



Forum Archived Threads Tactics - WibWob: How does yours look like?

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Thread: Tactics - WibWob: How does yours look like?

Thread Tools

23-06-12, 03:58 PM

#1

Jayson  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

Tactics - WibWob: How does yours look like?

Hey, Im using barnsley on ODB(.60) and i have never ever got them promoted, ive tried using Wb/wob screens to no effect, ive tried with team/player instructions and still no joy.

Im here for help, help me understand how to use wibble screens and player instructions. I dont want to use other tactics i want to create my own, i just need a few tips about where to place players on the screens.

I know im going to get some silly answers but please im here for help.

Last edited by Jayson; 23-06-12 at 04:09 PM.

24-06-12, 06:49 AM

#2

Fods  
Not Needed at the Club

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

[www.youtube.com/watch?v=8ru7nJt8KkY](http://www.youtube.com/watch?v=8ru7nJt8KkY)

24-06-12, 09:33 AM

#3

Jayson  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

cheers very much, it didnt give me a great deal of detail, as to why he placed the players where he did.

24-06-12, 09:39 AM

#4

info0  
VIP

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

Must do update on that one 😊.

Common sense... And wib/wob tutorials from Dugout. Trail and error, finding what works out what does not. Polishing the tactic 🌐.

That's how it works...

24-06-12, 10:15 AM

#5

**Coys** ◦  
First Team Player

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

I'm no expert on tactics at all but i will try to help you the best i can anyway. I used to have the same problems as you, so i know what it is like to be frustrated.

You don't need to WIB WOB to be successful, i've won everything there is to win with a flat 442 before. Don't think i have ever WIB WOBBED in my life.

What formation are you playing?

The most successful team instructions that many people use are:

Attacking  
Short Passing  
Hard Tackling  
Offside Trap  
Pressing  
**No** Counter Attack  
**No** Men Behind Ball

Some people change to normal mentality when away from home.

If i was you i'd try and use the 4132 formation. Gives you loads of numbers in midfield and the Defensive Midfielder performs amazing. You also have plenty of firepower up front.

Maybe you could send us your tactic so we can take a look and give you feedback on what you are doing wrong?

24-06-12, 10:47 AM

#6

**Jayson** ◦  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

<http://sendshack.com/download/161gmtjv>

this is my first attempt, only played a few games with it, ive changed team+player instructions and used wibwob screens. using it currently, im getting a few 0-0 draws and a couple of wins.

To get the wibwob screens how i wanted them ive looked at a few tactics and used a general idea of where they placed players, i also used the youtube video already posted.

any advice would be appreciated.

24-06-12, 11:02 AM

#7

**Coys** ◦  
First Team Player

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

To be perfectly honest it doesn't actually look that bad. I didn't take a look at your WIB WOB screens as i don't know anything about that.

I would personally remove the " Try through balls " that you have on all your team. Don't think it is that effective in game and it could be causing your defenders to give the ball away cheaply?

Maybe remove pressing from your defenders? also if your centre backs are good you could have them man marking too.

Put a forward arrow on both your wingers to encourage them to get forward more? i also sometimes set my wide players to only pass to the centre. Not sure if anybody else does though 😊

24-06-12, 07:51 PM

#8

**Cam F** ◦  
VIP

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

There is my version of your tactic - <http://www.sendspace.com/file/1a35gl>



25-06-12, 12:55 PM

#9

**Jesus** ◦  
First Team Player

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

It's very difficult to explain WHY players are positioned in different positions as there really isn't an explanation other than "it just works". A lot of members who have become successful tactic creators have looked at the wib/wob of famous, successful tactics and implemented those player positions to suit their needs. That's how most of my tactics are developed and you can get some pleasing result. Player instructions are just as important as the wib/wob so it would be useful to have a look and use a bit of logic where you can.

26-06-12, 08:30 PM

#10

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

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

Originally Posted by **Jayson** ◦

*I don't want to use other tactics i want to create my own, i just need a few tips about where to place players on the screens.*

Good lad.

Sounds like you also could benefit from understanding what it is that makes a good player as well, however. My game changed drastically when I learned how to spot player. Far more so than through tactics, IMO.

Maybe try making a 451 formation?

27-06-12, 10:36 AM

#11

**Jayson** ◦  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

please explain about about when your game changed and stuff...

Ive tried many versions of the one above but to success, so im going to try and create a different formation, ive realised a 4-4-2 leaks too many goals IMO, or when i create a tactic anyway.

27-06-12, 11:34 AM

#12

**CaptVee**  
Unattached

Here's a couple of quick tips (I also only use my own tactics and never look at others):

- 1) Try and understand how the wib/wob screens work in terms of positioning. If you notice, in the wob screens when the opponent has the ball in his own half, the defensive line is pushed way back from where you normally see it in real life. The best first improvement you can make to your custom tactic is to adjust this by pushing up your defensive line and compressing the backfield (you may also want to bring the keeper out a touch too for sweeper keeper duties, but don't overdo it).
- 2) One nifty trick is to have certain positions be "hybrid" positions where (for example) in the main screen a player could line up in either the MC or DMC position and have the same wib/wob positions on every screen either way (this also works well with a SC/AMC combo and to a lesser extent the AMC/MC combo). In other words, this opens the tactic up to a greater number of potential players who can play the spot. DMCs who are not rated at the central midfield position will not perform well as an MC, but with the above you could change the position to a DMC without changing the wib/wob. There's a subtle benefit to this in that players who are only rated as an AMC or a DMC and not rated as an MC, often fall out of favor with the club that they're on if that club is playing a 4-4-2. The AI knows the player has no position in the tactic and benches the player. This means there are often quite good players like this available for cheap.
- 3) Experiment with your tactic and use the show runs feature. The show runs feature is important because it shows how the players will move from one area of the field to the next, or when transitioning from attack to defense and vice-versa. If you find certain positions getting tired out way too quickly (for my tactic, the fullbacks were the big danger there) you may need to make an adjustment so that they don't have to move as much to get in position as the ball moves around the field and changes possession. One good way to do this with fullbacks is to have them still get high up the field in attack, but only when the ball is on their side of the field. Otherwise you can have them hang back and save energy. Similarly, if you have a non-keeper or centerback without great stamina who consistently fails to get tired in matches, that player may not be doing as much work as you could have him be doing. Feel free to push that player around

more on the wib/wob screens to get more out of him.

4) This won't really help your results, but it might help your thinking through things, and that might help you get better results: try and think about how you'd like to play. Want to be like Barcelona? You can play a 4-3-3 with short pressing and the defense pushed up high to compress the midfield and have the most central of the three midfielders hang back behind two more advanced ones. Want to play a 4-2-3-1, you can actually do that while still positionally playing a 4-4-2 on the main screen. The reason I say this can help is I think it would give you a better idea of what each of the players are supposed to do, and that would give you a better idea of what instructions to give them (run with ball, cross ball, etc.) and also what players fit best at what positions. That is, if you treat the positions on the screen not as MC - MC - MC, but as Iniesta - Busquets - Xavi, it give you a better idea of exactly what those positions are supposed to do, and which players to pick for them.

27-06-12, 12:10 PM

#13

Jayson ◊  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

Originally Posted by CaptVee

Here's a couple of quick tips (I also only use my own tactics and never look at others):

1) Try and understand how the wib/wob screens work in terms of positioning. If you notice, in the wob screens when the opponent has the ball in his own half, the defensive line is pushed way back from where you normally see it in real life. The best first improvement you can make to your custom tactic is to adjust this by pushing up your defensive line and compressing the backfield (you may also want to bring the keeper out a touch too for sweeper keeper duties, but don't overdo it).

2) One nifty trick is to have certain positions be "hybrid" positions where (for example) in the main screen a player could line up in either the MC or DMC position and have the same wib/wob positions on every screen either way (this also works well with a SC/AMC combo and to a lesser extent the AMC/MC combo). In other words, this opens the tactic up to a greater number of potential players who can play the spot. DMCs who are not rated at the central midfield position will not perform well as an MC, but with the above you could change the position to a DMC without changing the wib/wob. There's a subtle benefit to this in that players who are only rated as an AMC or a DMC and not rated as an MC, often fall out of favor with the club that they're on if that club is playing a 4-4-2. The AI knows the player has no position in the tactic and benches the player. This means there are often quite good players like this available for cheap.

3) Experiment with your tactic and use the show runs feature. The show runs feature is important because it shows how the players will move from one area of the field to the next, or when transitioning from attack to defense and vice-versa. If you find certain positions getting tired out way too quickly (for my tactic, the fullbacks were the big danger there) you may need to make an adjustment so that they don't have to move as much to get in position as the ball moves around the field and changes possession. One good way to do this with fullbacks is to have them still get high up the field in attack, but only when the ball is on their side of the field. Otherwise you can have them hang back and save energy. Similarly, if you have a non-keeper or centerback without great stamina who consistently fails to get tired in matches, that player may not be doing as much work as you could have him be doing. Feel free to push that player around more on the wib/wob screens to get more out of him.

4) This won't really help your results, but it might help your thinking through things, and that might help you get better results: try and think about how you'd like to play. Want to be like Barcelona? You can play a 4-3-3 with short pressing and the defense pushed up high to compress the midfield and have the most central of the three midfielders hang back behind two more advanced ones. Want to play a 4-2-3-1, you can actually do that while still positionally playing a 4-4-2 on the main screen. The reason I say this can help is I think it would give you a better idea of what each of the players are supposed to do, and that would give you a better idea of what instructions to give them (run with ball, cross ball, etc.) and also what players fit best at what positions. That is, if you treat the positions on the screen not as MC - MC - MC, but as Iniesta - Busquets - Xavi, it give you a better idea of exactly what those positions are supposed to do, and which players to pick for them.

thats what sort of advice i wanted, thank you very much, i will keep trying and use some of those tips.

29-09-12, 03:08 PM

#14

Match  
Unattached

### Creating a tactic - what should I focus on?

There are clearly some extremely smart people on here who have created tactics much better than anything I can do, which all seem to be awful.

I've found lots of good tactics, but was wondering if there were any hints or tips on what I should focus on if I wanted to create something myself...

For example, in WIB, is it always a good idea to have a certain number of players close to the ball? If playing short passing style, do triangles work better than if playing direct?

Thanks all.

29-09-12, 03:57 PM

#15

Cam F ◊  
VIP

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

Info0 made a you tube video on how to make a good tactic and he know his tactics. Not sure where it is but if he sees this he might give you the link.



29-09-12, 04:15 PM

#16

info0  
VIP

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

10-10-12, 10:47 PM

#17

Jayson  
Youth Team Player

Join Date: 31-05-12  
Posts: 15

i used this thread, worked wonders for me!

[http://www.champman0102.co.uk/showth...inear#post5830](http://www.champman0102.co.uk/showthread.php?p=5830)

my tactic is hanging around somewhere using this thread, and it was the first tactic i had actually created and succeeded with.

15-11-12, 11:52 AM

#18

kmayonaise  
Unattached

### WIBWOB assistance

Well i've got good results , did the WIB WOB thing but its not devastating like everyone says , i still lose to Roma , Bayern and Man utd and some small teams occasionally  
Unfortunately i use an office lap top and all downloads have been blocked so i cant download any patches so i've gotta adjust the tactics myself  
( I use Lazio) 4132 -

Chivu West Nesta Kah  
Davids  
Joe Cole Ronaldinoh Robben  
To Medeira Saviola

Bench  
Chiotis  
Zlatan  
Lunden  
Castroman  
Okoronkwo  
Kaka  
Mexes

Team instructions  
Mentality Attacking  
Passing Short  
Tackling Hard  
Pressing on  
Offside trap yes  
Men behind no  
Counter no

So what am i doing wrong or what tips can you give me regarding the WIBWOB (if possible screen shots for all the boxes) or other things that can make me an unstoppable force

15-11-12, 01:04 PM

#19

**technoir** ◦  
Hot Prospect for the Future

Join Date: 26-04-12  
Posts: 216

With such a squad you dont need wib wob 🤖

15-11-12, 01:29 PM

#20

kmayonaise  
Unattached

Thanks Technoir but i get beat by the big teams. I know the Original game favours 1 striker but i wont enjoy the game that way so i'm looking for a way to be more dominant with that formation . And I beleive the application of the WIBWOB will work

Moreover , its 2009 and the team has really aged so they are not quite as good as they were.

Thank you

15-11-12, 05:48 PM

#21

**info0** ◦  
VIP

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

Mate, ROMA are a tough bitch to break on original game 😊.

They are massively overrated!

Btw losing to some of big teams is really not something to get worried about 😊 ... 😊

11-05-13, 02:13 PM

#22

**kikivampy** ◦  
King of the Mountain 2014

Join Date: 22-08-12  
Location: France  
Posts: 495

### WIBWOB Queries

Hello,  
i play with friends with only non wib wob tactics. How do you recognize quickly a wib wob one?  
Thanks!

11-05-13, 05:40 PM

#23

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

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

The outer line around the position on the field is thicker than before. Load a default tactic and move a player on the Without Ball or With Ball screens on the Tactics menu to view the change to the player on the Overview screen

**kikivampy** ◊  
**King of the Mountain 2014**

Join Date: 22-08-12  
 Location: France  
 Posts: 495

Thanks, i will search for them!!!

**Dr. Conquest** ◊  
**Decent Young Player**

Join Date: 22-05-14  
 Posts: 88

Can anyone point me in the right direction? I have a 4-1-3-1-1 tactic I developed that is very solid, but not particularly remarkable. It is wib-wobbed, and I used the tactics of others as the starting point for my own work. In turn, this is now the basis of other tactics I am trying to develop. I need some assistance, though. There is a weath of discusson about tactics on this forum, but I am looking for some general advice on how to approach wib-wobbing. Most of the threads I find only deal with pre-made tactics and team instructions. Where might I find some good tips for just the wib-wob screens? I have read that such threads exist, but most mentions of them don't include any links.

« Djibouti - Latest Transfers and Loans | Ai Tactics »

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All times are GMT +1. The time now is 01:10 PM.

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## Thread: Tactics - WibWob: How does yours look like?

Thread Tools

09-09-14, 05:33 PM

#26

**Jesus**  
First Team Player

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

Try this: <http://www.champman0102.co.uk/showthread.php?t=777>

09-09-14, 05:53 PM

#27

**Dr. Conquest**  
Decent Young Player

Join Date: 22-05-14  
Posts: 88

Originally Posted by **Jesus**

Try this: <http://www.champman0102.co.uk/showthread.php?t=777>

Yeah, I've read this thread a few times. There are one or two directions, but I was hoping for something more in-depth. For those when develop those killer tactics, I was wondering exactly how the approach it from a clean slate. I know there's a lot of trial and error involved, but I also expect there are some solid base methods too.

09-09-14, 05:55 PM

#28

**Jesus**  
First Team Player

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

Originally Posted by **Dr. Conquest**

*Yeah, I've read this thread a few times. There are one or two directions, but I was hoping for something more in-depth. For those when develop those killer tactics, I was wondering exactly how the approach it from a clean slate. I know there's a lot of trial and error involved, but I also expect there are some solid base methods too.*

A lot of the killer tactics are built off the back of 4141\_iodine that Tapani released before he disappeared last time. As a result we got a whole new flood of game breaking tactics that made WW2 Hard Tackling look poor. I guess the key is to do as you said and trial and error it.



**churky** ◊  
Backup Player

Join Date: 02-03-12  
Posts: 828

It's not much given the match engine is full of holes, but I do take pride in the fact my tactics are not based on Iodine. I still massively overachieve like everyone else, but at least I can't do stuff like winning FA Cup with a Conference team, which is the norm for Iodine based tactics.

**Dr. Conquest** ◊  
Decent Young Player

Join Date: 22-05-14  
Posts: 88

Originally Posted by **churky**

*It's not much given the match engine is full of holes, but I do take pride in the fact my tactics are not based on Iodine. I still massively overachieve like everyone else, but at least I can't do stuff like winning FA Cup with a Conference team, which is the norm for Iodine based tactics.*

I totally respect that. I'm in the same boat. Ten years in, my Hayes side are established top-flight competition winners, but I am just shy of 'dominating' the game. However, it wouldn't be the same using a tactic developed by someone else. Furthermore, I like to use tactics that look somewhat realistic in keeping with the spirit of the game; none of this two defenders stuff. What's the point of playing otherwise? I don't expect to ever develop a super-tactic as I really don't have the man-hours to dedicate to the testing, but was wanting to know what the known quantities were (e.g. What and how much effect do options such as 'Pass to' have, viz WWW2?). Admittedly, my basic wib-wob positioning was developed by looking at the tactics of others, but the final positions and fine-tuning (whatever effect it may or may not be having) is all me.

There are certain things that seem to be almost a given, such as the best team instructions, cram your opponent's box with players in the top wib screen, cram your own box with players in the bottom wob screen, odd number of strikers, even number of defenders . . . I could go on. Still it's fun to break the 'rules' and see what else works. What I really don't know is how much difference it makes, for example, to move a player that one more increment to the left or right on a wib-wob screen, or how an asymmetrical run pattern will affect things.

Realistically, you need to be thinking in terms of zeros and ones, not in terms of eleven men running around a field.

**alay** ◊  
Coach

Join Date: 28-06-12  
Location: Turkey  
Posts: 70

### wib/wob Arrows?

Hey guys,  
a championship manager 01-02 player sent me his save game about something. I helped him. After that I saw arrows at wib/wob.

<http://i62.tinypic.com/oigok9.jpg>  
<http://i58.tinypic.com/2ymy7id.jpg>

It seems very useful for creating tactics. Can you explain how I use that?

PS: I've just solved the problem. I used reflect button. Sorry for wasting your time.

*Last edited by alay; 03-10-14 at 12:10 PM.*

**samsami** ◊  
VIP

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

### The danger of WibWob Tactic

I read that WibWob tactics are more effective than the default tactics and make you win too many games so that it is not realistic anymore and it takes away the fun.  
Is that true?

Are there realistic WibWob tactics?

**merkezekrem** ◊  
Squad Rotation Player

Join Date: 02-03-12

It doesn't take the fun away, it is just a different kind of fun.

There are lots of shitty wibwob tactics that will do you as bad as a non-wibwob 😊

25-11-14, 03:29 PM

#34

**samsami** ◦  
VIP

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

### Testing WibWob tactics with and without the Tapani 2.19 patch

I have been testing some WibWob tactics both with the default program (against the default AI tactics) and with the Tapani 2.19 patch @speedx200 (against the same default AI tactics).

Can it be that the WibWob tactics I am testing (all against the same save-file obviously) achieve better results when I use the Tapani 2.19 patch at high speed?

That would seem odd but that seems to be the case after the first series of tests.

25-11-14, 04:42 PM

#35

**Pinturicchio** ◦  
Youth Team Player

Join Date: 26-03-12  
Posts: 5

Originally Posted by **samsami** ◦

*I have been testing some WibWob tactics both with the default program (against the default AI tactics) and with the Tapani 2.19 patch @speedx200 (against the same default AI tactics).*

*Can it be that the WibWob tactics I am testing (all against the same save-file obviously) achieve better results when I use the Tapani 2.19 patch at high speed?*

*That would seem odd but that seems to be the case after the first series of tests.*

The Tapani 2.19 patch is just much more easy than the Others cause other teams have no training every tactic perform better than the other Patches.

the new Patches tapani 2.19.1 and 2.19.2 make the game harder cause the training issue is fixed.

I just tested "tiki taka" tactic on 2.19.2 and i can t get good results cause the game is different.

25-11-14, 08:19 PM

#36

**samsami** ◦  
VIP

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

I was more thinking about what the Tapani patch does when you are on holiday. Holidaying seems to be more effective with the Tapani patch. Is that correct?

25-11-14, 09:21 PM

#37

**faz44** ◦  
Backup Player

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

I've seen no difference down the years. What makes a difference on holidaying is the quality of your assistant and his preferred attacking attitude. That would be an update thing.

26-11-14, 08:13 AM

#38

**samsami** ◦  
VIP

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

I read somewhere: "Tapani made a quick guide for world domination, which includes holidaying and requires a good plug-and-play tactic. I'll present a quick and simple way to play this game in order to win anything you want without holidaying or using a super tactic."

Where I can find that guide? And why do they mention holidaying as a secret to 'world domination'?

26-11-14, 10:01 AM

#39

**Fods** ◦  
Not Needed at the Club

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

Originally Posted by **samsami** ◦

*I read somewhere: "Tapani made a quick guide for world domination, which includes holidaying and requires a good plug-and-play tactic. I'll present a quick and simple way to play this game in order to win anything you want without holidaying or using a super tactic."*

*Where I can find that guide? And why do they mention holidaying as a secret to 'world domination'?*

Think its was Churky and its here: <http://www.champman0102.co.uk/showthread.php?t=777>

26-11-14, 10:46 AM

#40

**faz44** ◦  
Backup Player

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

You're quoting [Win Everything With Anyone - A Quick Guide](#) - by churky. As for the Tapani guide, Aula reposted it [here](#)

26-11-14, 11:14 AM

#41

**samsami** ◦  
VIP

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

Thanks!

I still get strange results testing WibWob tactics with the 2.19 Patch installed and at speed x200

These are the points for several runs with the same tactic and with the same save-file:  
54-63-71-82

Why does it go up by ten points each next time?

26-11-14, 11:34 AM

#42

**info0** ◦  
VIP

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

Injuries can play big role. Plus if you didn't alter Assistant Manager attributes, you will get much more derivation in results.

That's something Tapani noticed. His 4141\_iodine (not IodineCF mind you) is the most stable tactic you can find. The derivation of points is pretty similar across the tests.

As to your other question, there is no secret. Holidaying is just a fast forward way to dominate the World in CM. That doesn't mean you can't do it playing the game normally, following same principles.

It's just that with holidaying you can do 100 seasons in 8hrs. Just load the tactic up and that's it. Go on holiday (CM0102 is easy enough game to beat, after all it's 15 years old game 🤖).

Och and speaking about Tapani, I believe he said that doing 10 single seasons test of tactic just gives you an idea if tactic is good or not. Doing over 10000 seasons would give you clear sight if the tactic is stable or not 😊.

26-11-14, 12:06 PM

#43

**samsami** ◦  
VIP

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

Okay, 10 seasons it will be then 😊

I still find it strange that the derivation is so drastic (as the assistant manager cannot change the tactic) but with 10 games I suppose the average will be realistic then.

26-11-14, 12:54 PM

#44

**info0** ◊  
**VIP**

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

Hmm, he actually can... To some extent change settings (not wib/wob - as that can only be done by managers).

26-11-14, 03:20 PM

#45

**faz44** ◊  
**Backup Player**

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

Assistants can change team instructions and often do. A lot depends on their preferred style and their tactical knowledge.

26-11-14, 05:10 PM

#46

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

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

The main benefit of using the Tapani patch is the option to use Development Mode, this allows you to run X amount of instances of the game at once. I found 5 instances on a semi decent Vista laptop with 4gb of RAM ok to work with so I'd imagine any 64bit iCore would plough through them.

5 instances took ~11 minutes to run, so that's 5 unique seasons running at once. That was on a trimmed database though.

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13000 followers and rising

**November 2020 Data Update Out Now**

26-11-14, 11:23 PM

#47

**faz44** ◊  
**Backup Player**

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

The other problem is that some of the instances seem to get confused and there are issues with temp files writing. I don't know if Tapani 2.19 fixes those but this is why I do individual tests in the OTL.

27-11-14, 12:10 PM

#48

**samsami** ◊  
**VIP**

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

I had the same problem trying to run multiple tests. So I do individual tests now.

The reason I am doing this testing is that I find the Harder AI Tactics pack by info0 (to be found under downloads) a really nice challenge but the tactics in the pack vary too much in strength (for my taste) so that if a top team happens to choose one of the weaker tactics they suffer and if a weaker team happens to choose one of the killer tactics, they outperform.

That may keep things interesting (to say the least) but less realistic than I wanted.

So I am making two sets of AI tactics now, one really strong set (including the top tactics in info0's pack) and one in-between set.

Based on benchmark tests, using FC Utrecht as a save-file, the default tactics score about 50 points in a season.

My tests show that the top tactics in info0's pack score 80-90 points.

The weakest tactics in the pack score less than 70 points, occasionally even slightly less than 60 points.

So I want to make a hard pack (>75 roughly) and a weaker pack (<75 roughly)

How does that sound? And how can I upload it to the Downloads section?

Samsami

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

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

Upload it here first and if it's any good after a few people have tried them it can be added to the download section 🗨️

Alternative there's a stickied thread called 'Add your Tactic to our Downloads'

<http://www.champman0102.co.uk/showthread.php?t=5792>

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

**info0** ◊  
**VIP**

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

Originally Posted by **samsami** 🗨️

*I had the same problem trying to run multiple tests. So I do individual tests now.*

*The reason I am doing this testing is that I find the Harder AI Tactics pack by info0 (to be found under downloads) a really nice challenge but the tactics in the pack vary too much in strength (for my taste) so that if a top team happens to choose one of the weaker tactics they suffer and if a weaker team happens to choose one of the killer tactics, they outperform.*

*That may keep things interesting (to say the least) but less realistic than I wanted.*

*So I am making two sets of AI tactics now, one really strong set (including the top tactics in info0's pack) and one in-between set.*

*Based on benchmark tests, using FC Utrecht as a save-file, the default tactics score about 50 points in a season.*

*My tests show that the top tactics in info0's pack score 80-90 points.*

*The weakest tactics in the pack score less than 70 points, occasionally even slightly less than 60 points.*

*So I want to make a hard pack (>75 roughly) and a weaker pack (<75 roughly)*

*How does that sound? And how can I upload it to the Downloads section?*

*Samsami*

However, if I remember I made 2 packs. One with wib/wob tactics which was made rather for fun using top tactics from OTL and some Tapani older tactics.

The second one was non wib/wob pack and truth be told, no matter what team I have chosen or what wib/wob tac I used, it didn't do well. AI takes huge advantage of non wib/wob tactics and it shows. The only problem I had was not so many goals scored (but then again, defensively they are v. solid solid xD).

I am guessing it's about WIB/WOB version of the pack. That wasn't really made for realism sake, but more like individual challenge and testing ground 🤔.

Here is the Non Wib/Wob pack:

<http://www.mediafire.com/download/u9...WobGoodies.rar>

It is v. enjoyable 🤖. Too enjoyable even.

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Thread: Tactics - WibWob: How does yours look like?

Thread Tools

27-11-14, 01:02 PM

#51

samsami  
VIP

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

Thanks!

Yes, I was talking about the Wib/Wob version which is in the Downloads section.

So what is the main difference between your non-Wib/Wob pack and the (weak) default set?

Samsami

27-11-14, 10:56 PM

#52

info0  
VIP

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

Can't be bothered to post ALL screenshots again because Chef thought it would be fine to remove User Tactic threads 🙄.

But will post those I think were interesting:

Some league testing (without human manager 😊):

The main difference between mine tactics and AI defaults is, they were brought to be what we see teams play in real life. Got rid of outdated tactics now. The game should be harder, even though the tactics are not wib/wobbed. I struggled to get iodine to work vs them or any of my top tactics. Couldn't dominate the game anymore, but winning should be the reward, right? 😊

28-11-14, 08:55 AM

#53

samsami  
VIP

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

I see. that looks different 🙄

I am trying out my two sets first, using FC Utrecht (mediocre team) as the save file.  
Playing against the 2001 default tactics iodineCF won the title all five times I ran the test:  
87.2 points average; average league position 1.0, goals 89.0 - 30.5

I just finished testing the first pack of tactics I compiled (the one with non of the killer tactics included) and already iodineCF struggles considerably:  
57.0 points average; average league position 5.8, goals 53.0 - 42.2

Makes me wonder how idodine will cope with the harder pack!

*Last edited by samsami; 28-11-14 at 09:03 AM.*

01-12-14, 09:02 AM

#54

**samsami** ◦  
VIP

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

Here's a pack of tactics which I just compiled and that has fairly good AI tactics, so that it will be a reasonable challenge if you use a Wib/Wob tactic yourself. Of course, none of them are as good as iodineCF, though.

[https://dl.dropboxusercontent.com/u/...tactics\\_70.zip](https://dl.dropboxusercontent.com/u/...tactics_70.zip)

Simply download the pack and copy all the files to the Data folder to overwrite the default tactics.

It's a realistic set of AI tactics for the following two reasons:

- (1) All tactics are actually what they say they are (424 is 424, 532 is 532, etc.) so they are just like the original set.
- (2) All tactics are about equally strong, making sure that results are realistic.

This last point was important for me as I did not want any computer controlled team to be handicapped because they happened to pick one of the weaker tactics - or, alternatively, pick an exceptionally strong tactic and overachieve. So this keeps the results realistic.

Samsami

For your information, I ran a series of tests using FC Utrecht as the benchmark file.  
Normally FC Utrecht score an average of about 50 points per season.  
With the Wib/Wob tactics I offer here FC Utrecht score an average of just over 70 points per season.  
That's why I called this set AI\_tactics\_70

However, the killer tactics (iodineCF, 442CJF, etc.) are even more effective.  
Using them FC Utrecht score well over 80 points per season.  
For a really big challenge I am working on a next set (AI\_tactics\_80) this holiday season.

These scores are about the same as the ones in the Open Tactic League.  
The top tactics there also score well over 80 points (with De Graafschap).

*Last edited by samsami; 04-12-14 at 10:51 AM.*

04-12-14, 04:18 PM

#55

**samsami** ◦  
VIP

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

And this is the ultimate challenge for human managers: AI\_tactics\_80

[https://dl.dropboxusercontent.com/u/...tactics\\_80.zip](https://dl.dropboxusercontent.com/u/...tactics_80.zip)

Samsami

*Last edited by samsami; 09-12-14 at 01:34 PM.*

06-12-14, 01:20 AM

#56

**markt31** ◦  
Youth Team Player

Join Date: 25-10-14  
Location: Leicester england  
Posts: 46

Using Tactics 70 now on the AI goodbye ten nils welcome real scores January on 1st season still third in prem with L.C.F.C down to a cracking signing young forward popping in goals to help me out

06-12-14, 02:44 PM

#57

**samsami** ◦  
VIP

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



Thanks for the feedback, Mark(It31)!

That matches my experience. Real scores.

I am playing Tactics 70 as well and it's a decent challenge and no walkovers anymore.

Tactics 80 is even a bit harder for those who may find Tactics 70 too easy.

[https://dl.dropboxusercontent.com/u/...tactics\\_70.zip](https://dl.dropboxusercontent.com/u/...tactics_70.zip)

[https://dl.dropboxusercontent.com/u/...tactics\\_80.zip](https://dl.dropboxusercontent.com/u/...tactics_80.zip)

For the program to actually use either of these two packs (which need to be copied to the Data folder) you have to start a new game.

*Last edited by samsami; 09-12-14 at 01:35 PM.*

06-12-14, 06:20 PM

#58

**markIt31** ◦  
Youth Team Player

Join Date: 25-10-14  
Location: Leicester england  
Posts: 46

lol Good work there changes the whole structure of the game people want first team football or want to leave and everything in that matter signing of players more rejections than every player wanted to jump on your band wagon . Plus im using more of my squad rather than a win every game set eleven . Nice one

21-12-14, 01:14 PM

#59

**Lee Briskett** ◦  
Youth Team Player

Join Date: 07-12-14  
Posts: 3

### Trying to win with non wibwob, not happening. What am I doing wrong?

Hello guys. I've been trying to playing using non wibwobs and my own tactics. I keep loosing and getting sacked. Both in Swedish league, with GAIS and now in Portugese league with Vit Guimaraes. I've tried various formations, some taken from screenshots in the non wibwob thread but nothing seems to work. Main thing is conceding. How long does a formation need to settle with a team? Man Marking? Pressing? Any tips?

Thanks

22-12-14, 08:38 AM

#60

**JLa** ◦  
Backup Player

Join Date: 02-04-12  
Posts: 865

I think Dermotron pretty much covered it in an earlier thread:

Originally Posted by **Dermotron** ◻

*Go with the default 4-1-3-2.*

*Mentality - Attacking  
Passing - Short (or Mixed is fine)  
Tackling - Hard  
Pressing - Yes  
Offside Trap - Yes*

*Set everyone to Zonal Marking. Have the middle MC on Forward Runs, Run With Ball, Try Through Balls - turn off Long Shots  
Have the left SC with Forward Runs, Hold Up Ball  
Have the right SC with Forwards Runs, Run with Ball  
Left and right MC, Run with Ball, Long Shots, Forwards Runs  
DMC, Run With Ball (Turn off Long Shots if on)  
DL and DR, Run With Ball, Cross Ball  
DC's - Man-Marking, No Forward Runs, No Run with Ball.  
GK, Passing Mixed.*

*Strong player with good Balance for the left SC and fast player with decent Dribbling for the right SC.*

*Should be solid enough.*

<http://www.champman0102.co.uk/showthread.php?t=1845>

Good luck! 🍀

22-12-14, 12:00 PM

#61

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

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

When you play with non-wibwob you need to know how to recognise a good player, much more than you do when using a heavily wibwobbed system. Finding players who are performing well at your level is the key to it.

Default 442 with a few player instructions is a solid tactic at any level. Stick with it for 6 months and see how you go. You'll need a winger who can cross and preferably dribble a bit, a forward who is tall and a couple of DCs with positioning and/or tackling.

Then get scouting. If you are playing at a low level there are loads of great non-league players you can pick up for buttons, and get some loans in. If you are playing at a higher level look at who is performing well one league down from you.

Finally, if you want to spoil it take a look at the good player threads, especially if you are playing 3.9.68, there are dozens of amazing free signings there, and they'd defo go to Vit Guimaraes

A bit of patience usually pays off

27-12-14, 11:56 PM

#62

**Lee Briskett** ◦  
Youth Team Player

Join Date: 07-12-14  
Posts: 3

Thanks guys. I'll have a play around with some of the suggestions. Do you think different countries need a different playing style?

28-12-14, 03:22 AM

#63

**merkezekrem** ◦  
Squad Rotation Player

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

YES! i think so. Italy is very hard without wibwob imo. 😊 but I came to this conclusion about 12 years ago so dont quote me on that.

28-12-14, 12:10 PM

#64

**faz44** ◦  
Backup Player

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

Merk, you should contribute to the wib-wob thread after your Vauxhall Motors thread.

29-12-14, 02:09 PM

#65

**Lee Briskett** ◦  
Youth Team Player

Join Date: 07-12-14  
Posts: 3

Got promoted with B1909 from the Danish 1st Div with the 4132 as mentioned earlier but now STUCK to the bottom of the Premier. 😞

30-12-14, 01:32 PM

#66

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

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

Whats the problem? Can't score? Every shot goes in? Try loans to solve issues if you don't have cash

30-12-14, 03:01 PM

#67

**samsami** ◦  
VIP

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

### To wibwob or not to wibwob that's the question

Just curious.

If I choose to *not* use the wib/wob feature and play using the standard AI tactics it's a decent (and fair) challenge, right?

On the other hand, if I choose to use the wib/wob feature and play using the harder AI tactics (e.g. the AI\_tactics\_80 pack) it's also a decent (and fair) challenge, or isn't it?

What is the main difference, though, between the two approaches?

30-12-14, 05:26 PM

#68

**nexima** ◦  
**Decent Young Player**

Join Date: 24-05-12  
Posts: 40

depending on my experience;  
- original tactics in the game are too easy  
- tactic packs all are very difficult  
result : still there is no tactics pack around which balances the easiness/difficulty in a good way

30-12-14, 05:51 PM

#69

**ViK** ◦  
**Hot Prospect for the Future**

Join Date: 15-12-13  
Location: Sheffield, usually.  
Posts: 183

I think if you create a solid enough non wibwobbed tactic and made sensible enough decisions, you can quite easily dominate against the standard tactics. Factors such as effective scouting, training regimes, squad depth etc become more important to effectively support your tactic.

With the harder AI tactics pack, things become that much harder, and in order to succeed you almost certainly need to have a solid non-wibwobbed formation that will likely have a DMC and one SC. This is the **real** challenge! I think the challenge becomes more difficult in the top leagues as well, given the higher attributes for positioning, off the ball, etc etc.

Going down the wibwob route (vs harder AI tactics) I think if you know what your doing with tactic-creating, you can still dominate fairly easily with a variety of formations.

31-12-14, 08:31 AM

#70

**samsami** ◦  
**VIP**

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

One thing I noticed is that most teams seem to prefer a 4-5-1 tactic in CM0102.  
So that seems to be the tactic most used.

In the AI\_Tactics\_80 pack 451\_default is replaced by 451 Freestyle (!) and 451\_defensive and 451\_Norway have been replaced by Norge so that makes them the best possible opponents I would say.

Am I correct is saying that AIs use 451 the most?

31-12-14, 11:35 AM

#71

**info0** ◦  
**VIP**

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

No, you're not.

On vanilla game, without any updates, I would say in 50+ years the most commonly used tactic vs my tactics was almost always 4132 🤖. In 3.9.68 at the start, it all depends on managers, but in England 442 is probably most common tactic one would have to face. 41212 was used by Dortmund (and it was pain in the arse to deal with 😊).

On Updates created here recently, yes, AI will probably use 451 most, but it really should be 4231 (as it's most used tactic irl).

Oh and one more thing, CM is simplistic. if you apply KISS philosophy to it, you will come out victorious most of the time anyway. Doesn't matter what tactics AI would use, it would be user to win more often than not. 😊

Funny thing is, this carried on into FM too (the KISS thing). Sadly, for some, for some joyous moment, it got removed and now, you have to tweak tactics all the time. Classic tactics system was removed all together with FM14. TC replaced it for good. For me it was most appreciated change SI made to Football Manager franchise.

FM15 is on yet another level.

But yeah, it was about CM0102. Today is long day, so might reinstall CM and play around with it. Dethroning anything in OTL top 5 would be fun (doubt anyone will take fluke iodineCF off the top anytime soon though 🤖).

31-12-14, 12:14 PM

#72

Like I said elsewhere, iodineCF is at the top in the OTL but it is *not* the best tactic. It is the best tactic against weak opponents (like in the OTL where the weak default tactics are used) but when you have installed my AI\_Tactics\_80 pack and you run benchmark test, iodineCF is disappointing.

Here are the results of a test I did, 10 seasons holiday mode, with FC Utrecht against the AI\_Tactics\_80 pack:

iodineCF (#1).....69.9  
451 Freestyle (#2).....71.0  
442CJF (#5).....66.8  
Making plans for Nigel (#6)...65.5  
4411 Ailton (Vik mod) (#9)....77.0 (!)  
4-3-3 Forever (#19).....60.0  
Norge (#22)..... 71.1  
4132CF (#32)..... 66.1  
424CF (#49)..... 63.6  
bum bum cyk (#59).....51.1  
22321tetha.2 (#61).....53.5

31-12-14, 12:58 PM

#73

You pitted iodineCF vs other user tactics based on original iodine? 🤔

Because your tactic pack is, from what I understood, made out of tactics from OTL. Based on how they performed you tried to find ones which would give you on avg ~80 points using Utrecht or something.

Of course vs user based tactics iodine and its variants won't work. Simple as that. Was proven many times in our Tactics League. You need different approach vs user tactics, but when you know, 90% of them are iodine based, finding weakness in it (one is right here: high defensive line, too much congestion in last quarter of wib/wob screens, etc.) it can be destroyed like any other tactic.

Btw vs wib/wob tactics, non wib/wob can do wonders 😊.

31-12-14, 02:13 PM

#74

Yes, my AI\_Tactics\_80 pack consists of tactics from OTL that scored at least an average of 80 points there. As you know iodineCF had the highest score (87.5) in the OTL.

So I let FC Utrecht play against the AI\_Tactics\_80 pack (which you say are iodine variants) using iodineCF and others from the OTL and iodineCF did not do all that well. 4411 Ailton (Vik mod) did the best.

But you can do wonders against the AI\_Tactics\_80 pack without using a wib/wob tactic? Really?

31-12-14, 05:04 PM

#75

### Best Non WibWob Tactic

Just a quick question for the master tacticians on here...

What is the best, most proven tactic that is non-wibwob to play with using a team full of good/very good players?

Are there a few which are sure to win.you titles as long as your players are better than your opposition?

Reason I ask is while I'm doing pretty good with my own 3-5-2 (no wing backs), my fellow cm competitors appear to be struggling badly despite having a good grasp of football tactics and very strong squads (better or equal to my own).

(Thanks for the responses).

*Last edited by Foggy; 01-01-15 at 09:35 AM.*

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## Thread: Tactics - WibWob: How does yours look like?

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31-12-14, 05:29 PM

#76

Coys

First Team Player

Join Date:  
Posts:

03-03-12  
3,312

I've hardly ever used wib wob and always win everything with 41311 🤖

31-12-14, 05:46 PM

#77

info0

VIP

Join Date:  
Location:  
Posts:

02-03-12  
Poland/Lodz  
3,856

4132. As it comes from within game.

Only changed Team instructions: attacking, hard tackling, pressing, offside on.

Player instructions I would almost always put Try Through Balls on DL/DR, DM and 3 MCs. Crossing, long shots off on ALL players.

Pressing set to Team for all players. GK set to mixed passing.

Always did wonders 🌐. I won't go into how to setup Team A/D instructions though 😊.

31-12-14, 06:04 PM

#78

faz44

Backup Player

Join Date:  
Location:  
Posts:

09-03-12  
London  
931

I've had decent success with Tiqui-Taka style - Set all bar your centre backs to Hold Up The Ball, Run With Ball, Forward Runs and Free Role. Pretty much works with any formation.

01-01-15, 01:13 PM

#79

Psmith

Unattached

*I've had decent success with Tiqui-Taka style - Set all bar your centre backs to Hold Up The Ball, Run With Ball, Forward Runs and Free Role. Pretty much works with any formation.*

Faz44 are those instructions combined with attacking mentality and short passing?

01-01-15, 11:09 PM

#80

**faz44**  
Backup Player

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

Yes, attacking/short passing.

Here's an idea. I've uploaded all the Open Tactic League tactics I have and put a link on the last post in the thread. If you use it in conjunction with the spreadsheet, you'll see there are four tactics that get over 70 points on average: 4-2-3-1 (which is a DR-DC-DC-DL/DMC-DMC/MC-MC-MC/SC), TwoFish (which is fucking crazy), AC Helensburgh and 4-1-2-2-1 Titova Juga (which are DR-DC-DC-DL/DMC/MC-MC/AMR-AML/SC but do it in different ways). They all have different ways of doing things. 4-2-3-1 has a WWW2-esque lone striker on a free role being fed by through balls from the DMC. TwoFish seems to have the NWW thing where a certain amount of arrows (but not too many) works very well. Have a look, experiment.

On the NWW front, I have a whole range of tactics based on the European Championships tactic pack. All of them have the Tiqui-taka style but they don't all work all the time. I'm now looking at what has worked in the OTL and am going to try that.

02-01-15, 08:52 PM

#81

**faz44**  
Backup Player

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

### To wibwob or not to wibwob that's the question

I've started playing with the South American patch again and with my usual tactics, it's far too easy both despite and because of the player pool. I'm now playing with my NWW tactics and it's fun and challenging again.

Edit: much of what info0 is saying is patently illogical. The default AI tactics can be much more effective than the default user tactics and yet iodine takes them apart too. Surely, the logical step would be to study the iodine screens and try to play offside in the lower wob screens which, as far as I'm aware, is a long discredited tactic.

03-01-15, 11:13 AM

#82

**info0**  
VIP

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

Believe what you want to believe in. The game is pretty illogical in itself 😊.

Btw have you tried to analyze any of AI tactics which are wib/wobbed? Pretty much, no user would ever try to do what SI guys did. Some of the tactics go opposite ways from what user does. You know why narrow formations work so well with default game? Well, take a look at AI default tacs. Some, not all, are set v. wide on wob screens.

Thanks to that, I now play vs NWW tactics which AI uses. Much harder to break down teams, but the problem I face now is they don't seem to score much.

03-01-15, 02:19 PM

#83

**samsami**  
VIP

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

I am still wondering if the game might have a more realistic feel if you don't use the WibWob screens at all and play against the default AI tactics.

I would like for the players to make more of a difference and the tactics less of a difference.

Any advice?

Also, is it not so that with whatever tactic you use, the human player's team grows stronger and more successful each season? Is that not built into the program to some degree?

03-01-15, 03:31 PM

#84

faz44 ◊  
Backup Player

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

The problem with that is that it's impossible to get somebody to drop deep on attack with NWW. Try and have a 4-4-2 shape on defence where a guy tries to drop off when you attack. It's impossible without getting a wide halo on the overview.

12-01-15, 01:20 PM

#85

reinder ◊  
Youth Team Player

Join Date: 18-04-14  
Location: Glasgow  
Posts: 5

A lot of people here go on about not using 3 at the back, I always play with 3 at the back and it works fine for me.  
i play 3-1-3-1-2 NON WIB/WOB: Tactics: Mentality Attacking / Short Passing/ Normal Tackling / Pressing Yes / Offside trap No / Counter Attack No / Men Behind Ball no.

3 defenders, 1 def. midfielder, 3 midfielders, 1 att. midfielder, 2 strikers.

started a new one with Man. Utd. using CM 01-02, SI Games Patch 3.9.68 with the Oct. 2014 Data Update  
in 4th season now: Honours

1st year: Premier Division Champions / Charity Shield Runner up

2nd year: Premier Division Champions / Charity Shield Runner up / FA Cup Runner up

3rd year: Premier Division Champions / Charity Shield Runner up / League Cup Winner / European Champions Cup Winner / Intercontinental Cup Winner / European Super Cup Winner.

Stats:

Top Goalscorer: Robin van Persie 20 / Falcao 42 / Falcao 50

Most Assists: Di Maria 15 / Di Maria 34 / Di Maria 20

starting 11 through 3 years:

GK: de Gea, D (Man Utd.)

Def: Jones, P (Man Utd.)- Rodriquez, R (Wolfsburg)- Laporte, A (Ath.Bilbao)

Def. Mid: Fellaini, M (Man Utd.)

Mid: Blind, D (Man Utd.)- Di Maria (Man Utd.)- Valencia (Man Utd.)- did now get replacement for Valencia in Klaassen, D (ajax)

Att.Mid: van Persie, R (Man Utd.)- did now get a replacement in Meyer, M (Schalke 04)

Striker: Rooney, W (Man Utd.)- Falcao (Man Utd.)

so the only 2 players i bought were defenders

How i judge players:

GK: Determination/Stamina/Positioning/Jumping/Handling/Reflexes

Def/Def Mid: Determination/Stamina/Positioning/Jumping/Marking/Tackling

Mid/Att Mid: Determination/Stamina/Positioning/Off the Ball/Passing/Pace

Striker: Determination/Stamina/Positioning/Jumping/Off the Ball/Passing/Pace

13-01-15, 04:42 PM

#86

Jimbokito ◊  
Youth Team Player

Join Date: 12-01-15  
Posts: 3

### With & Without ball tactics

I do not understand those 2 parts of my tactics can anyone explain to me how it works? i play 4-2-3-1 with 2 cdm and backs and winger forward arrow,

thank you

04-05-15, 07:14 PM

#87

fequeyroi ◊  
Youth Team Player

Join Date: 04-05-15  
Location: Rio de Janeiro  
Posts: 8

Originally Posted by samsami

*I am still wondering if the game might have a more realistic feel if you don't use the WibWob screens at all and play against the default AI tactics.*

*I would like for the players to make more of a difference and the tactics less of a difference.*

*Any advice?*

*Also, is it not so that with whatever tactic you use, the human player's team grows stronger and more successful each season?  
Is that not built into the program to some degree?*

Well man, i can see how big boys feels like when they achieve the highest level...

In my humble opinion, the game is all about WIBWOB.

The main role in the game belongs to the manager, so the most important thing in CM is the tactic!

The beauty is to take a small team to the glory...

That is what real manager do: to instruct the players until the smallest level as possible.

I wish i could feel the same way u do. But first i gotta master this wibwob thing.



**King\_julian** o  
Youth Team Player

Join Date: 24-05-15  
Posts: 2

**question about tactics**

in the game i was notice when i do my formation i have 3 bottons above the field

- 1.overview
- 2.with the ball
- 3.without the ball

i wanna ask you if i need to change the tactics in the screen of with\without the ball because when i press on this bottons the formation look diffrent and i'm not so sure how i deal with it.\

thank you

**fequeyroi** o  
Youth Team Player

Join Date: 04-05-15  
Location: Rio de Janeiro  
Posts: 8

Originally Posted by **King\_julian** o

*in the game i was notice when i do my formation i have 3 bottons above the field*

- 1.overview*
- 2.with the ball*
- 3.without the ball*

*i wanna ask you if i need to change the tactics in the screen of with\without the ball because when i press on this bottons the formation look diffrent and i'm not so sure how i deal with it.\*

*thank you*

King,

those buttons belong to WIBWOB (with the ball / without the ball) feature.

On wibwob screens you have the opportunity to set players precisely at the places you consider important for you when attacking or defending mode.

But you must use it carefully because any change on players' position you make will impact considerably on team's performance.

I recommend you watch

[www.youtube.com/watch?v=8ru7nJt8KkY](http://www.youtube.com/watch?v=8ru7nJt8KkY)

This would be a good start for u.

Good luck

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

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

I wonder if anyone can suggest me a great WIB/WOB 5-3-2 tactic 😊 I had tried to create some but the réultats still got too much conceded goals (over 15/ season). Hope to see the one which got under 10 conceded goals/ season. Thanks, mates!!! 🍀🍀

Form likes this:

```

-----GK
----DC--DC--DC
DML-----DMR
----MC----MC
-----AMC
----SC-----SC

```

18-06-15, 10:02 AM

#91

samsami  
VIP

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

Originally Posted by zionmaster

I wonder if anyone can suggest me a great WIB/WOB 5-3-2 tactic 😊 I had tried to create some but the results still got too much conceded goals (over 15/ season). Hope to see the one which got under 10 conceded goals/ season. Thanks, mates!!! 🍀 🍀

Form likes this:

-----GK  
----DC--DC--DC  
DML-----DMR  
----MC----MC  
-----AMC  
----SC-----SC

There is no 'great' 5-3-2 tactic as 5-3-2- is not a super formation, but **Making Plans for Nigel** is the best of the lot and it's quite good.

21-06-15, 10:08 AM

#92

zionmaster  
King of the Mountain - 2016

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

Originally Posted by samsami

There is no 'great' 5-3-2 tactic as 5-3-2- is not a super formation, but **Making Plans for Nigel** is the best of the lot and it's quite good.

Do you have the link download this tactic? I've just creat an 5-3-2 tactic based on Idione but the result is not too good. Still conceded too much!!! 🍀

21-06-15, 10:40 AM

#93

zionmaster  
King of the Mountain - 2016

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

21-06-15, 11:01 AM

#94

zionmaster  
King of the Mountain - 2016

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

Hope to see some advices from you, mates!!!

<http://www.mediafire.com/download/2t...ef+Another.tct>

10-10-15, 04:44 PM

#95

hollaplaya  
Decent Young Player

Join Date: 23-04-13  
Location: Portugal  
Posts: 51

### WIB WOB and arrows

Guys i have a doubt. I assume that for those who use wib wob in their tactics, any arrow in any direction it becomes irrelevant, right? Because you will move your players position in wib wob screen.

One more thing, forward runs are the runs they made besides their position on the tactic screen?

Thanks!

11-10-15, 10:48 AM

#96

**hollaplaya** ◦  
Decent Young Player

Join Date: 23-04-13  
Location: Portugal  
Posts: 51

Someone pls?

14-10-15, 08:01 PM

#97

**fequeyroi** ◦  
Youth Team Player

Join Date: 04-05-15  
Location: Rio de Janeiro  
Posts: 8

In my opinion, you're right on both questions.

15-10-15, 09:31 AM

#98

**hollaplaya** ◦  
Decent Young Player

Join Date: 23-04-13  
Location: Portugal  
Posts: 51

So for you guys who make wib wob tactics, do you still use forward runs in your players?

15-10-15, 09:55 AM

#99

**samsami** ◦  
VIP

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

Originally Posted by **zionmaster** »

*Do you have the link download this tactic? I've just creat an 5-3-2 tactic based on Idione but the result is not too good. Still conceded too much!!! 🙄*

You can find it in my AI tactics pack in the Download page

19-10-15, 03:13 PM

#100

**fequeyroi** ◦  
Youth Team Player

Join Date: 04-05-15  
Location: Rio de Janeiro  
Posts: 8

Originally Posted by **hollaplaya** »

*So for you guys who make wib wob tactics, do you still use forward runs in your players?*

Yes i do, and it improves your tactic's performance.

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All times are GMT +1. The time now is 01:10 PM.

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Thread: Tactics - WibWob: How does yours look like?

Thread Tools

19-10-15, 04:54 PM

#101

**hollaplaya**  
Decent Young Player

Join Date: 23-04-13  
Location: Portugal  
Posts: 51

Thanks for the reply.

21-10-15, 03:38 AM

#102

**Newells**  
Youth Team Player

Join Date: 21-10-15  
Posts: 4

Hi mates, Im new here and I have a question. I havent played the game for MANY years and now I find this (I mean the updated data, people still playing it, etc). I used to touch these instructions in the game but never had a tactic like some Ive seen here that "cracks" the game.  
The thing is...the main benefit from touching the tactics this way is to reduce the space between lines?, appart from being more precise when talking about player positioning etc.  
What Im saying here is if there are some general tips when doing wibwob?

21-10-15, 08:36 AM

#103

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Post #2 has a video to help

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28-02-16, 12:18 PM

#104

Its my first post here so may i add some tips to make some new ideas maybe.First of all i ve been playing cm 00 01 mainly which is of course more hard to win than cm 01 02.practising on wib/wob screens all these years noticed that :

- 1)if you move ALL your players(except gk) to all wib screens same distances from box to box you have better ball possession.
- 2)Doing the same to wob screens makes offside very effective.
- 3)Try to place players in wib screens in such way that every player inside sees at least 5-6 players in straight line to give the ball.i mean dont hide available free players who dont have the ball behind one another.
- 4)In wob screens try to fill the gaps when defending imagining where AI could pass when having the ball.
- 5)Last three down wob screens now...bit complicated but i ll try to explain.Start placing players to the middle one first.Tight as you can with both defenders and mids.Then to the side wob screens do this.Place players in such way that they cover previously gaped(mean center box places) with their movement.With few words i mean by moving players to side boxes to cover the emptiness of the central box you reduce the potential passes inside the central box so the ai is in fact blocked in a way.
- 6)Those for now . I hope to help with that
- 7){P.S}Very important to keep same distances espesially when defending

28-02-16, 12:24 PM

#105

Moving players same distances from box to box at the same time means that AI has to cover them all the same time which makes cracking your tactic more difficult in a way.Noticed though that AI can deal with that in time by giving you too many yellow cards or red ones.thanx for reading

28-02-16, 06:16 PM

#106

Originally Posted by minusmf ◦

*Its my first post here so may i add some tips to make some new ideas maybe.First of all i ve been playing cm 00 01 mainly which is of course more hard to win than cm 01 02.practising on wib/wob screens all these years noticed that :*

- 1)if you move ALL your players(except gk) to all wib screens same distances from box to box you have better ball possession.*
- 2)Doing the same to wob screens makes offside very effective.*
- 3)Try to place players in wib screens in such way that every player inside sees at least 5-6 players in straight line to give the ball.i mean dont hide available free players who dont have the ball behind one another.*
- 4)In wob screens try to fill the gaps when defending imagining where AI could pass when having the ball.*
- 5)Last three down wob screens now...bit complicated but i ll try to explain.Start placing players to the middle one first.Tight as you can with both defenders and mids.Then to the side wob screens do this.Place players in such way that they cover previously gaped(mean center box places) with their movement.With few words i mean by moving players to side boxes to cover the emptiness of the central box you reduce the potential passes inside the central box so the ai is in fact blocked in a way.*
- 6)Those for now . I hope to help with that*
- 7){P.S}Very important to keep same distances espesially when defending*

Can you show us some screenshots of what you mean in point number 5?

29-02-16, 09:54 AM

#107

Originally Posted by minusmf ◦

*give me your mail i ll send you there mine is [jalex31@gmail.com](mailto:jalex31@gmail.com)*

**Just post them here**

29-02-16, 12:45 PM

#108

Played myself football for many years.I am a pharmacist but great fun in maths and geometry..starting to play this game for over 15 years and i am 39 at the moment.all i can say is that this game has nothing to do with real football thats why i am examining only the

spect of the game as a mathematic middle..i believe there are unlimited excellent tactics to dominate this game..you just have to make team moves with precision by your players and to take advantage the whole pitch and move the players to empty spaces or to cover your defence empty spaces by moving accordingly.

the reason to decide to talk about that here is that one week ago while dominating with one of my tactic i was winning with a mediocre team in greek superleague by 6-1 at 64 min...opposite players had ratings 4-5 until that minute...suddenly i lost 6-7.took 6 goals in 26 minutes when i had the best defence and attack in my league...this made me angry and upset and made me to force myself to beat this game once and for all .so last days decided to view this game as a chess challenge and experimenting on tactics using the advice i wrote before in previews post.

I realized last days that the game is all about space and time...as tapani wrote today he spoke about the notches...happy for myself that realized that by my own one week ago...moving players either attacking or defending same spaces at the same time (turn-its a turn based game after all) gives you the advantage before the AI has to do the same to mark all your players successfully and at the same time also...when finally the AI do this that means that the tactic will be broken...but i seriously doubt if this will be soon..

Now a few notices on the game from my experience...

a)when dominating the game automatically will make you lose no matter what you do,so the game has to keep the balance...i am definitely sure that this variable is inside the game engine..by that i mean that you "have to lose " so the game may still be challenging.if you lose a game usually from a weak team try to play the game again 10 times and you will see that 9/10 times you will win.

b)there are two kinds of players and ways to defeat this game...SI probably gives you this opportunity by buying the best players so you will win no matter the tactic you use.The other category used by tacticians is to defeat the game no matter the stats your players have by exploiting the game weaknesses as i ve already told.i belong to the second ones...besides that the meaning of football.To win by teamwork and effort no matter how strong your opponent is by striking in his weak spots(wib/wob boxes)

c)later sometime i will share some very simple tips to make your tactic strong like the best that exist already without having to do all these tests for hour or hours..all you have to do is running 2-3 tests just to see for yourself the truth of my arguments

d) i usually play more often cm 00 01 cause its harder than cm 01-02 and was the main reason that made me think this game as a matter of maths and not football.besides in real football always happen crazy things but not so crazy as those happen to all of us playing this game.Most of u know what i mean

e)last year i did a stupidness..had made a very simple tactic a kind of 2-0-2-3-3 with a very effective offside trap...never saved it because that time i was remembering the wib/wob changes i made . besides i was thinking that i could easily make it again anytime...at that time i got married and didnt play the game for 2-3 years...when back at the game forgot the way of view with this tactic and never again succeeded making it again...with that tactic i won every game 7-0 8-0 9-0 .every single one of them even in europe.with mediocre teams always and without buying players...the only reason i came back to this game again is to make again that tactic...i really want to dominate the game not just winning...till now i havent done it.yet..though i dont stop trying.

f)some of you will ask me to upload some of my tactics.i dont intend to do that at the time..maybe in the future cause i keep them for myself because it took me much time to develop them.spend hours and hours to be honest.

g)thank you for your patience

29-02-16, 12:57 PM

#109

**minusmf** ◦  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

i already made a tactic yesterday after all..took me 15 min only. didnt upload it but i made ALL fotos of wib/wob of it 2 posts before.so look the pictures and make the same tactic..to those fotos the tactic is explained in EVERY way possible

Tried the DE Graafshap test with no new players and no change in training/coaches/assistant/ etc...i uploaded only one test i did cause i am bored to upload all 3-4 tests i did .i would have to upload also another 150 fotos for that.sorry i dont have the time.the only reason i showed you all the aspects and views of my tactic is just to show you the effect of my tips and thats all.after this is not my best tactic.just did it yesterday night having a glass of cutty shark😁

Remember best tip is moving players same distance at the same time(turn).using that EVERY tactic you use gets better in possession /offside trap/changes for goal.have to go now...be well all of you mates😁

29-02-16, 01:11 PM

#110

**Fods** ◦  
Not Needed at the Club

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



Can you put them in spoilers, you are gonna crash the Internet!

29-02-16, 03:52 PM

#111

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

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

Edit your posts to use IMG tags instead of URL tags to make them display, like I've done for you in post #109

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29-02-16, 04:05 PM

#112

**minusmf** ◦  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

thanx for the advice friend but i am new to this kind of stuff..Ill look into it...sorry for my ways didnt mean to be like this ...didnt know another way 😊

01-03-16, 12:07 AM

#113

**Fods** ◦  
Not Needed at the Club

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

Originally Posted by **Dermotron** ◦

*Edit your posts to use IMG tags instead of URL tags to make them display, like I've done for you in post #109*

Good mod would do that and also spoiler them

01-03-16, 12:21 AM

#114

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

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

A mod on a full time salary might go through 60 odd images and change them alright. Now that he know's how he can edit the posts again

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01-03-16, 12:25 AM

#115

**Fods** ◦  
Not Needed at the Club

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

Originally Posted by **Dermotron** ◦

*A mod on a full time salary might go through 60 odd images and change them alright. Now that he know's how he can edit the posts again*

That's the beauty of having more mods and not sticking to the clique 🤔

I could whisk through that in 5 minutes right now!

01-03-16, 12:29 AM

#116

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

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

Your last run as mod went well then?

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01-03-16, 12:35 AM

#117

**Fods** ◦  
Not Needed at the Club

Join Date: 16-12-11  
Location: Australia



Originally Posted by **Dermotron**  
*Your last run as mod went well then?*

Yeh got sacked for speaking my mind which Mark didn't like.... refer back to my previous post about the 'clique'

01-03-16, 12:36 AM #118

**info0** o  
**VIP**

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

JUSTICE is SERVED 😊.

01-03-16, 12:38 AM #119

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

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

Dependable/reliable is more appropriate

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01-03-16, 12:44 AM #120

**info0** o  
**VIP**

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

This site has most lenient Moderators I came across. That can be read as positive or negative 😊.

None of you would last 1 week on Evo-Web/WENB forums, that's for certain, being like that. Banning people, issuing warning, deleting posts, editing posts is commodity.

Though, they do have same amount of mods as us. Bizarre.

01-03-16, 12:49 AM #121

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

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

What's there to moderator on here in fairness? A bit of tidying here and there. It's a community so it works best when everyone helps out. Which in general that's how it works at it's best.

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01-03-16, 12:51 AM #122

**minusmf** o  
**Decent Young Player**

Join Date: 01-11-12  
 Location: GREECE  
 Posts: 97

may i ask something?why dont we use all kinds of tactics with the worst team of a league?maybe my tacs would be crushed in that situation, but wouldnt it be more precise and accurate about the value of a tested tactic?

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

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

Originally Posted by **minusmf** ◊

*may i ask something?why dont we use all kinds of tactics with the worst team of a league?maybe my tacs would be crushed in that situation, but wouldnt it be more precise and accurate about the value of a tested tactic?*

If you test with a brilliant team there'll be rarely any variation in results, so there'd be no way to tell if a tactic is just good or phenomenal. If the current PSG team was used, there'd be little or no variation in the top 250 tactics. In fact with a bit of luck a tactic ranked about 200th could come first. De Graafschap are pretty average but also have enough players to cover every position meaning any tactic should be accurate. Plus running Holland on it's own takes less than a minute to run a full season where as somewhere like Spain or England could take 30 minutes. so that would be 5hrs to run 10 tests instead of 10 minutes. Plus if everyone uses the same team the variables are reduced.

Testing using the worst team is always a good gauge though. Breaking the Barca/Real/Atleti trio in Spain with Sporting Gijon would signify a pretty brilliant tactic imo. But the results wouldn't be included in the Open Tactic League  
<http://champman0102.co.uk/showthread.php?t=5790>

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

**minusmf** ◊  
**Decent Young Player**

Join Date: 01-11-12  
 Location: GREECE  
 Posts: 97

you have a point , but i asked why dont we use the **WORST** team running Holland. I mean using a team with players that have poor stats and not many substitutes of equal value.Besides testing with the **worst** of team f.e. in Holland doesnt double the value of a succesfull tactic in comparison with others?

**minusmf** ◊  
**Decent Young Player**

Join Date: 01-11-12  
 Location: GREECE  
 Posts: 97

at the end i mean what would happen if we test our tacs with teams that suck or even better with teams having only grey players?

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## Thread: Tactics - WibWob: How does yours look like?

Thread Tools

01-03-16, 01:12 AM

#126

**info**  
VIP

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

Tapani did that before and grey players won the league, so no.

Worst team in league in Holland won't have players to COVER for all positions. That's the main criteria of choice. de Grap fits nicely. They are mediocre at best, so winning the league with them on constant basis is no short to amazing tactic 😊.

01-03-16, 01:12 AM

#127

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

It would probably lead to more sackings meaning lots of incomplete data. So unless you are a tactical genius or are copying another tactic it put people off trying.

Ideally a fabricated database where all the opposition clubs had the exact same players (positions, CA/PA, attributes, managers, finances, chairmen etc) and the test team being a bit worse would probably produce more accurate findings as again you are reducing the variables and variances involved.

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**November 2020 Data Update Out Now**

01-03-16, 01:25 AM

#128

**minusmf**  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

ok i got it thanx for that 😊keep up the good work

Originally Posted by minusmf

Played myself football for many years. I am a pharmacist but great fun in maths and geometry..starting to play this game for over 15 years and i am 39 at the moment.all i can say is that **this game has nothing to do with real football** thats why i am examining only the spect of the game as a mathematic riddle..i believe there are unlimited excellent tactics to dominate this game..you just have to make team moves with precision by your players and to take advantage the whole pitch and move the players to empty spaces or to cover your defence empty spaces by moving accordingly.

the reason to decide to talk about that here is that one week ago while dominating with one of my tactic i was winning with a mediocre team in greek superleugye by 6-1 at 64 min...opposite players had ratings 4-5 until that minute...suddenly i lost 6-7.took 6 goals in 26 minutes when i had the best defence and attack in my league...this made me angry and upset and made me to force myself to beat this game once and for all .so last days decided to view this game as a chess challenge and experimenting on tactics using the advice i wrote before in previews post. I realized last days that the game is all about space and time...as tapani wrote today he spoke about the notches...happy for myself that realized that by my own one week ago...moving players either attackin or defending same spaces at the same time (turn-its a turn based game after all) gives you the advantage before the AI has to do the same to mark all your players succesfully and at the same time also...when finally the AI do this that means that the tactic will be broken...but i seriously doubt if this will be soon..

Now a few notices on the game from my experience...

a)when dominating the game automatically will make you lose no matter what you do,so the gamehas to keep the balance...i am definetely sure thats this variable is inside the game engine..by that i mean that you "have to lose " so the game may still be challenging.if you lose a game usually from a weak team try to play the game again 10 times and you will see that 9/10 times you ll win.

b)there are two kinds of players and ways to defeat this game...SI probably gives you this opportunity by buying the best players so you ll win no matter the tactic you use.The other category used by tacticians is to defeat the game nomatter the stats your players have by exploiting the game weaknesses as i ve already told.i belong to the second ones...besides thats the meaning of football.To win by teamplay and effort nomatter how strong your opponent is by striking in his weak spots(wib/wob boxes)

c)later sometime i ll share some very very simple tips to make your tac strong like the best that exist already without having to do all these test for hour or hours..all you have to do is running 2-3 tests just to see 4yourself the truth of my arguments

d) i usually play more often cm 00 01 cause its harder than cm 01-02 and was the main reason that made me think this game as a matter of maths and non football.besides in real football always happen crazy things but not so crazy as those happen to all of us playing ths game.Most of u know what i mean

e)last year i did a stupidness..had made a very simple tac a kind of 2-0-2-3-3 with a very effective offside trap...never saved it because that time i was remembering the wib/wob changaes i made . besides i was thinking that i could easilly madeit again anytime...at that time i got married and didnt play the game for 2-3 years...when back at the game forgot the way of view with this tactic and never again succeded making it again...with that tac i won every game 7-0 8-0 9-0 .every single one of the them even in europe.with mediocre teamsalways and without buying players...the only reason i came back to this game again is to make again that tact...i really want to dominate the game not just winning...till now i havednt done it.yet..though i dont stop trying.

f)some of you will ask me to upload some o my tacs.i dont intend to do that at the time..maybe in the future cause i keep them formyself because it took me much time to develope them.spend hours and hours to be honest.

g)thank you for your patience

I have to disagree here, with all respect. Football have everything to do with take space on the field to win games and CM0102 is exactly this. If you want a good tactic on real life, you need to dominate every space on the field. That's exactly how football works in real life.

CM0102 fails only because poor players can do almost the same that good players do in this particularly aspect of the game. But this is the most important aspect in football. In the end is all about dominate spaces on field. Of course you need to have a very well trained players to do this and CM0102 just ignore this fact. But it don't make CM0102 unrealistic. It's just a game that try to simulate aspectos from real football and I think they made a good job on it.

Anyway, I don't like to exploit CM0102 with unreal tactics that exploit central field of the game. The real challenge is use real tactics on the game and try do make them work. A tactic that need some good players to work if want to win championships.

23-03-16, 09:37 PM

#130

Originally Posted by rodrigoxm49

I have to disagree here, with all respect. Football have everything to do with take space on the field to win games and CM0102 is exactly this. If you want a good tactic on real life, you need to dominate every space on the field. That's exactly how football works in real life.

CM0102 fails only because poor players can do almost the same that good players do in this particularly aspect of the game. But this is the most important aspect in football. In the end is all about dominate spaces on field. Of course you need to have a very well trained players to do this and CM0102 just ignore this fact. But it don't make CM0102 unrealistic. It's just a game that try to simulate aspectos from real football and I think they made a good job on it.

Anyway, I don't like to exploit CM0102 with unreal tactics that exploit central field of the game. The real challenge is use real tactics on the game and try do make them work. A tactic that need some good players to work if want to win championships.

Basically we say the same thing.If the game doesnt mind the quality of the players as you said yourself then this has nothing to do with reality.In real games quality matters and grey or low stats players cant dominate in any case.Besides as you said the cm 01/02 "tries " to simulate and thats the issues.From my point of view fails dramatically in this.First minute goals against with a description like "Alpha" shoots and scores, means exactly that and this happens very often we all are familiar with that.We all live in the same century and as you know no game can simulate reality in anyway.We are still years far from that.Thats why i believe that there are variables and strings inside the game engine to keep a kind of balance when dominating the opponent.In reality there are teams that used the same tactic for years and still dominated .Here nearly the majority of tactics get cracked by the AI after one two years.Another fact that shows that is an unfair game is that when you use a tactic, the ai "sees" the positions of your players in all wib/wob screens because the AI is part of the match engine.But when AI wib/wobs you cant see where it moved its players to react correctly.You might know that when you use heavily wib/wobed tacs the game does the same if you watch your opponents tactics.Do you really know, that time ,where it moved its players?And dont tell me it doesn know yours ,because why then does it wib/wob in the first place?Thank you for your post

24-03-16, 12:11 AM

#131

**info0** ◦  
**VIP**

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

You want realistic outcomes and feel of manager without wib/wob screens and touchline instructions instead? Football Manager answered my call. It's almost proper simulation, but again, it's a GAME, so they had to take some shortcuts 😊.

I also agree that CM, with all due respect, is hardly realistic nowadays. Might have been when game was released, but now, it's very shallow.

24-03-16, 12:11 AM

#132

**rabanadas** ◦  
**Youth Team Player**

Join Date: 17-04-15  
Location: Arouca, Portugal  
Posts: 22

What a hell is IMO?

24-03-16, 12:23 AM

#133

**info0** ◦  
**VIP**

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

in my opinion? 😊

01-04-16, 08:46 PM

#134

**fequeyroi** ◦  
**Youth Team Player**

Join Date: 04-05-15  
Location: Rio de Janeiro  
Posts: 8

What a profound discussion we have here...

I must admit that minusmf has a point.

I'm 32 years old and also have been playing CM 0001 for more than a decade, and it's still surprising me in a good or bad way.

That's why my friends, i cannot get rid of it. And still strugglin to find a tactic to neutralize the AI.

How crazy am i?

07-04-16, 10:07 PM

#135

**minusmf** ◦  
**Decent Young Player**

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

May i share some stupid questions...

1)Why the AI wib/wobs if it sees only our main formation?

2)How can it see and know our own positions or transition in all 12 wib woob screens?

3)If in fact it knows our own , then why dont we somehow know AI's wib/wob screens?

4)Super keeper situation isnt a way for the match engine to earn time to try and find a weak spot in our wob screens so to hit back? (cracking tactic as we know it)

5)Of course all these are questions to be made to the creator of the game so never mind.Colliers(brothers) if i remember correctly their name😊By the way does anybody know them?

i just saw this vs me xaxaxa <http://postimg.org/image/5znf7bhgr/>

*Last edited by minusmf; 07-04-16 at 10:26 PM.*

08-04-16, 11:40 AM

#136

**info0** ◦  
**VIP**

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

The AI doesn't wib/wob at all. It might change the arrows ON the tactic, but that said player will not be moved on wib/wob.

The AI doesn't know human wib/wob. It's a trial and error game on AI part to find formation from it's OWN arsenal (made by humans in pct format in Data folder) which works best vs human formation. Though it might take several seasons in some cases (fe. 4141\_iodine).

You CAN see AI wib/wob. I can upload you ALL AI tactics. No big deal 😊.  
There is no tactic cracking. For anyone who played FM in recent years, they should know about bad slump situation, exhausted from season syndrome, etc. Similar thing was tested in CM3 engine core. Again this has nothing to do with tactical side of the game. One shot one goal syndrome, super keepers and such, can be attuned to... Form crisis/peak. Mostly regarding GKs and yes, this can be programmed/hard coded when certain criteria are met.

Regarding Collyer brothers. They were founders of Sports Interactive and made very first Championship Manager, but now sit as chairmen in SI. All mangement aspects were for a long time in Miles Jakobson hands (he had his input already in Championship Manager series) 😊.

Jacobson first became involved in Sports Interactive as a fan of the game, after obtaining an advance copy of Championship Manager 2 in exchange for two Blur concert tickets, offering his services as one of the early testers. The Collyer brothers realised that Jacobson's abilities and experience would be put to better use in other areas and he became the fledgling company's unofficial business advisor. Jacobson quickly became an integral part of the team, assuming the role of part-time Managing Director in 1999 before finally taking the helm on a full-time basis in 2001.

Under Jacobson's management, Sports Interactive has grown from a fledgling start-up employing five people to one of the best-known names in UK game development with a staff of almost 100 and a network of roughly 1,300 scouts across the globe. To date, the studio has sold in excess of 15 million games, has been responsible for six of the top 10 fastest-selling PC games of all time in the UK (five of which are from the Football Manager series) and has enjoyed more than 200 weeks at No.1 in the PC charts. Sports Interactive also has been responsible for five of the top 20 best-selling PC games of all time in the UK. That's quite an achievement and I can applaud that. He is also very likeable guy...

Here is great video. Audio is a bit muddy due to copyright thing I guess:

Watched it few times already. Always good to go back to this haha. 🌐

08-04-16, 02:15 PM

#137

**minusmf** ◦  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Thanks for your comments info0. But if AI doesn't wib/wob then how come every player of opponents, in ANY formation vs me, has thick circle around in almost every game? Doesn't thick circle mean that the AI's player is moved in wib/wob boxes. As far as I know this only happens when you move a player outside of his original places in boxes. Anyway thanks for answering I did read carefully what you've said it's just that I don't agree about AI's wibwobbing. Nice video though. Be well

08-04-16, 02:45 PM

#138

**Jesus** ◦  
First Team Player

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

Originally Posted by **minusmf** ◦

*Thanks for your comments info0. But if AI doesn't wib/wob then how come every player of opponents, in ANY formation vs me, has thick circle around in almost every game? Doesn't thick circle mean that the AI's player is moved in wib/wob boxes. As far as I know this only happens when you move a player outside of his original places in boxes. Anyway thanks for answering I did read carefully what you've said it's just that I don't agree about AI's wibwobbing. Nice video though. Be well*

Those tactics you see that look wibwob'd have been done by other people. I think that's what info0 was trying to say. The AI won't create a wib/wob formation from scratch.

08-04-16, 03:38 PM

#139

**info0** ◦  
VIP

Join Date: 02-03-12

Yes, that's what I meant. Those wib/wob formations were already created by creators. The AI won't wib/wob on it's own. The AI can however, add arrows, but... Said player loses his original wib/wob and you can see that happen with certain formations often (442 variants most often).

13-04-16, 08:10 PM #140

**minusmf** ◦  
 Decent Young Player

Join Date: 01-11-12  
 Location: GREECE  
 Posts: 97

Originally Posted by **info0** ◦  
*Yes, that's what I meant. Those wib/wob formations were already created by creators. The AI won't wib/wob on it's own. The AI can however, add arrows, but... Said player loses his original wib/wob and you can see that happen with certain formations often (442 variants most often).*

To be honest this happens all the time in my cm 00 01 v3.89 game .Every opponent tactic on behalf of the AI has thick circle around almost every player,I already checked the AI tactics in pct format located in data folder but nothing indicates that they were made by human.In fact the default AI tacs are pretty much exactly the same with cm 01-02.So how can this be explained?In one game i show the craziest thing.AI had two players occupying the amc position in the overview screen.Isnt that wib wob?

13-04-16, 11:00 PM #141

**info0** ◦  
 VIP

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

Have you loaded them? 😊

I am 100% positive AI doesn't wib/wob AT ALL. Tested it many times, given AI my own tactics too, but... Then manager changed my player position adding arrow to the player and neglecting wib/wob completely (that means the thick circle disappeared 😊).

And yes, 98% of AI tactics in Data folder are wib/wobbed. Made by game creators.

14-04-16, 12:16 AM #142

**minusmf** ◦  
 Decent Young Player

Join Date: 01-11-12  
 Location: GREECE  
 Posts: 97

Originally Posted by **info0** ◦  
*Have you loaded them? 😊*  
*I am 100% positive AI doesn't wib/wob AT ALL. Tested it many times, given AI my own tactics too, but... Then manager changed my player position adding arrow to the player and neglecting wib/wob completely (that means the thick circle disappeared 😊).*  
*And yes, 98% of AI tactics in Data folder are wib/wobbed. Made by game creators.*

Then how can someone explain the thick circles around every player no matter which my opponent is and in every tactic is using?i see the arrows but despite that i also see thick circles all the time.And as i said before in one occasion i saw TWO AMC occupying the central AMC position one above the other.That surely is not data folder tactic.Or if it is , its wib wobed by the AI to effectively oppose me.And it sure did 😊Anyway I just think that AI uses the default tacs but gradually moves players up or down from default positions trying to neutralize my offense and to counterattack.Thats my personal belief of course...Now what do you mean 98% are wib/wobbed?i have seen them all.Arent those some kind of default formations for AI?

14-04-16, 11:17 AM #143

**info0** ◦  
 VIP

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

I have seen them all, yes.

I can re-assure you that AI doesn't wib/wob. It's not in game code either. It's just rotating tactics to suit it. It can move players out of position on overview screen or add arrows, but that's it. It won't move players on wib/wob screens.

You can even ask Tapani about it.

Yes, 98% of Data folder tactics are wib/wob. Oh and yes, I rarely see AI use default formations without wib/wob aka flat. The AI just doesn't do it (except for 4132 I believe). They use mostly v# variants you can find in Data folder. The files ending with *default* are bog standard formations you can load when selecting default human tactic too. They are non wib/wobs.



However, all ending with v, push and norway are wib/wobbed variants.

Hope that explains it.

14-04-16, 11:28 AM

#144

**minusmf** ◊  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Ok i think i got it.Thanks for the info, info0 😊 By the way where is Tapani?he doesnt visit the forum often i can assume

14-04-16, 11:38 AM

#145

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

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

Open the Editor > Tools > Options - check Preset Tactics

Load new game and in the Tactic's screen you will now see Load Presets. You can have a look at the tactics's the AI uses, most have some sort of wib-wobing even if lots of it is useless.

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14-04-16, 05:39 PM

#146

**minusmf** ◊  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

ok i understand.But what about thick circles around opposition players?What does it mean?

14-04-16, 07:05 PM

#147

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

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

It means the wibwob has been changed on the tactic the AI is using. Same as a player tactic.

Default 442 goalkeeper has been wib-wobbed for example

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14-04-16, 07:24 PM

#148

**minusmf** ◊  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Originally Posted by **Dermotron** ◊

*It means the wibwob has been changed on the tactic the AI is using. Same as a player tactic.*

*Default 442 goalkeeper has been wib-wobbed for example*

So AI DOES wib/wob ,its just that it is based on given in data folder formations?

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

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

The AI doesn't wibwob, the wibwob is in the default tactics. So yes it uses some wibwob, but its doesn't randomly generate it

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**minusmf** ◦  
**Decent Young Player**

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Originally Posted by **Dermotron** ◦

*The AI doesn't wibwob, the wibwob is in the default tactics. So yes it uses some wibwob, but its doesn't randomly generate it*

There are times my friend that i look for an excuse thats all to be honest 😊 And the fact is that sometimes i feel the need of breaking my pc if one of my tactics fails.This game has a way to test our nerves sometimes dont you think? 😊 It often makes me laugh or smile time after time.I think thats why we all keep playing it still.By the way i checked what you've said and you and info0 are right.Again 😊

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## Thread: Tactics - WibWob: How does yours look like?

Thread Tools

06-09-16, 06:03 PM

#151

**minusmf**  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Originally Posted by **Dermotron**

*The AI doesn't wibwob, the wibwob is in the default tactics. So yes it uses some wibwob, but its doesn't randomly generate it*

Can you explain this simple 442 vs me , why it has thick circles around every player?Its a game i just played and AI had this formation all over the game.Not an internet game to be spesific...if its not wib/wob then what is it? I ve faced 442 again in this savegame but with no thick circles.So whats the difference now?I happened to lost this one using dws v5 for my team

**Spoiler!** Show

07-09-16, 08:58 AM

#152

**AtomicAnt**  
Backup Player

Join Date: 06-03-12  
Posts: 705

Originally Posted by **minusmf**

*Can you explain this simple 442 vs me , why it has thick circles around every player?*

He has explained it, it's written right in the quote you highlighted in your post.

07-09-16, 09:24 AM

#153

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Indeed Atomic. The AI has 9 different variations of 442 to chose from.

One thing it might change is arrows but it certainly doesn't change the wibwob

minusmf ◦  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

The simple 442 i showed its not one of the wib/wob variations of 442 .thats why i am wondering about thick circles around AI players  
When AI only just changes instructions , makes thick circles around players?

Dermotron ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Did you edit the default 442 using info0's method here - <http://champman0102.co.uk/showthread...7200#post87200>

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Dermotron ◦  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

This one of the Preset tactics i.e. tactics the AI can choose from



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**minusmf** ◊  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Originally Posted by **Dermotron** ◊

Did you edit the default 442 using info0's method here - <http://champman0102.co.uk/showthread...7200#post87200>

No I didnt

**minusmf** ◊  
Decent Young Player

Join Date: 01-11-12  
Location: GREECE  
Posts: 97

Mine was just this without v1 v2 etc

and had thick circles around players as you can see...and simple 442 is not wi/obed as far as i know(i mean without the v1 v2 v3 v...v10)

**Spoiler!**

**martinho** ◊  
Hot Prospect for the Future

Join Date: 08-03-12  
Posts: 232

So am i right in thinking;

The tactics that the AI uses in the latest update (so as of now, April 2017) are tactics created by other players? Usually I don't WIBWOB because it feels like having an advantage over the AI, but if the tactics the AI uses are player created which include WIBWOB - can I WIBWOB without feeling like I'm cheating? :p

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

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

No, only 433 is, the rest are the defaults

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**hodgy** ◊  
Hot Prospect for the Future

Join Date: 05-02-14  
Posts: 109

I found a pack Tapani did which updated the default tactics: <http://champman0102.co.uk/showthread...120#post274120>

I use this and find it's a good balance between the original and the harder AI tactics pack. It's not at the level where you need to WIBWOB extensively just to compete but it creates much more competition than against the default tactics. If you're a mid-table team, you more than likely will finish mid-table (unless you use the "best" tactics).

**martinho** ◊  
Hot Prospect for the Future

Join Date: 08-03-12  
Posts: 232



Originally Posted by **Dermotron**  
No, only 433 is, the rest are the defaults



Righty, so if i wanted to self impose a level playing field, i would not WIBWOB my tactics

13-04-17, 01:43 PM #163

**Dermotron**  
Sir Mergements  
Director  
Manager  
VIP  
Captain

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

Yes but what will bake your noodle is nearly the default AI tactics have some form of wib wob in them 🤔

It's just it's very shit wib wob

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14-04-17, 09:22 AM #164

**samsami**  
VIP

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

Originally Posted by **hodgy**

I found a pack Tapani did which updated the default tactics: <http://champman0102.co.uk/showthread...120#post274120>

I use this and find it's a good balance between the original and the harder AI tactics pack. It's not at the level where you need to WIBWOB extensively just to compete but it creates much more competition than against the default tactics. If you're a mid-table team, you more than likely will finish mid-table (unless you use the "best" tactics).

In other words, it all depends on what you want.

I wanted to use WibWob to my heart's content without the game becoming (too) easy, so what I did was I created the strongest possible AI Tactics pack for my own use (it can be downloaded here: <http://champman0102.co.uk/downloads.php?do=file&id=221>)

That AI tactics pack made it very hard to win the title even with teams like Spurs. Which is exactly what I wanted,

### 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*

15-04-17, 03:44 PM #165

**Offside Trap**  
Squad Rotation Player

Join Date: 07-03-12  
Location: Peterborough, UK  
Posts: 1,291

Hi Guys, quick question, which may/may not have already been answered in this thread, as I saw someone pointed it out, but wanna confirm a few things

So a AI switched to half a team of players that were wibwob, is that because, in mt tactics folder, ive implemented some wibwob tactics of my own? and that they have taken bits from here and there aswell as default bits?

23-04-17, 05:23 PM #166

**Tierney-LFC-1990**  
Reserve Team Player

Join Date: 20-02-16  
Posts: 293

### The 'Replicate Real Life Styles Of Play' Thread (Non Wib-Wob)

Hi everyone,

I'm not sure if this has been done before (I apologise if it has), but I thought it would be good to have a thread in the 'Tactics' section of the forum where players of the game could post their interpretations of certain styles of play. You could do this by posting screenshots of your formation and typing up the player/team instructions that you use for the tactic. Or even record videos if you wish :-)

I believe that certain styles of play have been replicated via wib-wob, but I would like to keep this thread as non wib-wob tactics please.

When I say certain styles of play, I mean all types. For example; replicating Rafa Benitez Liverpool side that finished 2nd in the Premier League in 2008/09 or replicating Frank Rijkaards FC Barcelona of 2005/06 that won the UEFA Champions League. These are obviously examples, but it would be interesting to see how players of the game replicate their styles of play on this great game.

I understand CM 01/02 is outdated and doesn't have the tactical capacity that the management games of today have, but to try and replicate the styles of play to suit the needs of the game would be interesting to see.

Not sure if the thread will take off, hopefully it will, but it's just something I'm interested to see :-).

This account on YouTube gives some fascinating insight on how certain teams/managers have set up and could be used as a guide into replicating some styles of play - PDS FC  
<https://m.youtube.com/playlist?list=...kJI84mVMfIhdqb>

Matt

Last edited by Tierney-LFC-1990; 23-04-17 at 06:00 PM.

23-04-17, 07:09 PM

#167

**JLa** ◊  
Backup Player

Join Date: 02-04-12  
Posts: 865

Would love to, but working with this match engine is a challenge. When it's all text and no graphics, how do you make sure your tactics work as expected or not (besides the striker scoring and perhaps a certain midfielder assisting)? Good luck though. I'll be reading with interest. :-)

23-04-17, 07:24 PM

#168

**Tierney-LFC-1990** ◊  
Reserve Team Player

Join Date: 20-02-16  
Posts: 293

Originally Posted by **JLa**

*Would love to, but working with this match engine is a challenge. When it's all text and no graphics, how do you make sure your tactics work as expected or not (besides the striker scoring and perhaps a certain midfielder assisting)? Good luck though. I'll be reading with interest. :-)*

I guess you have to rely on the match stats, player in-match stats etc. Of course it will be a challenge to replicate modern tactics to such an outdated tactic system, but it's still worth giving it a go ;-). I'm going to give it a go myself, but I'm no master tactician (far from it! lol).

27-05-17, 04:20 PM

#169

**Ariesun24** ◊  
Youth Team Player

Join Date: 27-05-17  
Posts: 6

### **Tactics overview vs with or without ball????**

I don't understand this 😞



# Real Madrid C.F. Tactics

Tactics View Last Match Edit

4-4-2

capt

DR DL DC DC MC MR MC FC FC ML SB1 SB2 SB3 SB4 SB5 SB6 SB7 SB8 SB9

Overview With Ball Without Ball

Cancel Ok

# Real Madrid C.F. Tactics

Tactics View Last Match Edit

4-4-2

capt

DR DL DC DC MC MR MC FC FC ML SB1 SB2 SB3 SB4 SB5 SB6 SB7 SB8 SB9

Overview With Ball Without Ball

Cancel Ok

# Real Madrid C.F. Tactics



The position of the players goes out of order.  
Can you explain me it? Do you put in order it or leave it?

27-05-17, 05:44 PM

#170

info0  
VIP

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

You can position the players where you like on with/without ball screens making the tactic perform better. Some people consider it cheating. ;]

27-05-17, 06:01 PM

#171

samsami  
VIP

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

With ball (your team has the ball) your players position themselves more forward.

Without ball (you opponents have the ball) your players move backwards.

You can change it on all twelve squares and then save your tactic under a new name and test it.

## 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*

28-05-17, 11:12 AM

#172

KL1  
Scout

Join Date: 10-08-16  
Posts: 62

Originally Posted by info0

You can position the players where you like on with/without ball screens making the tactic perform better. Some people consider it cheating. ;]

Wib/Wob in itself is not cheating. You can completely ruin a tactics with wib/wob. The cheating part is when you position your players in unrealistic formations in order to exploit the match engine. For example:



and



These are unrealistic setup that exploit the match engine and so I consider them cheating. Although I have to say that ultimately it's a game and if that's the way people have fun then be it. The whole purpose of playing games is having fun 😊

28-05-17, 11:16 AM

#173

**Fods**  
Not Needed at the Club

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

Info 🤖 how can wib wob be cheating 🤖

28-05-17, 11:45 AM

#174

**info0**  
VIP

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

It can bring a tactic to overachieve which in fact is cheating match engine. It's not even exploiting match engine.

I didn't consider it as cheating even with narrow formations because even Tapani shown those are medicore at best, but his 4141\_iodine made a mess. How many people regrets the decision to release it to public? 😊

IT's prime example of overachieving and not cheating tactic. It's also fairly realistic considering player positioning.

28-05-17, 12:54 PM

#175

**samsami**  
VIP

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

Well, you can choose to play with the default tactics (non-Wib/Wob) against the default computer tactics. That is fair.

But Wib/Wob is a feature of cm0102 so why not use it?

That's why I created a Tactics Pack for the computer that is so good that you can Wib/Wob as much as you like but you'll still struggle as my Blackburn Rovers story shows.

<http://champman0102.co.uk/downloads.php?do=file&id=221>

### 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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Results 176 to 186 of 186 Page 8 of 8 First ... 4 5 6 7 8

Thread: Tactics - WibWob: How does yours look like?

Thread Tools

28-05-17, 01:16 PM

#176

**Topofthekop**  
Squad Rotation Player

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

Way i see it is this:

Wib/wob is just like a real life manager telling his players to start in this position and through the phases move to position X eventually. So how could it be considered cheating.

28-05-17, 01:27 PM

#177

**Fods**  
Not Needed at the Club

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

Tacticas overview vs with or whithout ball????

Originally Posted by **EL-TOPPO**

Way i see it is this:

Wib/wob is just like a real life manager telling his players to start in this position and through the phases move to position X eventually. So how could it be considered cheating.

Fucking Oath, I agree with you.

Last edited by Fods; 29-05-17 at 08:52 AM.

29-05-17, 04:48 AM

#178

**joeman**  
Youth Team Player

Join Date: 23-05-17  
Posts: 14

With regard to cheating, a reasonable definition is to exploit the flaws of game engine by doing something to put yourself on uneven ground against the AI.

With that being said, I don't think wibwob is cheating. I think what is cheating is to use no wide players whatsoever. This exploit game engine and put yourself on even ground because the AI uses wide players.

**samsami** ◊  
VIP

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

Originally Posted by **joeman** ◊

*With regard to cheating, a reasonable definition is to exploit the flaws of game engine by doing something to put yourself on uneven ground against the AI.*

*With that being said, I don't think wibwob is cheating. I think what is cheating is to use no wide players whatsoever. This exploit game engine and put yourself on even ground because the AI uses wide players.*

Again, only if you choose to use Wib/Wob while letting the computer struggle with the mediocre default tactics.

Last edited by samsami; 30-05-17 at 12:01 PM.

### 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*

**hodgy** ◊  
Hot Prospect for the Future

Join Date: 05-02-14  
Posts: 109

Exploiting a weakness (in this case the match engine) is not cheating. Does that also mean teams cheat against Man City when they bombard Claudio Bravo?

I personally don't extensively wib-wob and use harder AI tactics because I like to make winning trophies hard to come by, so are extra special when they do. But to call it cheating is absurd.

**joeman** ◊  
Youth Team Player

Join Date: 23-05-17  
Posts: 14

I think people can play however they want to play without being called anything. I personally don't change default AI tactics, but I use realistic formations against them. I wibwob only to make the formation and tactic more realistic to real life. It is not nearly as strong as those super tactics which bunch up everything in the middle, but it is still fun.

**SuperStranger** ◊  
Reserve Team Player

Join Date: 21-01-13  
Posts: 260

for me this tactic is best i ever made, im writing because 🤔🤔🤔

few screenshots :



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16-04-18, 10:25 PM

#183

terzino sinistro ◦  
Youth Team Player

Join Date: 12-04-18  
Posts: 14

Originally Posted by [faz44](#)

Yes, attacking/short passing.

Here's an idea. I've uploaded all the Open Tactic League tactics I have and put a link on the last post in the thread. If you use it in conjunction with the spreadsheet, you'll see there are four tactics that get over 70 points on average: 4-2-3-1 (which is a DR-DC-DC-DL/DMC-DMC/MC-MC-MC/SC), TwoFish (which is fucking crazy), AC Helensburgh and 4-1-2-2-1 Titova Juga (which are DR-DC-DC-DL/DMC/MC-MC/AMR-AML/SC but do it in different ways). They all have different ways of doing things. 4-2-3-1 has a WWW2-esque lone striker on a free role being fed by through balls from the DMC. TwoFish seems to have the NWW thing where a certain amount of arrows (but not too many) works very well. Have a look, experiment.

On the NWW front, I have a whole range of tactics based on the European Championships tactic pack. All of them have the Tiqui-taka style but they don't all work all the time. I'm now looking at what has worked in the OTL and am going to try that.

iodineCF didn't make top-4?

26-05-20, 03:13 PM

#184



**Juventus Tactics**

451 Overload (Right) (Version 2)

Overview With Ball Without Ball

Cancel Ok

I got a bit tired of trying to make symmetrical tactics so I went down the route of trying to implement a system where the tactic attempts to overload one side of the pitch before switching it to the other side of the pitch to deliver the killing blow.

I've implemented a few strains of logic in order to see what I can achieve. Firstly the striker is set to free role in order to float around the pitch. This is reflected in the WIB screens with him being central to all attacks but also available to pass to from all sides. My MC is the creative player who does nothing of note defensively but pulls the strings going forward. My DMC is there to cover the two defenders as the left and right back attack on their respective side. The AMC pushed over the right hand side to work in sync with the right-back and the right-midfielder in order to achieve that an overload.

**The Following User Says Thank You to M.C.F.C For This Useful Post:**

leo37

30-05-20, 10:26 AM

#185

Originally Posted by M.C.F.C



## Juventus Tactics

Tactics
View
Last Match
Edit

451 Overload (Right) (Version 2)

Overview
With Ball
Without Ball

GK capt

DL

DC

DC

DR

DM

MC

MR

AM

AM

FC

SB1

SB2

SB3

SB4

SB5

SB6

SB7

SB8

SB9

Cancel
Ok

*I got a bit tired of trying to make symmetrical tactics so I went down the route of trying to implement a system where the tactic attempts to overload one side of the pitch before switching it to the other side of the pitch to deliver the killing blow.*

*I've implemented a few strains of logic in order to see what I can achieve. Firstly the striker is set to free role in order to float around the pitch. This is reflected in the WIB screens with him being central to all attacks but also available to pass to from all sides. My MC is the creative player who does nothing of note defensively but pulls the strings going forward. My DMC is there to cover the two defenders as the left and right back attack on their respective side. The AMC pushed over the right hand side to work in sync with the right-back and the right-midfielder in order to achieve that an overload.*



Here's the most recent version of my attempt. A lot of tweaking and experimenting in order to make it a bit more potent and score more. The lone striker tends to do a lot better with goals per game now and the left MC is the architect, often designated as the playmaker. The other, central, MC is the destroyer, looking to close down anyone in their vicinity with hard tackling. The full backs get a nice amount of assists over the course of a season and the AML/AMR play a nice supporting role.

08-11-20, 07:40 PM

#186

**Propa** o  
Youth Team Player

Join Date: 23-10-20  
Posts: 2

Hi guys. Can you tell me what is the best tactic? I need a monster tactic for destroy evryone, THE BEST. Thank you

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