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New

Start a new game.

Click on a player number, select the division and club, then type the manager's name in.

Open

Loads a previously saved game.

Save

Saves the current game.

Back-ups are not made, if a file is re-saved with its name unchanged the old file is over-written.

Save as

Saves the current game after prompting for a new file name.

New player

Lets a new player enter the game.

Up to 4 players can play.

New club

Allows a player to leave one club to join another during a season.

Resign club

Resign your current club.

If only 1 person is playing then this option is the same as quitting the game.

Exit

Quit the game.

Senior squad

Provides access to the manager's senior squad, the first 11 of which will constitute the team for the next match.

To move a player within the squad click on him then click on the player you want to swap him with. To see the squad's other details click the right mouse button.

A player printed in red is suspended from the next match because he has 10 or more disciplinary points. A player printed in blue is injured.

The blank line between the players shows how many substitutes are allowed in the next match.

See also [Squad screens](#)

Youth team

Provides access to the youth team. If you click on a player they will be highlighted and you will be able to select;

RELEASE - release this player from the club's youth team.

PROMOTE - promote this player to the senior squad.

To promote a youth team player there must be fewer than 40 players in the senior squad, and you must agree to his terms (youth players will work for much less than older players).

At the end of each season the youth squad will be updated and modified. Any players who are not good enough or are too old for the youth team (over 19) will be released from the youth squad and replaced.

See also [Squad screens](#)

Buy player

Buy player from another club. You can buy players at any time providing your senior squad contains less than 40 players and your club can afford it. Click on the division and then the club you wish to examine.

The values listed on the right edge of the screen are the current market value of the players taking into account their form and fitness. These values do not include the effect that a player's contract length has on the amount a club may be willing to pay for him.

Players in red are on the transfer list, players in pink are free agents (their contracts have run out), players in their final contract year are marked grey-green. Players on the transfer list will be cheaper than others (about 15% less) while their wages will be similar. Players who are free agents cost nothing but have higher wage demands and will usually demand large signing-on fees. Players in their final contract year will cost about 30% less than their market values but will demand substantial signing-on fees.

Young (under 22) and old (over 31) players are cheaper to buy and normally work for less than players with equivalent skills.

Players marked blue are injured and cannot be bought, other clubs will similarly not buy any of your injured players.

Players who come from outside the European Union must be of international quality (worth at least £1,000,000) to qualify for a work permit.

To buy a player click on him and you will be shown his price, if you agree with the price and accept his contract demands he will join your club.

If you buy a player who is already suspended, that is he has 10 or more disciplinary points, his suspension will be cancelled so that he will be able to play immediately for your club.

See also [Squad screens](#)

Transfer-list player

Place one of your players on the transfer list. Listed players are marked red, players who are free agents are in pink, players in their final contract year are marked grey-green. To place a player on or remove one from the transfer list simply click on him.

The values listed on the right edge of the screen are the current market value of the players taking into account their form and fitness. These values do not include the effect that a player's contract length has on the amount a club may be willing to pay for him. Players who are free agents (have 0 years to run on their contracts) will not fetch any fee if they leave your club. Players in the final year of their contract will fetch about 30% less than their market value because they will demand a large signing-on fee from any club which buys them.

When you transfer list a player you are telling other clubs that he is no longer part of your plans, and they will expect to pay less for him, he will lose about 15% of his market value.

If any club makes an offer for one of your players you will be told about it at the start of your next turn. A club does not need your permission to approach a player who is a free agent.

If your club has large debts your directors may sell some of your players, they will not consult you.

See also [Squad screens](#)

Sell player

Sell player to a club which has made an offer for him. Note that more than one club may make an offer for the same player. To complete a sale click on the chosen player-club deal.

Any transfer fee you receive will have VAT deducted (at 17.5%).

If a player who has been the target of a transfer offer is injured, then all offers to buy that player will be withdrawn.

Next matches

Shows the next matches to be played. If the matches are league matches then you can see the matches in each division by clicking on the respective button.

Opposition

Shows the squad of your team's next opponents. You will only be shown the actual starting line-up shortly before the match starts.

If your opponent's senior squad is small or has several players missing they may promote players from their youth-team.

See also [Squad screens](#)

Tactics

This is where the manager selects the tactics his team will use in the next match.

You will see a diagram of a football pitch with the approximate positions of your team members marked. Any suspended players will not be shown. The options below are available;

CLEAR - redraw the screen to show only the team positions.

AREAS - shows the manager the areas covered by the players using his tactics.

PASSES - shows where each player passes when possible.

AUTO PST - sets the overall tactics of the team. Each player is set to play in an area matching his natural position. The team's position as a whole, in terms of how far up field they play, is determined by whether the manager selects the DEFENSIVE, AVERAGE, or ATTACKING option.

To set an individual player's area click with the left mouse button on him and he will be highlighted. Now move the mouse pointer to the left-top of the area you want him to cover during the match. Now press the left mouse button and while holding the button down, move the mouse pointer to the opposite right-bottom corner of the area. You will see a stretch-box being drawn between the start point and the mouse pointer. Release the mouse button and the final area will be set.

To set a player's pass click on him with the right mouse button (release the button). Now click with the right mouse button on the player you want him to pass to. The player's new pass will be shown.

Play match

Play match ends a player's turn. If there is only one person playing or the current player has the last turn, the match sequence will begin. If your team and substitutes contain any suspended players, or more than 3 non-E.U. players, you will have to change your team selection.

If you have the SHOW MATCH option selected you will see a rough sketch of the match as it progresses so you can judge the effectiveness of your chosen tactics. Your team are always the ones in red attacking from left to right. The short black bars running down each end of the pitch show the energy of the outfield players. When the teams of two human managers meet the home team are in red, the away team in blue.

You may substitute players at any time during a match. To do this click the left mouse button over the match window and the match will be interrupted while you are shown the 2 teams. Now click on the substitute you wish to use, and finally click on the player to be replaced. In the domestic cups and in League matches in Divisions 1, 2, and 3 there are 3 substitutes all of which may be used. In the European cups and in the Premier League there are 5 substitutes of which 3 may be used.

A manager may change his team's tactics only when he has substituted a player, at half-time, and at the start of extra time in cup matches.

Cup matches that are played over a single leg may be decided by a replay, extra-time, and penalties. Cup matches that are played over two legs are decided by aggregate scores, away goals, extra-time, and penalties. A manager has no control over penalty shoot-outs, they are pure luck.

News

Shows the manager's current performance and rating. If there are any offers from other clubs to buy one of your players you will be informed here.

It also shows the last 20 or so player transfers (between all clubs), as well as the latest cups to be played.

Tables

The current state of the league tables. The coloured lines show how many clubs will be promoted, involved in the play-offs, or relegated at the end of the season.

The points system works differently in the Premier League and the Football League (Divisions 1, 2, and 3). In both points are most important, but in the Premier the next deciding factor is goal difference, whereas in the other 3 Divisions teams level on points are separated by goals scored.

League fixtures

Shows all the league matches still to be played this season. Click on a button to see a different division's matches, move the slide bar to move through the season's league fixtures. Matches involving clubs managed by human players are coloured red.

League results

Shows the results of all the league matches that have already been played this season. Click on a button to see a different division's results, move the slide bar to move through the season's earlier league results. Matches involving clubs managed by human players are coloured red.

Cup fixtures

Shows the draw for the next round of the various cup competitions, and which rounds remain, simply click on the respective buttons.

When the next matches to be played are second legs, the results from the first leg will be shown in brackets.

When the Champions Cup reaches the Champions League stages, the current standings of the four Champions League groups will be shown.

Cup results

Shows the results of all cup matches played this season in the various competitions. Click on the respective cup buttons, and move the slide bar to see results from earlier rounds.

When the rounds shown are second legs, the aggregate results are shown in brackets. Where single leg matches were decided by replays, the score from the replays are shown in brackets.

(a) next to a club's name means that club won the match on the away goals rule.

(p) next to a club's name means that club won the match on penalties.

When the Champions Cup reaches the Champions League stages, the standings of the four Champions League groups at the time of the selected round are shown.

Cup winners

A list of the winners of the various competitions for the last 10 years. Clubs which were managed by a human manager at the time of their success are coloured red.

Leading scorers

A list of the leading goal scorers for each of the divisions.

Fixture list

The fixture list for the current player's club. League matches are shown, along with the rounds for all the cups the club remains in (if the club plays in these rounds).

[League results \(my\)](#)

The league results of your club during the current season.

Cup results (my)

The cup results of your club during the current season.

(lp) means you lost on penalties.

(wp) means you won on penalties.

(la) means you lost on away goals.

(wa) means you won on away goals.

League position

A record of the league position of your club after each league match, throughout the current season.

Balance sheet

The current balance sheet for your club with the major items of income and expenditure. Clubs in the Premier League have much higher incomes from all sources than clubs in Division 1, while the lowest 2 Divisions make even less money.

The home club keeps all gate receipts from all league and cup matches, apart from the FA Cup where the home club gets two thirds and the away club one third of gate money.

While a club remains in a European competition it will receive monthly payments from UEFA, £500,000 for the European Cup and £100,000 for the Cup Winners and UEFA Cup.

Player contracts

Shows the contracts of all the players in your senior squad, players coloured pink are free agents, those in red are on the transfer list, players in their final contract year are marked grey-green.

To give a player a free transfer click on the player with the right mouse button. A player can only be freed unconditionally if his contract has run out (he is a free agent). If a player has one or more years of his contract remaining he can only be freed if another club is willing to take him. When a player's contract expires he will continue to receive his weekly wage until you free him or another club takes him.

To renegotiate a player's contract click on him with the left mouse button. He will tell you what he wants and you can accept or refuse his demands.

If you try to renegotiate the contract of a free agent he will demand a large lump-sum payment because he knows that if another club signs him they will pay your club nothing and they can therefore pay him a large signing-on fee and higher wages.

A player whose contract only has one year to run will also expect a generous payment to encourage him to extend his contract.

A player will not accept a new contract if he is on the transfer list, so before trying to renegotiate a player's contract check that he is not on the transfer list.

Transfers

A record of the last 20 players bought and sold by your club.

Options

The players can alter the way SMS2 shows squad screens (which types of player details are shown by default), and whether the manager's team's matches are shown or merely reported.

The message delay and pass delay determine how quickly a match progresses. The message delay is how long the message shown during a match remains on screen. The pass delay is how much of a pause (if any) you want between players passing the ball.

Introduction

Soccer Management Simulator 2 is a soccer strategy game in which between one and four players manage soccer clubs in the four English divisions. The aim is straight-forward, each manager must make his club as successful as possible by building a winning team.

SMS2 contains approximately 7000 players in almost 300 clubs. The squads of players for English league clubs have been updated to the end of the 1995-96 season. SMS2 also incorporates many of the latest changes in English football.

This is the share-ware version of SMS2. You are free to use it for as long as you want or to copy and distribute it. The difference between the share-ware and registered versions of SMS2 is that the former has had the save-load facilities disabled. If you order the full version you will also receive a data editor which will enable you to edit the club and player data, all club and player attributes can be altered, and players and clubs can be moved or swapped.

The full (registered) version costs £10.00 (including P&P) and can be ordered from

Serious Games
32A Albert Street
Seaham
County Durham
SR7 7LJ
Britain

Payment should be by (British) cheque or postal order, crossed and made payable to Serious Games. Foreign (outside of Britain and Ireland) orders should add £3.00 to cover P&P, and payment for foreign orders must be by EuroCheque or a cheque drawn on a British bank. (As a last resort foreign orders can pay by cash, but it must be in British pounds and should be sent by recorded or registered delivery.)

SMS2 is only available on 3.5 inch disks.

Improvements

The major improvements implemented in SMS2 compared to the original SMS are listed below;

A greatly improved interface; most windows can be moved and resized and their new position will be remembered, all windows can be closed by single clicking on a button or by pressing ENTER, and it is now possible to set the match speed to suit any PC's performance.

A news window now shows other clubs' transfers and which cups have been played.

All league fixtures can be viewed at any time.

The results of all previously played league matches can be recalled.

The draws for cup rounds now take place immediately after the last round has been played or before the season starts, so managers can see their next cup opponents several weeks in advance.

The results of all that season's cup matches can be recalled.

The Champions Cup now contains the Champions League.

English club and player data has been updated to the end of the 95-96 season.

Non-English club and player data has been updated to the start of the 95-96 season.

Player transfers and contracts now take account of the Bosman ruling, as does the number of foreign players allowed in matches.

A few minor bugs have been removed.

Squad screens

There are 2 screens of player data on the various squad screens, one shows those attributes of the players that can vary from match to match. The other screen shows the players' long-term attributes. The screens can be switched between by clicking the right mouse button.

On the first screen the attributes are;

pst - player's natural position

sk - skill

form - current form

fit - current fitness

mtchs - number of matches played

goals - number of goals scored

dspn - disciplinary points

injury - injury

Form varies with the team's results, it usually rises with victories and drops with defeats (this only applies to players in the team). Fitness is unaffected by results, but full fitness can only be achieved by playing matches. At the end of a long season (when he has played more than 45 matches) a player's fitness will fall slightly unless he is rested.

Disciplinary points are collected when players are booked or sent-off. Players receive 2 points for each booking and between 10 and 30 points for a sending-off. When a player has 10 or more points he is suspended from playing matches, then for every match he misses his disciplinary points will be reduced by 10.

Injuries can occur at any time to any player but are far more likely to hit members of the first 11. Injuries go from 1 to 5, this denotes the minimum time for recovery but recovery will usually take longer (injuries will not decrease if players are used in matches). While players are injured their form and fitness will probably fall.

A player's skill level is his overall skill, the total of his various attributes.

On the second screen the attributes are;

pst - player's natural position

sk - skill

cnt - ball control

pas - passing ability

wrk - work rate

spd - speed

sht - long range shooting

hdg - heading

fin - finishing

tkl - tackling

agr - aggression

nat - nationality

age - age

The players' position abbreviations are as follows;

GO - goalkeeper

LD - left defence

CD - center defence

RD - right defence

LM - left midfield

CM - center midfield

RM - right midfield

LA - left attack

CA - center attack

RA - right attack

Cup qualifiers

The first 2 rounds of the FA Cup are for 2nd and 3rd Division clubs and non-league clubs. The Premier League and 1st Division clubs enter at round 3.

The first round of the League Cup is for all those clubs that were in the 2nd and 3rd Divisions in the previous season, and those clubs that finished in the bottom 8 of the 1st Division in the previous season. The Premier League clubs and the remaining 1st Division clubs appear in round 2.

The winners of the League Cup qualify for the UEFA Cup, as do the 3 highest placed clubs in the Premier League who do not qualify for the Champions Cup or Cup Winners Cup. The winners of the UEFA Cup qualify for that cup the following season. (Everton are included in the UEFA Cup in season 1996-97 because they finished in the 4th qualifying position in the Premier League in 95-96 but UEFA reduced English qualifiers to 3 for that season.)

The winners of the FA Cup qualify for the Cup Winners Cup. If the winners of the FA Cup also qualify for the Champions Cup or win the Cup Winners Cup the same season they win the FA Cup, then the losing FA Cup finalists qualify for the Cup Winners Cup. The winners of the Cup Winners Cup qualify for that cup the following season.

The Premier League Champions qualify for the Champions Cup as do the winners of the Champions Cup.

In the Champions League stages of the Champions Cup the top 2 teams in each group go on to the Quarter Finals. The groups are decided by points then goal difference, if 2 teams finish level the qualifiers are decided by the toss of a coin.

Promotion and relegation

Premier League

3 clubs relegated.

Division 1

2 clubs promoted automatically.

4 clubs (3rd to 6th) qualify for promotion play-offs.

3 clubs relegated.

Division 2

2 clubs promoted automatically.

4 clubs (3rd to 6th) qualify for promotion play-offs.

4 clubs relegated.

Division 3

3 clubs promoted automatically.

4 clubs (4th to 7th) qualify for promotion play-offs.

1 club relegated and replaced by a non-league club.

Seasonal update

At the end of every season the player data is updated, ages are incremented and contracts are decremented. Players' skills may change in this update, old players (over 31) can only weaken while young players (under 22) are more likely to weaken than improve. If young players have played 20 or more matches their skills have more chance of strengthening.

Old players or players who are not good enough may retire at the end of a season. Your players will only retire if their contracts have expired.

Data accuracy

Given the size of the club-player database in SMS2 it is impossible to keep it entirely up to date, many of the sources used do not appear until 2 or 3 months into the season, and do not contain all the necessary facts.

The English data is approximately updated to the transfer deadline of the 95-96 season. This data is the most accurate in the game, ages and full names are correct. Positions and skill levels are based on my own opinion or are estimates.

The English non-league data is very much guess work, ages and first names are made up.

Of the European data, the full names are correct but many of the ages are made up.

The full version of SMS2 includes a data editor which allows the user to modify all club and player attributes, as well as past cup winners and current cup entries. It is also possible to swap clubs between divisions, so a 'Super League' can be created.

The data editor will let users of the registered version of SMS2 correct my errors in setting club and player attributes. They will also be able to cheat by modifying the player skills or club details for the club they intend to manage.

Windows 95

SMS2 was developed under Windows 3.1 and works extremely well under a standard Windows 3.1 setup (we know it has problems with some configurations but it is impossible to test every possible combination of Windows setup, utilities, and hardware).

It has been tested under Windows 95 and works reliably most of the time. Occasionally (we have no idea why) on first loading SMS2 the menu bar will be disabled, if this happens you must quit SMS2 and reload it, sometimes it takes a few goes before Windows 95 enables the SMS2 menus. There also seems to be slight differences in the way the two operating systems respond to the user and occasionally Windows 95 will ignore mouse or button clicks in SMS2 (the user may have to click on a button several times before it responds). The only other problem we are currently aware of is if the user has large fonts selected for their desktop, this will not stop SMS2 working but it will make some of the screens untidy.

