then choose your skill level until you gain experience and playing skill. The higher levels help you to maintain a challenge whilst a MR of SO will give you a SOS chance. If your MR is 2SS or maximum is 50,000 per division.

**FOOTBALL MANAGER 2**

*Football Manager 2* offers an impressive improvement on *Football Manager*. It contains all the basic ingredients that made *FM1* one of the biggest selling home computer games ever.

I have completely redesigned the graphics match action and the actions of team members. You will see the ball moving in different directions, the movement of the players closer to the action and the anticipation of the opponent's movements.

In the man-to-man marking, players with higher skill will tackle more opponents with the man-to-man marking.

**THE NEW GAME**

*Football Manager 2* offers an improvement on *Football Manager*. **FM1** is a complete rewrite. *Football Manager 2* offers an improvement on *Football Manager*. 

The slot at the top of the screen contains your reserve players and any player in that slot will play when the action starts. Any player in that slot cannot be transferred to a player in the same team.

**THESE ARE THE POINTS TO TAKE INTO ACCOUNT**

Fitness

Playing in a match will affect each player's fitness. They will pick up knocks during play and need to be substituted.

**FOOTBALL MANAGER 2**

BUY PLAYER

You may only sell a player if the offer is accepted. If the offer is rejected by the player's agent, he will negotiate an offer. The player will then become available for sale.

If you see the words *BUY PLAYER* you are in the process of signing a new player. The player's name, position, age, and skill level will be displayed.

**TEAM SELECTION CONTROLS**

When you are in a match, you can change your team formation and select new players. To do this, press the buttons in the joystick to move up or down the reserves. The player will be selected in the position you want him in your team.

**PLAYER CONTROL**

At the start of the match you will be able to choose your team. 

**FINANCE**

The profit of your club is dependent on how well you are performing. The higher profits you make, the higher the club's position in the league will be.

**Selling Players**

**FINANCE**

Players are on loan to you by the player's manager. If you are in trouble and need help, you can use the loan system and pay for a player's wages. You will be able to see their wages and how much money you need to pay. The club will not loan a player if you need more money than what is available for the loan.

**EXTRA TRAINING**

This feature allows you to modify the way your players practice. For example, you can choose to have your players practice with other teams or with another team. You can also choose to have your players practice with other teams or with another team.

**Selling Players**

**Selling Players**

**PAYMENT**

You can pay for players if you want to. The higher the payment, the more likely your team will pay the player. The maximum payment is 250% of the player's wage. This will affect your players' wages and will affect your bank balance. You will be able to see your bank balance and the changes you have made to it.