CLUB MANAGER

MANAGE A TEAM; BUILD A LEGACY



OVERVIEW

Club Manager is a football manager board game for 1-4 players. You start with a struggling Division 3 club and, over the course of 10 seasons, your goal is to take them to victory in the Euro Cup!

Each week you will place staff to carry out essential jobs, like scouting opponents, training players, finding youths, and building a new stadium.

Then comes match day. You will have to line up your team so they stand the best chance of winning the match and picking up three crucial points. You will cheer the goals and victories that come your way, but they will only materialise if you plan meticulously.

You will need to put in the time and effort to transform your struggling club into serious contenders. **Remember, you are here to build a legacy.**

KEY SECTIONS

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PDF Rules/Reglas/Regelheft/Regles:

www.footballboardgame.net/rules.html

INSIDE THE BOX


1 First-player marker


36 Progress markers


20 Staff members


300 Player cards


38 Opponent cards


48 Tactical Work cards


38 Chance cards


42 Scout Report cards


3 Season cards


31 Season Goals cards


2 Reference cards

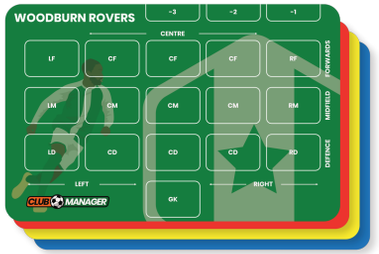

40 Incident cards


1 Calendar


4 Envelopes

1 Recording Notepad


1 Main board


4 Formation boards


154 Ability upgrade tokens


22 Injury tokens


55 Suspension tokens


7 Captain tokens


77 Money tokens


1 Marketing die


1 Post-match die


5 D12 dice

SETTING UP

Setting up the game is simple, just follow these steps:

1. Whoever last attended a football match is player one. Give them the First-player marker
2. Starting with player one and moving in a clockwise order, each player picks one of the four clubs. You are now their Manager
3. Draft your squad (see page 6)
4. Give each Manager £15m and three Staff members
5. Set the Calendar to week 01
6. Separate the player cards into four piles: (1) initial set, (2) transfer list, (3) youths, and (4) season 5+. Shuffle these separate sets before use
7. Set up the Transfer Market using Division 3 player cards. These are the transfer list players with ability ratings **up to and including 5**. Place six players in a row on the spots indicated on the main board (see page 18 for full Transfer Market information)
8. Each Manager replaces one of the Division 3 teams. If you have three Managers, you will replace teams 1-3 in Division 3. Put aside those opponent cards for now
9. Lay out the Division 3 opponent cards near the main board
10. In separate piles around the main board, shuffle and then stack the following cards face down: Tactical Work, Scout Report, Season Goals, Incident, and Chance
11. Put Progress markers on your team crest at Youth Scouting and First-team Training, on the START position of your Team morale track, five to the side of the Facilities Management area, and one next to the league table

PICTON ALBION



Picton do not have a glorious history but recent investment in the club might just change that.

Their home stadium, Three Pines, is often cruelly referred to as the 'Three Points' stadium by visiting supporters.

Do you have what it takes to turn around their fortunes?

WOODBURN ROVERS



Woodburn Rovers have triumphed as cup winners on two occasions. But they have not played in Division 1 for the previous 15 seasons.

They have an excellent track record for developing youth players, and have a fierce city rivalry with Fulwell United.

Can you bring Woodburn Rovers fans the success they desire?

FULWELL UNITED



Once one of the most feared teams in the land, Fulwell United have fallen on hard times. The two-time Euro Cup winners were hit by a financial scandal two years ago. The club was forced to sell off their stadium and now play their games at the more modest Sand Street stadium.

Do you have what it takes to bring them back to the top of the game?

OXTON CITY



Having been formed in 2001, Oxton City is the youngest club in the league. They've reached Division 3 for the first ever time this season.

Many pundits have tipped them to be instantly relegated.

Can you keep them up and build a long and successful legacy for Oxton City?

DRAFTING YOUR SQUAD

At the start of the game you will need to draft your starting squad so you have some players to manage. Each of the four clubs start with different facilities (see page 24) and squad set-ups. **The player cards you start with come from the 'Initial Set' player cards (this is marked on the back of the player cards).**

PICTON ALBION

D.Smith (GK)
Higgins (CD)
Slater (LD)
McCluskey (CM)

STARTING CONDITIONS
Take an additional £10m starting income and move your Club Store construction track to step three. Draft an additional nine players.

WOODBURN ROVERS

Kennedy (GK)
Hulsen (RD)
McCallum (LM/CM)
Oni (LM/RM/LF/RF)

STARTING CONDITIONS
Look at the top six player cards from the youths pile and keep three. Move your Youth Academy construction track to step five. Draft an additional eight players.

FULWELL UTD

A.Roberts (GK)
Hendon (LD/CD)
O'Reilly (CM)
Thompson (LF)

STARTING CONDITIONS
Look at the top six player cards from the transfer list pile and keep three. Move Club Store and Medical Centre to step one. Draft an additional six players.

OXTON CITY

Hudson (GK)
Hugh (RD)
Hall (RD/RM/CM)
Campbell (CF)

STARTING CONDITIONS
Move your Stadium construction track to step four. Draft an additional 11 players.

DRAFTING PLAYERS

Players get drafted from the **initial set**. Here's how: turn over four player cards. Starting with player one, each Manager takes a card in a clockwise order around the table. When all four have been taken, repeat the exercise but with the next Manager now choosing first. Continue until each Manager has their full squad.

When playing solo, or when other Managers have no more cards to draft, turn over four cards and select three. Discard the final card and then repeat.

QUICK START METHOD

If you prefer to start the game faster, to get to your full squad size simply randomly draw your additional players from the initial set of cards.

HOW TO PLAY

Each week plays out in four distinct phases.

Ignore steps 1 and 2 of Phase I in the first week of the season.

PHASE I

CONSULT THE CALENDAR

1. Move the calendar page forward one week, and pass the First-player marker clockwise
2. If the transfer window is open, remove the player card furthest to the right, move all remaining cards along to the right, and then add new player cards to the empty spaces
3. Each Manager rolls their die. Every Manager that rolls an 11 or 12 has to take an Incident Card. Take whatever action the card demands

PHASE II

STAFF PLACEMENT

1. Starting with the first player, place all of your available Staff onto the main board. Then, in clockwise order, each other Manager does the same
2. Resolve the actions on the board (see the section **The Main Board**, page 15). You can resolve the actions in any order you prefer
3. Remove your Staff from the main board

PHASE III

PLAY A MATCH

1. If you don't have a match, move any **injured players** one space forward on the injury & suspension track, then skip the remainder of phase III and IV
2. If you have a match, the calendar tells you who your opponent is and who is at home
3. Play the match (see the section **Match day**, page 26)

PHASE IV

POST-MATCH ACTIONS

1. If you played a league match, adjust your league points
2. Move any injured or suspended players one space forward on the injury & suspension track
3. Roll the post-match die and resolve any actions, take gate money if you were the home team, and adjust team morale



The calendar tells you which week you are in, which fixtures are to be played (if any), and what events are taking place or coming up.



You must action an Incident card as soon as you draw it/as soon as it is relevant.

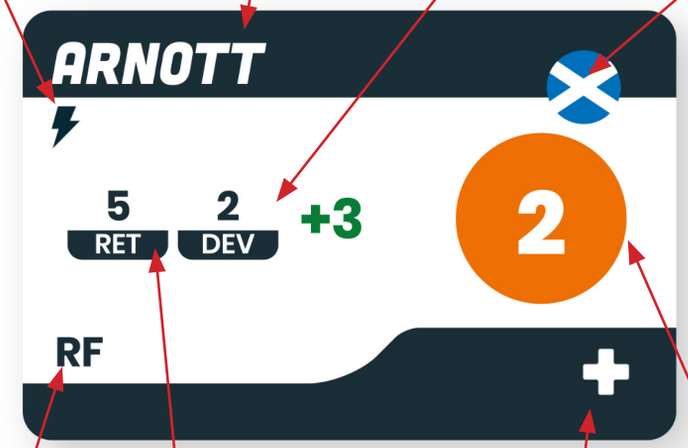
PLAYER CARDS

WAVELENGTH
This shows how well players gel together on the pitch (see page 12)

NAME

DEVELOPMENT POTENTIAL
A player's current ability can be upgraded through first-team training. This player has the potential to improve by three ability points (+3) but only until the end of season two (DEV 2)

NATIONALITY



RETIREMENT
This player retires at the end of season five. They lose one ability point in their final season. When a player retires they are removed from the game

CURRENT ABILITY

POSITION(S)
This player can play RF. You can play players out of position but they suffer a two-point ability drop

CHARACTERISTICS
There are six potential characteristics which can have a huge influence over a player's career (see page 11)

CHARACTERISTICS

STRENGTH
These players are strong defensively. They are used in opposition to *flair* players during a match (see page 28)

FLAIR
These players are great at creating chances. They are used in opposition to *strength* players during a match (see page 28)

INJURY PRONE
Players with this characteristic are more likely to suffer an injury post-match. If the post-match die shows this icon, all injury prone players in your line-up are injured for two weeks.

LEADER
Only players with this characteristic can be made captain. Your captain gets a +1 ability boost, no matter their potential.

BUTCHER
Players with this characteristic enjoy the dark arts, but occasionally they get caught! They will face more suspensions than most players.

If the post-match die shows this icon, all butchers in your line-up will receive a yellow card.

PRIMA DONNA
These players are more demanding and can harm team morale, but they can boost your Marketing efforts. For every prima donna in your squad who doesn't get on the pitch on match day, reduce team morale by one.

If your club fails to finish in at least a play-off spot, your prima donnas will force a transfer. You must sell them.

WAVELENGTH

Outfield players in Club Manager have one of nine wavelength symbols to indicate their on-field compatibility with others.

When you have three or more players with the same wavelength symbol in one team area (see page 29), your area score gets a +3 boost. A player that combines with others to boost one area may also combine elsewhere on the pitch. However, players played out of position do not contribute to wavelength calculations.

Any team area can gain multiple boosts by, for example, having six players in an area where three are on one wavelength and the other three are on another. However, the maximum value any team area can be boosted by is six.

Particularly adaptable players may have more than one wavelength symbol. These players can combine on both wavelengths in the same line-up.

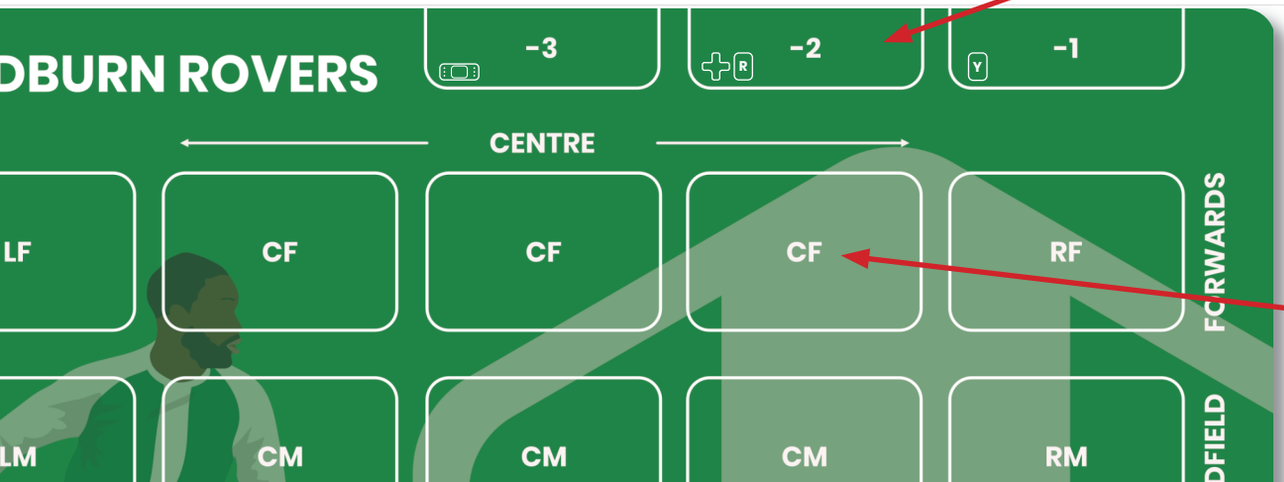


In this example, three players on the Left and three in Defence have the same wavelength symbol (=). Both Left and Defence receive a +3 ability boost.



FORMATION BOARD

Line up your best 11 players on your formation board, making sure to place players in the designated slots.



The Injury and Suspension track

These three slots at the top of your formation board are where you place injured and suspended players. The number in the box indicates for how many weeks or matches they are unavailable.

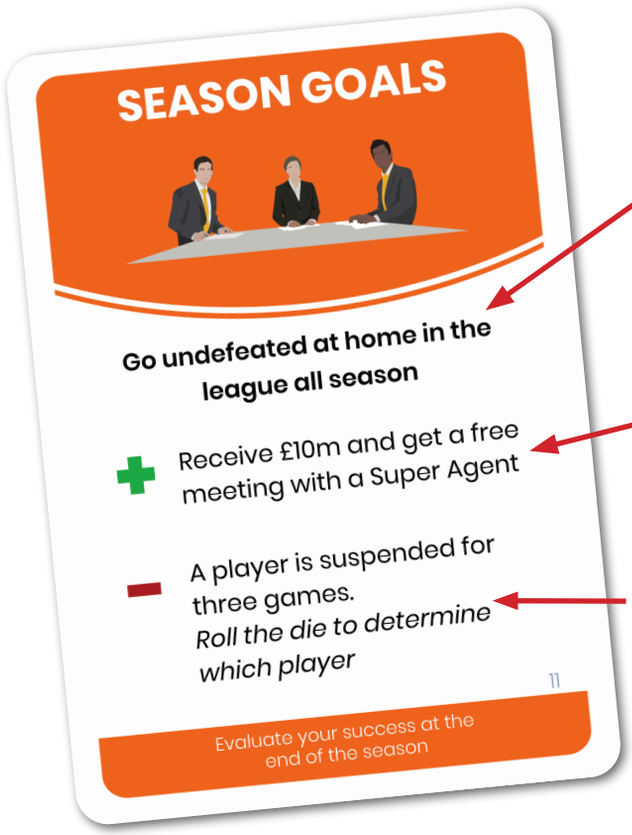
The icons show you where to place players affected by the post-match die.

Players will pick up injuries and suspensions when playing matches, and via Incident cards.

Each slot shows the position best suited to play there (e.g. CF). Players played out of position suffer a two-point ability drop.

SEASON GOALS

Your board will demand that you, as Manager, meet their expectations every season. They do this through Season Goals cards.



The board's demand

Your reward for achieving the goal

Your penalty for failing to achieve the goal

In this instance, you'd identify which player is suspended by using the section **Identifying the affected player** (page 34)

You may need to use paper and a pen to track some of the goals.

You do not draw Season Goals cards in season one: your goal in the first season is simply to avoid relegation. If you fail in that goal, you will be sacked.

From the start of season two onwards, draw three Season Goals cards. You must keep one. Shuffle those you reject back into the stack once all Managers have chosen their card.

THE MAIN BOARD

Every week, Managers will place their Staff on the main board. Whoever has the First-player marker gets to place their Staff first.



Managers can choose the order in which they resolve actions on the main board. However, do not resolve the Transfer Market until all Managers have resolved all other actions.

MARKETING

You get a guaranteed income of £1m for every Staff member you place here. Roll the marketing die to see if your income multiplies. If you roll, say, a x2 then your income becomes **number of Staff placed here x2**.



If you roll the prima donna icon then your income is **(number of Staff placed here x number of prima donna players in your squad) +2**.

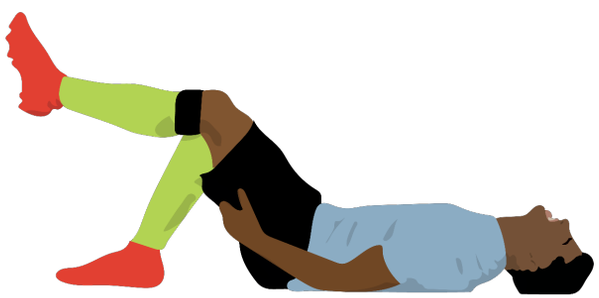
If you have no prima donna players in your squad, act as if you rolled a x1.

PHYSIO

For every Staff member placed here you can reduce one player's injury time by one week. A one-week injury cannot be reduced further by the physio. However, that player may still be selected to play, but:

1. Their ability is reduced by two points
2. If they get injured by the post-match die, they are now injured for the rest of the season

If your player is injured for the rest of the season, place two injury tokens on their card and set the card to the side.



SCOUT REPORT

If you have a Staff member placed here, take a Scout Report card. These cards can give you powerful advantages in your next match. The card has to be used in your next fixture. **You may only place one Staff member here.**

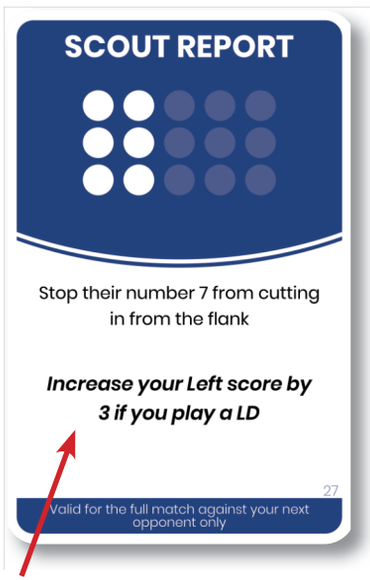
When you have used a Scout Report card, shuffle it back into the stack.

TACTICAL WORK

Take one Tactical Work card for every Staff member you place here. These cards give you advantages on match days. You can use these cards in any future match.

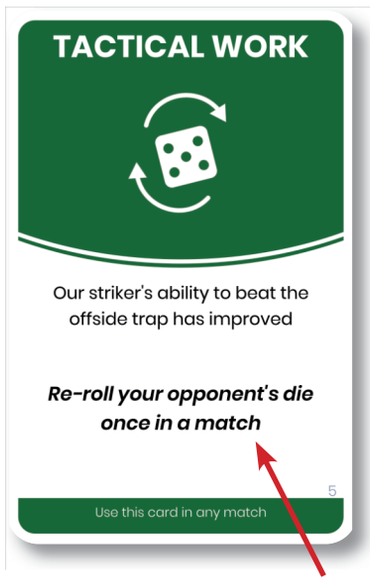
You may hold a maximum of six Tactical Work cards. If you exceed this limit, immediately discard cards until you have six.

When you have used a Tactical Work card, shuffle it back into the stack.



This Scout Report card increases your TOTAL Left score by 3 in your next match only. It does NOT increase the score of every left-sided player in your team.

The diagram shows you which area of your team is affected.



You can save up Tactical Work cards and use them whenever you like. You might choose to keep them hidden from your opponents until you use them.

TRANSFER MARKET

During the transfer windows, ensure there are six player cards on display here. For every Staff member you have placed here, you may bid for **one** player.

In multiplayer games, other Managers may try to outbid you. The first Manager to have placed a Staff member here is the first to reveal for which player(s) they are bidding. Managers can keep bidding until one backs out. If all bidders offer the same amount and have no more funds, the bidder who first placed their Staff that week buys the player.

When a new week begins, always discard the rightmost player card and move the remaining cards along to the right. Repopulate the missing spaces using the transfer list cards.

When the transfer window closes, shuffle all transfer list cards and leave the display spaces empty until the new window opens.



SPEAK TO AGENTS

For every Staff member placed here, take the top three cards from the face-down transfer list pile. You, and only you, may buy these players (at their **Buying Price**). You can only buy as many of these players as you have Staff placed here.

You may visit this section outside of the transfer window to reserve players for future purchase. Simply place your chosen player(s) face down near your formation board. You have to purchase this player when the next transfer window is open. This is considered a free action and does not require a Staff member. However, if you decide not to purchase the player(s) at the next transfer window, you pay a penalty fee to their agent equivalent to 2x the player's ability (i.e. a six ability player will cost you £12m)

If you place four Staff here you have activated the **Super Agent** feature: you are permitted to go through the entire stack of cards and buy (or reserve) one of the players you find.

In all cases, shuffle the cards you don't want back into the stack once you are finished.

TRANSFER VALUES

This table explains the cost of all the players in the game. You can only buy and sell players during the transfer windows. The selling price is the price at which you sell players to the game.

You can sell players to other human Managers; this does not require any Staff placement.

The buyout clause is the fee another Manager will pay to purchase a player directly from you. You cannot stop this purchase from going through, and no one may force another buyout of that player until the next season. No Staff placement is required to activate a buyout clause.

ABILITY	BUYING PRICE*	SELLING PRICE*	BUYOUT CLAUSE*
1-5	Ability x2	Ability	[Ability x2] + 10
6	15	8	25
7	18	10	30
8	24	12	38
9	30	18	45
10	40	24	60
11	45	28	75
12+	50	32	85

* Price is in £m

PLAYER ABILITIES

Players know their value; they wouldn't contemplate playing in a league beneath them. As such, a Manager in Division 3 can only have players in their squad between the ability ranges one and five. Division 2 can go up to seven, and players rated eight or higher will only play in Division 1.

You can train a player to be better than the ability cap in your league but they will force a transfer away at the end of the season if you don't win promotion. If you are relegated, you must immediately sell any players who are too high an ability for your league. Sell them for their **Selling Price**.

UPDATING THE TRANSFER MARKET

As the seasons roll on, you will need to weed out of the game those players who have passed their retirement date.

You may wish to include players in the transfer market who have a low starting ability but high potential - that's your call at the start of each season.

When you reach season five, you may add in the Season 5+ player cards, following the player ability rules shown on the left.

YOUTH SCOUTING

For every Staff member you've placed here, move forward one step on the track.

When you reach the +1 step you may choose to take the top card from the youth player stack. You can choose to keep or discard that card. Either way, remove your counter from the track.

However, if you choose not to look at a player at the +1 step, you continue to the +2 step. When you reach it, take the top two cards from the youth player stack. You can only keep one. You can choose to keep or discard the youth player you have discovered.

Discard unwanted youth player cards to the bottom of their stack, and remove your counter from the track.

YOUTH PLAYER UPGRADES

Depending on your division and youth facilities, your new youth player may be eligible for an immediate ability boost!

DIVISION 3	DIVISION 2	DIVISION 1	+	YOUTH FACILITY UPGRADE
NO BOOST	+1	+1		+1



The Yellow Manager chose not to look at a card at the +1 step and is moving towards the +2 step where they'll get to look at two youth player cards.

The Red Manager has progressed three spaces along the track and will have a choice to make when they reach the +1 step.

The Green counter is at the zero position. The Manager placed a Staff member here so they will move onto the first space on the track.

FIRST-TEAM TRAINING

For every Staff member placed here, move one step forward on the development track. If you reach the 1-3 step, you can upgrade a player's ability by one point, as long as their current ability level is between one and three. Hit the 4-6 step or the 7+ step to upgrade a player who is within those ability ranges. Remove your counter from the track when you have upgraded a player.

To upgrade a player's ability, place a new ability token on top of their ability rating on their player card.

You can only upgrade players who have the potential for improvement. You cannot improve injured players.

TEAM MORALE

Team morale is affected by match day results and Staff placement. When morale is at its highest point, your reward is one free Chance card in your next match. When morale is in the lowest two spaces, your opponent gets a free Chance card in your next match.

To use Staff to improve your team's morale, simply place one here and pay £5m. Move morale up one space. You may place more than one Staff member (and pay £5m per each one placed) if you want to move further up the morale track.

Team morale is also affected by your match results. See page 35 for a full explanation.





The Green Manager has placed three Staff here, so they can move their marker towards the 7+ step, or upgrade beforehand at 1-3 or 4-6 and restart progress towards another player.

Yellow can upgrade a player whose ability is currently 1-3, or they can place more Staff here in a future turn. Managers can upgrade players even if they have not placed Staff here, depending on where the counter is on the track.

Red is heading to the 7+ step.



Miller has been upgraded. Simply place the new ability token onto the player card

FACILITIES MANAGEMENT

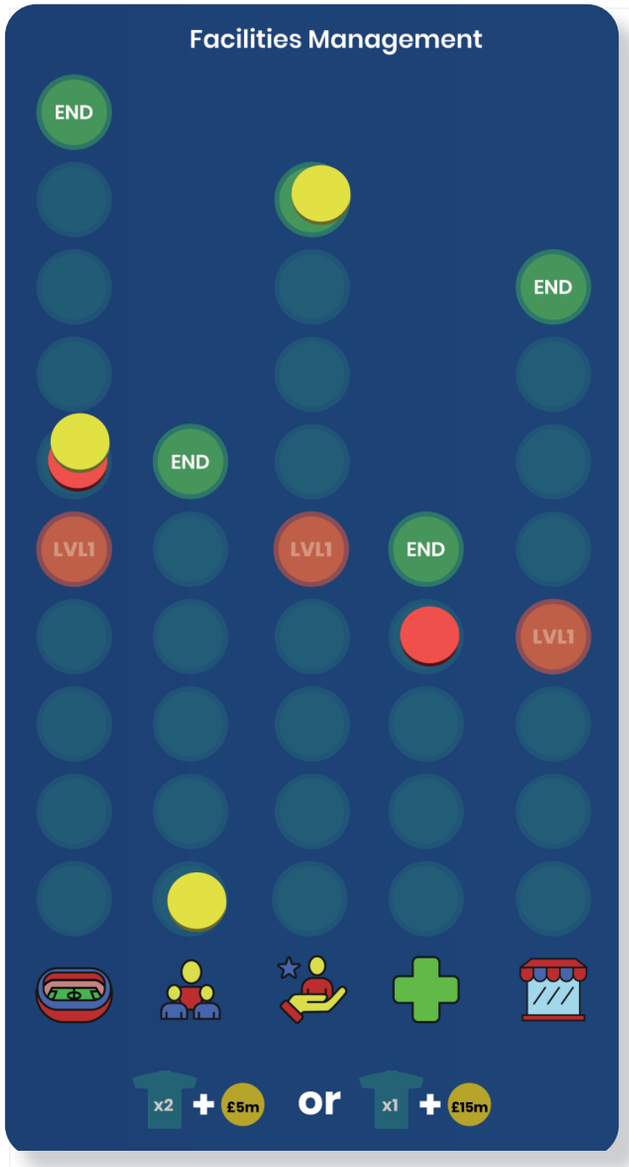
You can move one space up a construction track in two different ways:

1. Place one Staff and pay £15m
2. Place two Staff and pay £5m

Choose which facility you will improve; you can be building towards more than one at any time. When you reach the top of a track you will be rewarded with a bonus. Some tracks have a 'Level 1', mid-point bonus, too. These are the bonuses for each facility:

	LEVEL 1 BONUS	COMPLETED
STADIUM	Take +£1m in gate money	Take +£2m in gate money. You can now sign players with an ability rating of 8+*
RECRUITMENT		Take and keep one extra Staff member
YOUTH ACADEMY	You get to look at one extra player card when using Youth Scouting	All new youth players get a +1 ability boost
MEDICAL CENTRE		Players injured by the post-match die only miss two weeks
CLUB STORE	Take +£1m after rolling the die when you use marketing	You may re-roll the marketing die once per use

* Remember, players with an ability rating of 8+ will not play outside of Division 1.



The Yellow club has completed their work on Youth Academy, and both the Yellow and Red clubs have passed the mid-point mark in Stadium development.

When two or more clubs are at the same step, simply stack the Progress markers on top of each other.

If you haven't yet started on a track, leave your Progress marker to the side.

MATCH DAY

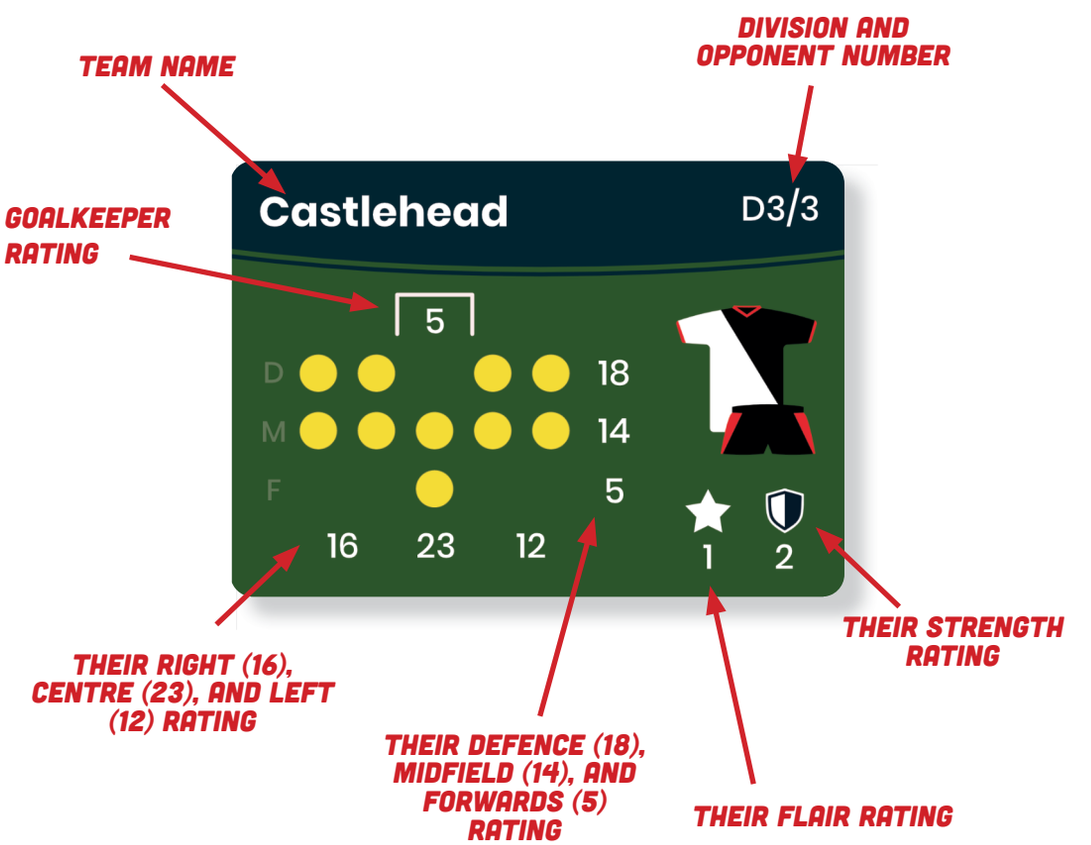


On match days you will either take on one of your friends or the simulated teams. Refer to the calendar to work out who your opponent is each week.

Take a look at the example opponent card below. Castlehead are a Division 3 team, number 3 (as evidenced by the text 'D3/3'). Castlehead's card shows their strength for every area of their team. You will refer to these during a match.

The goalkeeper is shown at the top of the opponent formation cards. Their goalkeeper has a rating of 5.

Now you know what your opponent's strengths and weaknesses are, line up your 11 players on your formation board in a formation that will give you a chance of winning the match. Your team must include a goalkeeper.



RESOLVING MATCHES

There are **11 steps** to take when playing a match.

You will compare an area of your team against your opponent's. Then both teams roll their D12 & add the die roll to the team's area score. Whoever wins the duel flips over a Chance card! In a tie, no-one takes a Chance card.

The list below tells you the order of duels to compare. The home team is shown first:

ONE Team morale: take, give, or no Chance card **NO DICE ROLL**

TWO Left vs Right

THREE Centre vs Centre

FOUR Right vs Left

FIVE Flair vs Strength (test both teams) **NO DICE ROLL**

There is no dice roll for this duel. Simply count the number of flair players in your team and compare it to your opponent's strength. If your flair total is higher, take a Chance card. Then your opponent performs the same test.

Substitutes (**maximum two per team**) and position changes are allowed at any point after step five. **A player may only change position one time** during a match. In a multiplayer match, the away team first decides if they wish to make a positional change or substitution, then the home team.

SIX Forwards vs Defence

SEVEN Midfield vs Midfield

EIGHT Defence vs Forwards

NINE Away team choice*

TEN Home team choice*

* Choose to repeat any of steps two, three, four, six, seven, or eight. When playing a simulated opponent, you must choose their best chance of winning at steps nine or ten.

ELEVEN Home team takes a Chance card **NO DICE ROLL**

! If Forwards beat Defence, or if one team already has a 12+ point advantage **before the dice roll**, that team takes TWO Chance cards

You will need to calculate the total ability score of six areas of your team in order to compare them to your opponent.

You can do this in your head, on a piece of paper, or by using our online calculator by scanning the QR code.

footballboardgame.com/formation.html



When calculating your LEFT score, add up the ability points of all players in these six positions



When calculating your CENTRE score, add up the ability points of all players in these nine positions



When calculating your RIGHT score, add up the ability points of all players in these six positions



When calculating your FORWARDS score, add up the ability points of all players in these five positions



When calculating your MIDFIELDER score, add up the ability points of all players in these five positions



When calculating your DEFENCE score, add up the ability points of all players in these five positions

NOTE: the goalkeeper is never included in any of these calculations

! Remember, if you play a player out of position they will receive a two-point ability drop. However, a goalkeeper played outfield (or vice-versa) is set to an ability level of one

THE CHANCE CARDS

Ready for some thrills and spills? Bring on the Chance cards! Here is a selection you will encounter in your matches.



If this card is drawn then the opposition get to draw a Chance card

When this card is drawn, roll the die. If the roll is higher than the opponent's goalkeeper ability, it's a goal!

Uh-oh, a player has picked up an injury! Roll the die to determine who (see page 34). If it's a player from a human-controlled team, immediately apply an injury token to that player and temporarily reduce their ability by two points. The player will subsequently be injured for one week. However, if this player is injured again by the post-match die, they will miss the rest of the season.

GOAL! Or is it? Some goal cards have a VAR check...

When you draw one of these cards, read the text and then roll the die. You might still score!

! TIP: as you draw Chance cards, create three piles: goals for your team, goals for your opponent, and non-goals

POST-MATCH CHECKLIST

When a match finishes, follow these steps:

1. Alter your league points, if you played a league match (page 35)
2. If you had any players injured or suspended, slide them forward one week
3. Roll post-match die and take any relevant action
4. Take gate money if you were the home team (page 35)
5. Adjust your team morale (page 35)
6. Shuffle all Chance cards back into a single deck

Read on to discover how these all work.

THE POST-MATCH DIE

Roll the post-match die after a match to see if your players have picked up any injuries or suspensions.

If you played against a human opponent, both Managers roll the die separately.



Here's what each symbol means:



Two players will receive a yellow card (page 33). Roll the D12 twice to find out who (page 34)



One player will be suspended for two **matches**. Roll the D12 to find out who (page 34)



All players who played for you in this match with the butcher characteristic will receive a yellow card



All players who played for you in this match with the injury prone characteristic are injured for two **weeks**



One player will be injured for three **weeks**. Roll the D12 to find out who (page 34). If the affected player was already carrying an injury, they will miss the rest of the season (page 16)

YELLOW CARDS

If you roll the yellow card on the post-match die, roll your D12 twice. The two identified players receive a yellow card token. Place a yellow card token on the two affected players

- If you roll a 12, that roll counts as no effect
- If the same player is rolled twice, that player is sent off and misses two matches. Place a red card token on that player and place them on the -2 slot above your formation board
- If a player accumulates two yellow cards on separate occasions, they miss one match. Put a red card token on the player and place them on the -1 slot above your formation board
- If a player on a yellow card receives a red card, they miss two matches and keep the yellow card token

Yellow cards are removed at the end of the season.

Why the distinction between weeks and matches?
Because injuries heal over time, while suspensions are served by missing matches.

If you have a week where you have no match (say, it is the winter transfer window), then your injured player will heal and you should move them along the track. But your suspended player will not move because they did not miss a match.



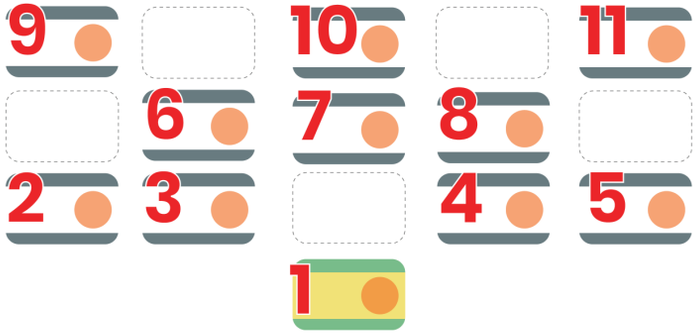
IDENTIFYING THE AFFECTED PLAYER

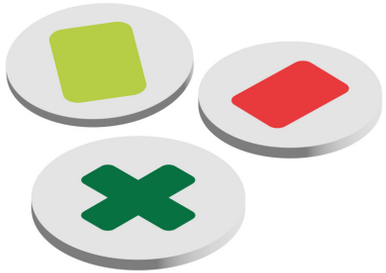
If you roll the yellow card, red card, or plaster symbol then you will need to roll a D12 to calculate who is affected.

If you roll, say, a seven, start counting from your goalkeeper player card then up from left to right until you reach your seventh player. If you roll a 12, no player is affected!

Place the relevant token on the affected player, and, where relevant, put that player into the appropriate slot (-3, -2, -1) above your formation board. You will move that player along that slot every week or match played until they clear off their injury or suspension.

Here's how to number your players to identify who is affected by the post-match die.





Place the injury and suspension tokens on players who have earned them



LEAGUE POINTS

If you played a league match, alter league points in the following way:

- the winning team gets three points
- the losing team gets zero points
- in a draw, each team gets one point

Do not keep track of points for simulated teams.

GATE MONEY

You can increase gate money from home league matches if you manage to develop your facilities to the indicated levels. The basic level of income you will get for home matches depends on which division you are in:



See the ***Bonus money*** section (page 40) for details of cup income.

TEAM MORALE

Here is how team morale is affected by your match results:

- If your team wins a match, move forward one space
- If you lose a match away from home, move back one space
- If you lose a match at home, move back two spaces
- Additionally, for every prima donna player who doesn't get on the pitch on match day, move back one space. Injured and suspended prima donna players do not affect team morale.

THE CUP & END OF SEASON

HOW THE CUP WORKS

Cup matches get played on dedicated weeks. If you have been knocked out of the cup, treat it as a week without a match - i.e. you get to place your Staff and advance injuries but you do not play a match at the end of the week.

To work out who your opponent is in Round 1, shuffle all Division 1-3 cards together and take one at random. Roll the dice to determine who is the home team; an even number means you are at home, an odd number means you are away.

Round 2 works the same except you remove all Division 3 clubs.

For the semi-final and final, remove all Division 2 clubs. These matches are played at a neutral venue (see the box to the right).

In all cases, remove teams you have already defeated.

You can draw human opponents in the cup. If you draw the club they have replaced in their division then you will play them!

There are no cup replays. If a match ends in a draw, extra time consists of:

1. Forwards vs Defence
2. Midfield vs Midfield
3. Defence vs Forwards

If the match goes to penalties, take turns rolling the D12 against the opposition goalkeeper's rating. If your roll is higher than the keeper's rating, you score! After five penalties, whoever scored the most goals wins. If it is a tie, then keep taking one penalty each until there is a winner. In a penalty shootout, goalkeepers have their ability capped at 10.

HOW THE EURO CUP WORKS

Only the current winners of Division 1 get to play in the Euro Cup! Matches are played on a one-off basis in a neutral venue (which is to say there is no home advantage).

Euro Cup matches are played in midweek, and there is no opportunity for anyone to place their Staff before the match. **Take a free Scouting card just before your Euro Cup match.**

In **Round 1**, draw a card at random from the Euro club options. **Round 2** is the quarter final: remove Euro cards numbered 10-14 and then draw your opponent. For the **Semi-final** and **Final**, draw from cards numbered 1-6.

In all cases, remove teams you have already defeated.

There are no draws. Extra time and penalties work in exactly the same way as the cup.

After playing your midweek Euro Cup match, all Managers may place their Staff on the main board and proceed with the week.



When a match is played at a neutral venue neither team will draw a home card at the end.

But you do need to determine which team is the 'home' team for the sake of the match day sequence. Roll the D12: if you roll an even number you are the home team.

FINAL LEAGUE POSITION

At the end of the season, a maximum of two teams can be promoted. One team will be promoted as the champion, while the other will have to win their promotion in a play-off against a team from the higher division.

If you finish in the 'Champion Zone' then you are the league champion and have won the league and secured automatic promotion! If multiple human opponents also finished in this zone, then the highest placed team wins the league.

If two teams are tied on equal points, they play a cup-final-style match against each other to determine the league champion. This match is played on the midweek before the Cup final. The loser of that match drops into the play-offs (if in Division 2 or 3).

The Promotion play-off takes place between only two teams: the highest team in the champion zone (who are not champions) or promotion playoff zone, versus a team from the higher division. The team from the higher division should be drawn from opponent cards 1, 4, 6 and 8. The match is played in a neutral venue (no home advantage).

There are also relegation playoff spaces: in that case, you will playoff against a team from the division below. Draw at random a team from numbers 2, 3, 5 and 7 and play the match as described above. If more than one Manager finishes in the relegation play-off zone, only the lowest team plays in the playoff (If two teams are tied on equal points, they play a cup-final-style match against each other in the midweek before the Cup final to determine who finished lowest).

The play-off match is played the week after the Cup final.

Play-off matches feature extra time and penalties, if required.

- There is no promotion from Division 1.
- There is no relegation playoff in Division 3
- If you finish in the Relegation Zone in Division 3 you get sacked...

END OF THE SEASON

When the season comes to an end it is time to turn to your Season Goals card. You now take your reward or suffer the consequences printed on your Season Goals card you drew at the start of the season (note: you did not draw a Season Goals card at the start of your first season).

You now collect your bonus money and then pay your wages. See pages 40 and 41 to calculate these.

THE NEW SEASON

At the start of a new season, *except for season one*, follow these steps:

- Scrap any players who have retired
- For players in their final season, reduce their ability by one with the ability upgrade tokens (the minimum possible rating is one)
- Remove all yellow cards from players
- Sell any prima donnas if your club did not finish in a least promotion playoff spot
- Sell any players whose ability rating is higher than the division you are going into allows (see Player Abilities, page 20)
- Prepare your opponents by selecting the correct cards
- Draw one youth player card per Manager. Starting with the lowest-placed team and continuing in order, each Manager chooses one card. Adjust the player's ability for your division and facilities level, if required.
- Draw three Season Goals cards. You must keep one and discard the others to the bottom of the pile (see page 14)
- Change the season card to the new number
- Ensure the correct transfer market players are being used
- Set the calendar to week 01

See pages 4 to 7 for how to set up the game in the first season.

BONUS MONEY

This table shows you how much bonus money you make according to your circumstances.

The first table shows cup gate income. Take this money as you earn it and remember to add any bonus you are due for your stadium development.

Outcome	Div 3*	Div 2*	Div 1*
Cup r1&2. Home vs	3	5	8
Cup r1&2. Away vs	1	2	4
Cup semi-final	10	10	10
Euro Cup r1&2			10
Euro Cup semi-final			15

The table below is bonus money; this is earned at the end of the season.

Outcome	Div 3*	Div 2*	Div 1*
Relegation		15	55
No change	15	40	80
Promotion play-off position	25	55	100
Champions	*40*	*65*	150
Play-off final income	*5*	*8*	
Cup runner-up	25	25	25
Cup winner	40	40	40
Euro Cup runner-up			30
Euro Cup winner			50

* Values shown as £m

WAGES

At the end of the season, add up the ability of all of your players to calculate how much money you need to pay in wages. If you cannot afford to pay these wages then you are forced to immediately sell players for their Selling price (page 19) in order to settle this bill. Note, the wage bill is not reduced if you are forced to sell a player.

Ability total	Div 3*	Div 2*	Div 1*
30-50	8	15	30
51-65	12	20	35
66-75	20	25	40
76-90	25	35	50
91-115	40	35	55
116-130		50	60
131-140		80	70
141-150		110	100
151+		150	140

* Values shown as £m

Note that Division 2 wages are sometimes higher than those in Division 1. That's because players who could play in a higher league demand more to play in a lower league.

FAQ

Can I sell players?
Yes, but only during the transfer windows. Refer to the transfer values table on page 19 to calculate the value for which you can sell your players. Selling a player is a 'free move' for which you don't need to use a Staff member. Simply sell however many players you like in the Staff placement phase.

Can my friend buy a player from me?
Yes, but only during the transfer windows. You can negotiate the price with no limitations, but might want to use the transfer values (page 19) as a guide. Your friend can also trigger your players' buyout clause (page 19). As above, these are 'free moves' which do not require Staff placement.

What happens if my friend and I both want to buy the same player?
Whoever placed their Staff member in the transfer market first gets to make the first bid, based on player values (page 19). You can both continue to try to outbid each other.

What happens if I draw a counter attack card and then my opponent does?
You would then take a Chance card.

What happens if I don't have 11 players available to play?
Act as if you have replacement players with a rating of 0.

Can I play someone out of position?
Yes, but they suffer a two-point ability drop. However, if you play a goalkeeper in an outfielder position, or vice-versa, their ability is set to 1. Players played out of position do not contrinbute to any wavelenth bonuses.

If one team has higher Strength than Flair, do they draw a Chance card?
No. You only draw a Chance card if Flair beats Strength.

Some of my players retire at the end of season one. Do I reduce their ability by one point?
No. The game has already done that for you.

What happens if I don't have enough money to pay wages?
You must immediately sell players until you have cleared your debt. This is the only time you can sell players outside of the transfer window.

When can I apply Scout Report and Tactical Work cards?
They must be applied before you roll the die. However, some of these cards allow you to re-roll or deny a Chance card; they are used after a die roll.

What should I do with my injured and suspended players?
First, place the relevant token on their card (yellow/red card or plaster). Next, place the player in the relevant slot above your formation board. These slots indicate the number of weeks or matches your player is out. Slide them along these positions when weeks or matches pass.

What happens if my friend gets promoted but I do not?
Continue to play the game but in separate divisions. You will need to run two transfer markets, and ensure you are each using the correct opponent cards.

When do I take a Season Goals card?
You take three at the start of every season, you have to keep one and shuffle the rest back. The exception to this is season one when you do not take a Season Goals card. Your goal for season one is to avoid relegation.

What do I do with used Scout Report, Tactical Work, and Season Goals cards?
Shuffle them back into their pile every time you use one.

Do Managers always have to replace the first four teams in the league?
No. You can take control of any team in the league, and you're free to change your team number at the start of each new season if you wish. For an added challenge, try not replacing teams 2, 3, 5, and 7 — these teams are often stronger, making the path to success more difficult.

How do I save the game so I can return to it another time?
Simply fill out the supplied Recording Notepad to take note of your key numbers and positions, then put the Notepad sheet, your player cards, tactical cards, money, and so on into one of the supplied envelopes. Next time you play Club Manager, it should take you no longer than three minutes to resume from where you left off.

What happens if I get relegated from Division 3?
The game is over! But if you are not playing solo, wear a false moustache, change your name, and restart as that same team. I am sure the Chairman will not realise you have returned.

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A huge thank you to the Kickstarter backers whose support brought this project alive.

CREDITS

Game design and artwork by Colin Webster of Webstar Games Ltd.

UP YOUR GAME!

Visit the Club Manager online store to discover additional products that help breathe even more life into the experience.

These are all available from footballboardgame.net

FIVE NEOPRENE MATS

The neoprene mats add a touch of class - and an all-weather feel! - to Club Manager. They replace the four team formation boards and the main board.

SOLO SCENARIOS BOOKLET

This booklet contains 10 scenarios that drop you right into the heart of the action - perhaps you'll be managing a team that needs to win its last few matches to avoid relegation, or another that's just had a huge cash injection, or another where your chairman has trust issues...

100 EXTRA PLAYER CARDS

This set contains 100 unique player cards that can be used to enhance and deepen your Club Manager experience.

RISE AND FALL

This expansion set contains evolved opponent cards. Your team changes year after year, and now so too do your opponents!

The set also contains a full set of Chance cards and all the game dice.

...AND YET MORE

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raceforthetitle.net

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Counter Attack

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