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1. Guide Updates  
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Version 0.2 (November 21st)

--  
After 2 days I finally get a chance to start the guide. This is my only chance to update this weekend as I have a lot on. Team Guide completed.  
+++++

Version 0.5 (November 23rd)

--  
Created the bulk of the guide, but a few things are missing, especially the difficulty rating for Challenge mode and 8-15 in the contents page  
+++++

Version 1.0 (April 2nd)

--  
After 5 months I finally had the time to get back writing this guide. Managed

to finish the layout, and the bulk of the writing. It's mainly just user improvements to do, so this is not a final version.

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Version 1.05 (November 5th)

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New E-mail. Updated accordingly.

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## 2. Copyright Notice and Contact Information

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This guide is Copyrighted 2003-2004 Peter Sale. You may not host, edit, change, copy without my permission. This guide is for personal use only for the game LMA Manager 2002. This is the Playstation 1 version \*only\*.

All other copyrights/trademarks are properties of their respective owners.

My e-mail address is tranmerfan (at) gmail (dot) com. I have decided to write it this way to stop robots looking for e-mails to spam. You should be able to work it out correctly. Comments about this guide, and the game in general are usually welcome. Hate mail and porn isn't and will be dealt with accordingly. Requests and general praise are also welcome, but please include things like 'Your Guide' 'LMA Manager 2002' or 'GameFAQs' in the subject line. Otherwise I cannot guarantee it will ever be read.

The following sites can host this guide;

<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://www.mogelgott.de>

Please check those sites for the more recent updates.

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## 3. Introduction

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Welcome.

This is a guide to help you with all most of the things in the Playstation1 version of LMA Manager 2002. This will help you make the best choice when choosing your team and will help you improve the squad overall and become a great success as a manager.

LMA Manager 2002 is a management sim for football (soccer). In the Playstation1 version you can choose to manage clubs from all professional divisions in England and Scotland. This gives you a fairly wide choice of challenges and teams to manage.

This guide will show you what team expectations will be, along with my star tip for each division. Tactics, formations, the transfer market and the game modes will also be explained. This will answer any questions you may have about the game, and if it doesn't you can e-mail me. It will also be useful for when you are making your choice. A wrong choice could lead to a failed career. I have had that a number of times and it isn't nice always finishing bottom of Scottish Division 3 for 5 seasons on the trot. Oh, and they were with 5 different clubs. However, choosing the right team will mean that your first division side reaches Europe and become successful.

A successful team is based upon good staff, tactics and training routines. This guide will cover this so you can make an informed choice about the way your team plays.

\*\*\*\*\*

~~~~~NOTE~~~~~

\*\*\*\*\*

The cheats posted on GameFAQs means that this guide is useless. You could win every game no matter what team you choose. This is for the people who want to be successful fairly which is a much more rewarding experience.

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#### 4. Game Options

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When you load the game, there are a number of options you can choose. These are options such as challenge mode and speed play.

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##### 4A. Amount of Players

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You can either have one of two players. With two players, player one finishes his/her day, then player two does whatever he/she needs to do in their game.

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##### 4B. Country

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You can use either England or Scotland in this game. However, when you choose one you are stuck with that nation until you start the game again.

---

##### 4C. Type of Game

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You can either play full game, or challenge mode. For team expectations in full game please see section 5. See section 7 for information about Challenge mode.

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##### 4D. Speed Play

---

Speed play can either be on or off. If it's on you have until 5pm on non-match days to make any changes etc and until kick-off on weekend match days. If you like to take your time, I would suggest keeping it off.

---

##### 4E. Quick Start

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Quick start is when you start from the first game of the season, not the middle of July. I prefer starting in July because it's easier to make any changes to your team and get them to gel in training when you start earlier.

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#### 4F. Staff

---

You can choose whether to have the full staff, commercial staff or have no staff at all. I normally choose full staff but then I'm lazy.

---

### 5. Full Game Mode - Team Guide and Expectations

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This is full game mode, and this section is about every teams expectations. I have also included my start tip on which team I have experienced to be best.

---

#### 5A. England

---

There are 4 divisions in the English league, each of them different with their own characteristics and styles of play. Some teams are more likely to give you success easily while others will require hard work and patience. It is down to you how success is defined.

---

##### 5A1. Premiership

---

The Expectations for the English Premiership are;

Qualify for European Cup  
Qualify for Europe  
Finish in the Top 8  
Achieve Mid-table respectability (Top 14)  
Avoid Relegation

The list is as follows;

| Team              | Expectation                               |
|-------------------|-------------------------------------------|
| Arsenal           | Qualify for European Cup                  |
| Aston Villa       | Qualify for Europe                        |
| Blackburn Rovers  | Avoid Relegation                          |
| Bolton Wanderers  | Avoid Relegation                          |
| Charlton Athletic | Avoid Relegation                          |
| Chelsea           | Qualify for European Cup                  |
| Derby             | Avoid Relegation                          |
| Everton           | Achieve Mid-table respectability (Top 14) |
| Fulham            | Achieve Mid-table respectability (Top 14) |
| Ipswich Town      | Finish in the Top 8                       |
| Leeds United      | Qualify for Europe                        |
| Leicester City    | Achieve Mid-table respectability (Top 14) |
| Liverpool         | Qualify for European Cup                  |
| Manchester Utd    | Qualify for European Cup                  |

|                   |                                           |
|-------------------|-------------------------------------------|
| Middlesborough    | Achieve Mid-table respectability (Top 14) |
| Newcastle Utd     | Finish in the Top 8                       |
| Southampton       | Avoid Relegation                          |
| Sunderland        | Finish in the Top 8                       |
| Tottenham Hotspur | Finish in the Top 8                       |
| West Ham Utd      | Achieve Mid-table respectability (Top 14) |

\*\*\*\*\*STAR TIP\*\*\*\*\*

For ease go for a team like Manchester United, or Arsenal. However a team like Leeds United is a pretty good bet for some future success.

-----  
5A2. Division 1  
-----

The Expectations for the English First Division are as follows;

Win Promotion  
Reach The Play-Offs  
Achieve Mid-Table respectability (Top 16)  
Avoid Relegation

The team list is as follows;

| Team                | Expectation                               |
|---------------------|-------------------------------------------|
| Barnsley            | Achieve Mid-Table respectability (Top 16) |
| Birmingham City     | Win Promotion                             |
| Bradford            | Win Promotion                             |
| Burnley             | Avoid Relegation                          |
| Coventry City       | Win Promotion                             |
| Crewe Alexandra     | Avoid Relegation                          |
| Crystal Palace      | Achieve Mid-Table respectability (Top 16) |
| Gillingham          | Avoid Relegation                          |
| Grimsby             | Avoid Relegation                          |
| Manchester City     | Win Promotion                             |
| Millwall            | Avoid Relegation                          |
| Norwich City        | Achieve Mid-Table respectability (Top 16) |
| Nottingham Forest   | Reach The Play-Offs                       |
| Portsmouth          | Achieve Mid-Table respectability (Top 16) |
| Preston North End   | Achieve Mid-Table respectability (Top 16) |
| Rotherham           | Avoid Relegation                          |
| Sheffield Utd       | Achieve Mid-Table respectability (Top 16) |
| Sheffield Wed       | Reach The Play-Offs                       |
| Stockport           | Achieve Mid-Table respectability (Top 16) |
| Walsall             | Avoid Relegation                          |
| Watford             | Win Promotion                             |
| West Bromich Albion | Reach The Play-Offs                       |
| Wimbledon           | Win Promotion                             |
| Wolves              | Reach The Play-Offs                       |

\*\*\*\*\*STAR TIP\*\*\*\*\*

Nottingham Forest is fairly easy, along with West Brom. You have better players to make the most of your career.

-----  
5A3. Division 2  
-----

The Expectations for the English Second Division are as follows;

- Win Promotion
- Reach The Play-Offs
- Achieve Mid-Table respectability (Top 16)
- Avoid Relegation

The team list is as follows;

| Team              | Expectation                               |
|-------------------|-------------------------------------------|
| Blackpool         | Avoid Relegation                          |
| Bournemouth       | Reach The Play-Offs                       |
| Brentford         | Achieve Mid-Table respectability (Top 16) |
| Brighton          | Avoid Relegation                          |
| Bristol City      | Win Promotion                             |
| Bury              | Achieve Mid-Table respectability (Top 16) |
| Cambridge Utd     | Avoid Relegation                          |
| Cardiff City      | Achieve Mid-Table respectability (Top 16) |
| Chesterfield      | Avoid Relegation                          |
| Colchester        | Avoid Relegation                          |
| Huddersfield      | Win Promotion                             |
| Northampton       | Avoid Relegation                          |
| Notts County      | Reach The Play-Offs                       |
| Oldham Athletic   | Achieve Mid-Table respectability (Top 16) |
| Peterborough      | Achieve Mid-Table respectability (Top 16) |
| Port Vale         | Reach The Play-Offs                       |
| QPR               | Win Promotion                             |
| Reading           | Win Promotion                             |
| Stoke City        | Win Promotion                             |
| Swindon Town      | Achieve Mid-Table respectability (Top 16) |
| Tranmere Rovers   | Win Promotion                             |
| Wigan Athletic    | Win Promotion                             |
| Wrexham           | Achieve Mid-Table respectability (Top 16) |
| Wycombe Wanderers | Achieve Mid-Table respectability (Top 16) |

\*\*\*\*\*STAR TIP\*\*\*\*\*

With so many good teams to choose from, don't overlook teams like Cardiff City that have an ambitious chairman to match your needs.

-----  
5A4. Division 3  
-----

The Expectations for the English Third Division are as follows;

- Win Promotion
- Reach The Play-Offs
- Achieve Mid-Table respectability (Top 16)

The team list is as follows;

| Team | Expectation |
|------|-------------|
|------|-------------|

|                    |                                           |
|--------------------|-------------------------------------------|
| Bristol Rovers     | Win Promotion                             |
| Carlisle U         | Achieve Mid-Table respectability (Top 16) |
| Cheltenham         | Reach The Play-Offs                       |
| Darlington         | Reach The Play-Offs                       |
| Exeter City        | Achieve Mid-Table respectability (Top 16) |
| Halifax Town       | Achieve Mid-Table respectability (Top 16) |
| Hartlepool         | Win Promotion                             |
| Hull City          | Win Promotion                             |
| Kidderminster      | Reach The Play-Offs                       |
| Leyton Orient      | Win Promotion                             |
| Lincoln City       | Reach The Play-Offs                       |
| Luton Town         | Win Promotion                             |
| Macclesfield       | Reach The Play-Offs                       |
| Mansfield          | Reach The Play-Offs                       |
| Oxford United      | Win Promotion                             |
| Plymouth Argyle    | Reach The Play-Offs                       |
| Rochdale           | Reach The Play-Offs                       |
| Rushden & Diamonds | Win Promotion                             |
| Scunthorpe         | Reach The Play-Offs                       |
| Shrewsbury T       | Reach The Play-Offs                       |
| Southend United    | Reach The Play-Offs                       |
| Swansea            | Win Promotion                             |
| Torquay U          | Achieve Mid-Table respectability (Top 16) |
| York City          | Achieve Mid-Table respectability (Top 16) |

\*\*\*\*\*STAR TIP\*\*\*\*\*

Rushden and Diamonds have a good financial backer, and Hull City are usually near the top.

## 5B. Scotland

Scotland is much different to the English leagues. In the Scottish Premiership there is a top-six split two thirds of the way through and the lower divisions only have 10 teams. This makes it very competitive and a run of 5 games can see your team move from one end of the division to the other. It doesn't matter where it was originally and a run of form can make or break your season.

### 5B1. Premiership

The Expectations for the Scottish Premiership are;

- Qualify for European Cup
- Qualify for Europe
- Make the Top 6 split
- Avoid Relegation

The list is as follows;

| Team     | Expectation              |
|----------|--------------------------|
| Aberdeen | Avoid Relegation         |
| Celtic   | Qualify for European Cup |

|               |                          |
|---------------|--------------------------|
| Dundee        | Qualify for Europe       |
| Dundee Utd    | Avoid Relegation         |
| Dunfirmline   | Make the Top 6 split     |
| Hearts        | Qualify for Europe       |
| Hibernian     | Qualify for Europe       |
| Kilmarnock    | Avoid Relegation         |
| Livingston    | Avoid Relegation         |
| Motherwell    | Make the Top 6 split     |
| Rangers       | Qualify for European Cup |
| St. Johnstone | Avoid Relegation         |

\*\*\*\*\*STAR TIP\*\*\*\*\*

Celtic/Rangers are great for instant success, but try Hibernian if you want a good strong challenge.

-----  
5B2. Division 1  
-----

The Expectations for the Scottish Division 1 are;

Win Promotion  
Finish in The Top 6  
Avoid Relegation

The list is as follows;

| Team            | Expectation         |
|-----------------|---------------------|
| -----           | -----               |
| Airdrie         | Avoid Relegation    |
| Arbroath        | Avoid Relegation    |
| Ayr Utd         | Win Promotion       |
| Clyde           | Finish in The Top 6 |
| Falkirk         | Win Promotion       |
| Inverness CT    | Win Promotion       |
| Partick Thistle | Avoid Relegation    |
| Raith Rovers    | Finish in The Top 6 |
| Ross County     | Finish in The Top 6 |
| St. Mirren      | Win Promotion       |

\*\*\*\*\*STAR TIP\*\*\*\*\*

Falkirk and Partick Thistle are two favourites of mine. Both have a good of being successful.

-----  
5B3. Division 2  
-----

The Expectations for the Scottish Division 2 are;

Win Promotion  
Finish in The Top 6  
Avoid Relegation

The list is as follows;

| Team               | Expectation         |
|--------------------|---------------------|
| Alloa Athletic     | Win Promotion       |
| Berwick Rangers    | Win Promotion       |
| Clydebank          | Win Promotion       |
| Cowdenbeath        | Avoid Relegation    |
| Forfar Ath         | Avoid Relegation    |
| Hamilton           | Avoid Relegation    |
| Morton             | Finish in The Top 6 |
| Queen of The South | Finish in The Top 6 |
| Stenhousemuir      | Finish in The Top 6 |
| Stranraer          | Win Promotion       |

\*\*\*\*\*STAR TIP\*\*\*\*\*

Alloa Athletic can do well in this division as can Queen of The South. Avoid Stenhousemuir though, they always go down on my game.

---

#### 5B4. Division 3

---

The Expectations for the Scottish Division 3 are;

Win Promotion  
Finish in The Top 6

The list is as follows;

| Team            | Expectation         |
|-----------------|---------------------|
| Albion Rovers   | Finish in The Top 6 |
| Brechin City    | Win Promotion       |
| Dumbarton       | Win Promotion       |
| East Fife       | Win Promotion       |
| East Stirling   | Finish in The Top 6 |
| Elgin City      | Finish in The Top 6 |
| Montrose        | Finish in The Top 6 |
| Peterhead       | Finish in The Top 6 |
| Queens Park     | Win Promotion       |
| Stirling Albion | Win Promotion       |

\*\*\*\*\*STAR TIP\*\*\*\*\*

I managed to get Stirling Albion into Europe, which is one of my biggest success story. I would try using them.

---

#### 6. Competitions

---

There are many competitions in LMA Manager 2002. I will list them by country, plus the two european competitions. These are easy to understand as it's just like they are in real life.

---

## 6A. England Competitions

---

In England you can win;

- Premiership Title
- Division 1 Title
- Division 2 Title
- Division 3 Title
- National Cup
- League Cup
- Champions Shield

---

## 6B. Scotland Competitions

---

In Scotland you can win;

- Premiership Title
- Division 1 Title
- Division 2 Title
- Division 3 Title
- National Cup
- League Cup

---

## 6C. European Competitions

---

The two European Competitions are;

- European Cup
- CEFA Cup

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## 7. Challenge Mode

---

There are a number of different challenges that you can take and each separate team has it's own difficulty level. These are basically scenarios that you can choose to do. These are fun, and each represent a new and different challenge.

---

### 7A. Final Countdown

---

"Your team is in both the National and European cup finals and also challenging for the league. The treble is just 3 games away."

This one is fairly easy. Keeping the same tactics that they have had will help, because they have been successful all through the season.

---

### 7B. Beat The Drop

---

"You have 5 games left to get out of the relegation zone and to safety."

This one is quite tricky. You don't get much time to salvage the team. The best way is to use your tried and tested tactics and hope for the best.

---

#### 7C. Race for The Title

---

"Your team is involved in a close title race. You have 5 games left to win the league championship"

Again, this is fairly easy. The team has been successful and the pre-set tactics must have worked for them.

---

#### 7D. Rock Bottom

---

"You are bottom of the league with 6 games to go. Try to prevent your club from finishing the season in shame"

Now come on, where's your pride. Doing this challenge is a must. It's fun and the best way to treat it is to change the tactics slightly. This is a division 3 club and won't be able to respond quickly enough.

---

#### 7E. Promotion Race

---

"With 8 games to go your team is pushing for promotion, can you get your team up to the next division."

I enjoyed this one, you get a lot of passion and points are everything. Like some of the previous one's it is best not to change the tactics too much. Unless things go wrong of course..

---

#### 7F. Injury Crises

---

"Two weeks from the transfer deadline day and your six best players are out injured. Can your depleted team still win the division?"

This one is tough. I would advise going with instant loan signings. They are quicker to pull off than actual signings.

---

#### 7G. Goals Galore

---

"Try to score more goals in a season than any other clubs in your division."

Fairly easy, choose a team likely to score more goals.

---

#### 7H. Cash Crises

---

"Your division 3 team is heavily in debt, can you balance the books and also

avoid relegation from the league"

I enjoyed this one, but then I seem to thrive on struggling clubs. The best way forward is youth. Get a blend of youth and experience and sell your star player.

---

7I. League Champions

---

"You have just one season to try and win the Premier League title."

Fairly easy, if you have the right tactics.

---

7J. Win The Cup

---

"Your goal for the season is to try and win the National Cup."

Fairly easy, if you have the right tactics.

---

7K. The Double

---

"Your goal for the season is to win both the Premiership and National Cup."

Fairly easy, if you have the right tactics.

---

7L. Fantasy Team

---

"You have £100 million to build a brand new squad. You have one season to try and win the premiership with them."

The best bet is to buy talented, but unknown players. Of course, this could backfire but if it pays off you'll be riding high at the top of the Premiership. It's up to you which type of tactics you use.

---

7M. Big Investor

---

"Your division one club receives a big cash injection. You have 3 seasons to build a new stadium and a team to win the Premiership."

Fairly tough, the stadium has to be better than yours at the moment, and the money isn't much. However, out of contract players are useful and getting the correct tactics for your team is a must.

---

7N. Straight Up

---

"You have 3 seasons so get your division 3 team into the premiership".

The hardest of them all. I managed this once on career mode but never when trying the challenge. And it took me 5 years to manage it. You're on your own

with this one.

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## 8. Tactics

---

This is the tactics section of my guide. This will be a brief overview about each different formation, and the way your team can play. Each team that is featured in the game will have different tactics that suit them; there is no wonder tactic for each and every different club. The best way is to try each out and decide what suits your team best. You can use either pre-set tactics or create your own custom tactic. This guide is concerned with those who are going to make their own tactic.

---

### 8A. Formation

---

There are many different formations that you can use;

- ~ 4-4-2
- ~ 4-2-4
- ~ 4-3-3
- ~ 5-4-1
- ~ 3-4-3
- ~ 3-5-2
- ~ 1-4-4-1
- ~ 1-3-4-2
- ~ 1-2-5-2
- ~ 4-3-1-2
- ~ 4-4-1-1
- ~ 3-4-1-2

Whether or not the formation is successful is down to the team that you have chosen to manage. However, if your team is leaking goals left, right and centre then you might want to reconsider the strongly attacking formation and consider a more defensive approach. It is totally dependant on the strengths, and weaknesses of your chosen team.

---

### 8B. Counter Attack

---

For this you get a yes/no option. When it is enabled, your team will attack quickly as soon as they get the ball. I would recommend having fast midfielders and attackers when using counter attack. Otherwise you could lose the ball more often than you can afford.

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### 8C. Defence

---

The options for this are Deep/Pressing. When you defend deeply your defenders stay back and they will allow attacking forward to come at them, pressing attack means they will push up - giving forwards offside more easily. Here, I would recommend having this option nearing pressing, it's more attackers too.

---

### 8D. Focus

---

This is the focus of your team, either attacking or defending. This is entirely based around your team. If you have strong players, then go attacking but weaker teams may mean you need to play more defensively.

---

#### 8E. Passing

---

This option is about your passing style. You can choose Route 1/long ball or short and stylish play. However, you need the players for the short passes and using lower league teams end up with long ball - even if its ugly.

---

#### 8F. Attacking

---

The two options here are patient - you will take a long time, or direct - route 1 again. This will also depend on your team and the players you have available.

---

#### 8G. Distribution

---

The distribution is based around either central play or wing. The option you choose is up to you, as this will be based around the players in your squad and their skill.

---

### 9. Training

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Training can be tricky for first time players, so Codemasters have added an option for allowing your head coach to sort out training, in case you don't want to do it. If you do want to do it, you get a number of options. You can have individual/team (who to focus on), Type (training/rest, stamina/skill) and a different option for each player. This is 5 a side, One on One, Box Work and crossing. The option for the player will be chosen on the area which they are their weakest. Eg, if your goalkeeper cannot handle crosses, you choose the crossing option.

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### 10. Player Roles

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There are different player roles in this game, which are useful so you can have the player as captain etc. This section of the guide will list the role, and the best type of player that should be given each certain role.

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#### 10A. Captain

---

The captain is the most important role of the whole team, as they influence what is going on. The best player is someone with the captain symbol as their special ability.

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10B. Playmaker

---

The playmaker is more likely an attacking midfielder, who has high creativity stats. This means that the attacking play will be located through him, and so high creativity stats is a must.

---

10C. Free kick

---

This is the man who will be taking the free kicks. Choose someone with good accuracy and shot power.

---

10D. Left Corner

---

This will be the player who takes the left corner, and its best to choose a player who has good crossing abilities and good accuracy.

---

10E. Right Corner

---

This is the player taking the right corners, and like the left good accuracy and crossing is a must.

---

10F. Man Marker

---

This will be a defender who marks a set forward throughout the whole game. It is best to choose a defender who has high defending stats, and has pace on them to keep up with the attacker.

---

11. Transfer Market

---

This section of my guide will dealwith the transfer market, and the choices behind each option. This is simple to navigate, however choosing the best players for your team is a different task altogether. :)

If you do master that art, I would be willing to know about it. I'm unlucky in the transfer marker. :(

---

11A. Positions

---

This is the position of the player you want to buy. Very handy if you need a striker and you don't want to spend ages looking for a suitable candidate.

---

11B. Side

---

This is the side of the field you want the player to specialise in. This will

become useful if you need a left footed player as you can search for just left footed players.

---

#### 11C. Division

---

This is the division that they are currently in, which will give you an indication of whether they would willingly join your team or not.

---

#### 11D. Age

---

This is the age of the player, very useful if you want a young player, or someone with a lot of experience to help you out of a situation.

---

#### 11E. Search

---

This will allow you to search for transfer listed/out of contract players. This is going to be the most useful tool of the Transfer section, especially if you are on a budget.

---

#### 11F. Min Rating

---

This will allow to search for the Top players only, so you have the best for your European force/Division 2 whipping boys.

---

#### 11G. Max Value

---

The is the maximum amount of money a player can be worth, which is very useful if you are on a budget of a low amount of money.

---

#### 12. Staff

---

This section will cover the staff in the game, and their main role for you.

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#### 12A. Assistant

---

Your assistant will help hiring/firing players, and will recommend youth players from your youth team.

---

#### 12B. Goalkeeping Coach

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This will train your goalkeepers and will help improve their stats.

---

12C. Defence Coach

---

This will train your defensive players, in a bid to improve their stats.

---

12D. Midfield Coach

---

This will train your midfielders to improve their stats.

---

12E. Attacking Coach

---

This member of staff will coach your attackers, making them (hopefully) score More goals.

---

12F. Fitness Instructor

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The fitness instructor will look after the general fitness of your team, making them stronger players psychically.

---

12G. Physiotherapist

---

This member of staff will look after injured players, getting them back to full fitness.

---

12H. Scout 1

---

This is your first scout, who will scout either your next opponents or a selected player/club.

---

12I. Scout 2

---

This is your second scout, who will scout either your next opponents or a selected player/club.

---

12J. Scout 3

---

This is your third scout, who will scout either your next opponents or a selected player/club.

---

12K. Commercial Manager

---

Your Commercial Manager will look after the sponsorship side of the business, and the building of the stadium unless you change the option for this, or sack him for the money.

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### 13. Stadium Building

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I don't know why, but I enjoy designing stadiums I have no intention of building. This part allows you to choose from different types of stand to build your dream stadium to go with your dream team.

I always build one from scratch, especially as it's a separate budget. However, some Scottish teams only have one stand, so then you just add on to that one stand.

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### 14. Managerial Rating

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This is the managerial rating showing you how well you are doing. You start off at 30, which is average. Your goal is to reach level 100, which is very tough. 10 years winning the title and Europe with Rangers didn't manage it, but you will be able to, I probably needed a few more years. If this gets lower than 10, then take a job at Tranmere Rovers, we'll take anyone.

This is fairly easy to understand, it charts your success. Now that you have a challenge to do (get it to reach 100 or round about) then get cracking. Don't forget, Results are everything!

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### 15. Credits and Thanks

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All other information is gained from the game, the game manual or by myself. The following is a list of thanks to all those who have helped/contributed for this guide.

scurty - For the ASCII art.  
CJayC - For creating GameFAQs.

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