally Posted by **MadScientist** 

*You can also also untick the 'use real players' in-game option and use this .exe which will hide all player attributes so you will have to evaluate the players based on their match performances and scout reports only, that makes the game slightly more challenging <https://champman0102.co.uk/downloads.php?do=file&id=199>
Its compatible with .68 but i think it may be compatible with .60 too.*

Also, thing i like to do in my savegames is to create some restrictions to myself, like when offer a contract to sign a player,dont allow myself to increase the default contract values, this way its harder to sign good players, i think its realistic as well so i wont abuse with crazy deals.

Both of the links in that post have expired (unless it's some form of temporary error). Is it possible somebody might upload the exes? Or does nobody have them anymore?



Last edited by Effiong unmarked!; 11-03-19 at 09:21 PM.

11-03-19, 11:51 PM

#98

MadScientist 
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

 Originally Posted by **Effiong unmarked!** 

Both of the links in that post have expired (unless it's some form of temporary error). Is it possible somebody might upload the exes? Or does nobody have them anymore?

Post in the dead links thread, maybe someone has it and can reupload. Unfortunately I dont have them.

That patch is included in <http://www.champman0102.co.uk/downlo...do=file&id=147> too but it seems dead link as well.

If no-one reuploads, then I can send you an exe with the attributes removed from player profile screen only (i created it for myself sometime ago, but u will need to avoid looking the other screens where attributes may appear).

12-03-19, 02:00 PM

#99

Kingsley 
The Mascot

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

As well as everything else mentioned, I think that you are a bit like me, and like building a team, then get bored once they start winning. For that reason, I enjoy "Journeyman" games, where you move from club to club. Currently I am trying to win everything that there is to win in a single save. Also, have a look at the "Alphabet Games" or some of the challenges, that force you to change clubs to meet various goals. (Note that this is much easier with some of the latest patches, which make it better for moving countries and are much more stable than the original game.)

The other thing that has been mentioned is setting restrictions. This does make it harder, but also feels artificial to me, so if you want a single club that is extremely difficult to have success with, try either Barakaldo in Spain, or Queen's Park in Scotland. I'll let you find out why they are so hard !

The artist formally known as The Eejit

12-03-19, 03:02 PM

#100

Kingsley 
The Mascot

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

I also recall one of my favourite games, where the object was to get Inter (in the Rafa Benitez era) relegated, by taking over the club that they would be playing next, retiring after the game and using add manager to take over the next club they would be playing. Very enjoyable as each game you had a completely new set of players to assess and work out the tactics for, and no options to improve the squad. It was also taking advantage of the fact that it is easy to win, but also hard to beat a top club with a bunch of useless players.

« Does manager have influence to improve weak country without editor? | How reliable is the in game comparison chart? »

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Forum » Championship Managers Club » General » Making the game harder

Results 101 to 109 of 109 Page 5 of 5 First 1 2 3 4 5

Thread: Making the game harder

Thread Tools

12-03-19, 08:26 PM

#101

dane
Hot Prospect for the Future

Join Date: 01-01-19
Posts: 127

Originally Posted by **samsami**

... in other words, the sky is the limit with this game 😊

The sky is the floor I believe 😊 At least with the 3.9.60 version.

12-03-19, 09:58 PM

#102

samsami
VIP

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

Originally Posted by **dane**

The sky is the floor I believe 😊 At least with the 3.9.60 version.

Okay, with the patches and updates and tactic packs, I meant...

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

15-03-19, 10:44 AM

#103

Alcoolix
Hot Prospect for the Future

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

Hello,

I play online with a friend and alone and we do the following:

Rules:

Championship: 3 points
C3: 3 points

C1: 5 points
National cup or super-cup: 1 points

You start for example at Man utd. As soon as you have reached 11 points, you have to resign and take over the next free club and start over again.

This way the League is extrem difficult after each of us has coached 2 different clubs or mor and is still exciting after many years.

You also have to think before you sign a player. Maybe you'll need him in the next club...

22-03-19, 04:37 AM

#104

Pickpocket ◊
Hot Prospect for the Future

Join Date: 03-11-17
Posts: 142

What is C3 and C1?

22-03-19, 07:48 AM

#105

Alcoolix ◊
Hot Prospect for the Future

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

C3 UEFA Cup
C1 Champions League

11-04-19, 06:10 PM

#106

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **MadScientist** ▶

If no-one reuploads, then I can send you an exe with the attributes removed from player profile screen only (i created it for myself sometime ago, but u will need to avoid looking the other screens where attributes may appear).

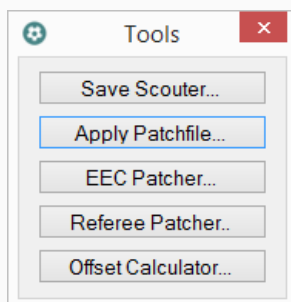
Here is a .patch file to hide the attributes from player profile screen in any cm0102.exe you want:

Compatible with .68, tapani and saturn cm0102.exe: [HideAttributesPlayerScreen68TapaniSaturn.patch](#)

Compatible with .60 cm0102.exe: [HideAttributesPlayerScreen60.patch](#)

Instructions (backup your cm0102.exe first):

- 1- Right click the desired link above, choose "Save link as...", choose any folder on your computer and click "Save".
- 2- Using Nick's patcher tool (<https://champman0102.co.uk/showthread.php?t=11661>), click "Browse" button, and select the cm0102.exe that you want to patch. Then click "Tools" button, then "Apply Patchfile..." button (as in image below), and choose the .patch file that you saved in previous step. You will see a "Patch Applied Successfully" message. Close Nick's patcher tool.



Notes:


Attributes will still be visible in "player and staff search" screen, and in training screen, so you must resist the temptation to see the attributes there. You can set it to show stats rather than attributes in those screens in the game.

If you want an even higher challenge, then use this patch with the "Use real players" in-game option disabled.

This patch is savegame compatible.

11-04-19, 06:35 PM

#107

You're an awesome person. Thanks ever so much. It might be a few days before I can try it out, but I certainly shall do so. 

Last edited by Effiong unmarked!; 11-04-19 at 06:59 PM.

03-05-19, 09:11 AM

#108

dane 
Hot Prospect for the Future

Join Date: 01-01-19
Posts: 127

Thanks for all the great input.

The biggest change I made to my gameplay was to stop using the 'Player Search' function. So I only look at potential signings if they pop up with a 5 star recommendation on my regional scout reports (possibly 4 star for young players), and the player also gets a 5 star scout recommendation on a follow up individual scout report (possibly 3-4 star rating for young players).

I love playing this way. The save progresses much quicker without spending time on extensive and frequent player search. And now that I've probably signed half or more of the CM 'legends' in earlier saves - not by cheating, but through finding them via extensive player search etc. - I no longer feel like I miss out on much. Even if by playing this way I get hardly any of the star bargains/legends that are available early on. Such as Taribo West, Panucci, Mark Kerr, Selakovic etc. etc.

I started a new save with my favourite club Sunderland. Am halfway through season one. Have signed around 8-9 players so far, which is quite a low number for me. Most are young squad players. Most of my signed players I think were found via the scout assigned to 'scout next opponent' - many cheap players on PL teams who are disgruntled by lack of first team football. I signed three players from Everton cheaply, Tony Hibbert, McLeod and Cadamarteri. None of them are particularly good, but decent young rotational/back up options. Also bought Svetoslav Todorov from West Ham (F RC), good back up striker and decent right winger. Bought Charlie Ejerholm and play him as an AMC (I play 4-5-1: GK - DL DC DC DR - DMC - ML MC MR - AMC - SC). Ejerholm is not that good, but decent and I didn't have anyone decent at the AMC position. Bought Bo Hansen from Bolton, decent first choice AMC or MR for now. Think that's about it for purchases for now.

Saved the most interesting purchase for last, though. My first purchase (late August 2001 I think) was To Madeira. I've never had him in my saves before, since I don't buy cheat players unless they pop up in normal/good scout reports etc. And he never did pop up for me until this save. Lucky that a scout rated him and I had time to put in a bid when he was on the verge of signing for another club. Anyway, he hardly played until October since Kevin Phillips and Todorov looked like better strikers better on paper and I don't want to 'cheat' when choosing my starting XI. But wow, I understand why he is a legend. He has now played around 9 games (October-December 2001), avg. rating around 8.00, around 9-10 goals in those 9 games. Just got injured for 3 weeks but what the heck, not that long.

Other players doing well for me are:

- Julio Arca, avg. rating around 7.40, playing mainly ML
- Nicolas Medina, DMC or MC, avg. rating around 7.40
- Stefan Schwarz, DMC or MC, also avg. rating around 7.40
- Thomas Sørensen GK, avg. rating around 7.45. He 'is homesick' unfortunately so I might have to sell him at some point? But luckily so far he plays very well, so no current problem. By the way, I had to sell my other keeper Jürgen Macho because he had arthritis, faith healers didn't seem to work. Bought a young Belgian keeper as rotation/backup, Bourdon from Westerlo. He hasn't played yet, probably decent backup.
- Tom Peeters, MC, avg. rating around 7.25 (he looks pretty bad on paper but has played surprisingly well so far, scored 3-4 goals)
- Kevin Phillips SC, decent backup for To Madeira, avg. rating around 7.45
- Michael Gray, DL. avg. rating around 7.25
- Emerson Thome DC, avg. rating around 7.15-7.20
- Jody Craddock DC, avg. rating around 7.10
- Bernt Haas DR, avg. rating around 7.05

I am currently 3rd in the Premier League with 21 games played. Have 39 points, after 11 wins, 6 draws and 4 losses. League form was relatively worse in the beginning of the season, pre-To Madeira I guess. Think I had 3 wins, 3 draws and 3 losses from the first 9 games.

Anyway, 1st and 2nd are out of reach, Arsenal and Man Utd have 49 points each. And 7th placed Tottenham are only 2 points behind me, so I will most likely finish somewhere between 3rd and 7th.

On the way in (probable upcoming signings) are Carlos Gamarra and Raio Piiroja, DC's who await possible work permit, contracts agreed. Probably a bit uncertain though whether Piiroja can get a work permit. I was lucky with Gamarra. He had a agreed a transfer with some Spanish club (ditched me for them) and he was to make the switch on December 15th when the Spanish transfer window opens, but the didn't have the cash to complete the deal. Good for me.

I'll probably also spend some money on 'random' players before April 1st so I empty my coffers before then. My experience is that in a Ltd-club like Sunderland (and Man Utd and many others I guess), if coffers are empty by April 1st, one most likely get a huge cash injection from the shareholders, 20m extra to spend or something, which would be nice. For now one of the more likely looking signings in this 'pre april 1st' bracket is Steve Finnan who I should be able to get for around 2.5m. He should be a decent first choice or rotational MR.

Training facilities are being upgraded to the 'top level with youth academy' thing or whatever it is called. Will probably be complete around the summer I think. I also think I will get board approval to expand the Stadium to around 55,000 seats next summer, it usually goes like that with Sunderland since they fill more than 90% of their stadium in their first season. Would probably be done latest summer 2003 if construction starts summer 2002.

So all in all a bright future for the club, even with many game restrictions. Fun to play like this, miss out on most legends/bargains so the game is not too easy.

Also I find it quite entertaining that it is quite unpredictable which players I end up buying. Quite the lottery who pops up in the scout reports. I really enjoy playing like this.

Last edited by dane; 03-05-19 at 01:37 PM.

samsami 
VIP

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

Just goes to show, there are many, many ways to play the game and make it seem 'fresh' again!!

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


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