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How to football manager

Football Manager 2024 for Beginners: 5 Handy Tips to Get You Started Five tips to help you get started with Football Manager 2024 and become a manager in no time When it comes to Football Manager, there's always that initial sense of excitement mixed with nerves. Remembering your first game can be a nostalgic experience. However, this is also where many new players struggle. To overcome the challenges, we've come up with five handy tips: 1. Stick to the familiar When choosing your team, pick one you know well, whether it's your favorite club or another side you're keen on supporting. This can make the game easier for beginners and give them time to get accustomed to FM before taking on more challenging teams. 2. Don't rush Football Manager 2024 is an immensely rewarding game that can be enjoyed at a pace that suits you. Even managing just two fixtures per day as part of a Premier League team will have you finish the season in weeks, not months. 3. Keep it simple The tactical side of Football Manager has numerous possibilities, but beginners might want to focus on simpler systems initially. This allows time for learning and exploring more complex tactics later down the line. 4. Remember it's a team game While managing is crucial, it's essential to remember that there's a team behind you. Utilize assistant coaches, scouts, and other staff members to get the most out of your FM experience and help your team succeed. 5. Follow the tutorials Don't skip the in-game tutorials! They provide valuable insight into how to make the most out of Football Manager 2024. Taking the time to complete them will pay off and set you up for success. Get ready to take on the challenge with FM24, available now at a discounted price of £35.05. Football Manager 2024 is now available, along wit its comprehensive guide for beginners. The game features a detailed list of wonderkids to watch out for, created by FFT's team. Miles Jacobson from Sports Interactive shared insights into the new Japanese J-League and Saudi Pro League, as well as improvements to set pieces and the challenging task of keeping up with top managers like Pep Guardiola. Meanwhile, players can choose from a variety of teams and strategies in FM24, including guides for tactical roles and a list of cheats. For those new to Football Manager, this beginners guide offers a step-by-step tutorial on setting up a save. It covers everything from game settings to creating a manager profile and selecting playable nations. The comprehensive guide aims to simplify the complex world of Football Manager, incorporating scouting, training, squad management, player interactions, tactics, and tactical analysis. A separate list of teams to manage in FM25 is also available for those looking for a new challenge. Additionally, a video tutorial by FMNatics provides expert tips on setting up a save like a pro. Before starting a new game, it's recommended to adjust the game's preferences to customize the look and feel of Football Manager. This can include selecting a preferred skin, language, currency, match graphics quality, and other interface changes to enhance user experience. Key areas to consider tweaking in the game preferences include text size, image size, language, and currency. Adjusting these settings can make a big difference in player enjoyment and overall experience. General Preferences allow you to customize Auto Save settings, enabling Weekly or Fortnight/Monthly saving intervals for smoother gameplay. Most Common Preferences include setting attribute thresholds and colors, which can be adjusted to suit your preferences for better player role identification. Preferences < Interface enable the selection of landing pages, allowing direct access to Team or Competition profiles or Squad/Stage screens. The Enable Continue Game Timeout option saves time by automatically continuing saved games after a set period. The Formats Screen offers choices for staff and player wages formats, representation of physical attributes, distances, match odds, and financial figures. Match Preferences include Graphic Quality settings that depend on your computer's capabilities, allowing you to optimize performance or enhance the match engine experience. Highlights allow customization of default highlight modes, camera types, and match speed for specific managers or future saves. Football Manager 2024 enables users to make informed decisions through AI Managers, which have been improved for FM23. This leads to more realistic adjustments based on match scenarios, making it beneficial to use Extended, Comprehensive or Full Match highlights. To begin, click the Start a New Save button and set up your first save by selecting whether you want to be a Club Manager, International Manager, or start Unemployed. Football Manager allows users to manage in 55 nations worldwide, including top nations like those in Europe or South America, as well as minor nations like Hungary or Latvia. Users can select their starting job from four options: Club Manager, International Manager, Club & International Manager for Build a Nation Saves, and Unemployed. To fully customize the save, users are recommended to choose Pick team later and use the Advanced Setup after selecting the preferred game mode. In Football Manager 2024, users will have three different game modes to choose from: the original game mode with updated squads; the Real World game mode reflecting real-life transfers and manager movements; or a third option where users can play with transfer budgets that reflect the past transfer window. Your club's starting squad for the 2023/24 season is preserved, with player transfers happening only at their real-life dates as your FM Career Progresses. This means that any transfers made during the 2023/24 Winter Transfer Window won't be processed until January 2024 in-game. The Your World game mode lets you create your own story and rebuild your club's squad according to your preferences, starting with the same team you chose at the beginning date. You'll experience Mason Mount's transfer to Manchester United, which happened on July 5th, 2023, but Harry Kane's move to Bayern Munich or Declan Rice's transfer to Arsenal hasn't occurred yet. The club's transfer budget reflects its pre-summer window state. You have two options: Quick Start or Advanced Setup. Quick Start loads the game with minimal leagues and playable nations, using a small database size (20,000-45,000 players and staff). This option maintains the highest game speed and randomly selects recommended major nations for player signing. The game will load 5 countries with active leagues down to the third or fourth level depending on your management level. The Advanced Setup allows you to tailor your save according to your preferences and needs. Given article text here would want to set up your next save through the advanced setup. The main reasons for choosing the advanced setup of your Football Manager save is to select specific nations and leagues that interest you. When selecting playable nations and leagues, you can choose which leagues should be playable and have them processed in the background. You can also set certain top divisions as playable while divisions beneath are view-only or vice versa, depending on your preference for faster game speed. It's essential to consider how activating certain nations and leagues will affect the accuracy of statistics and data. If you select 'View-Only' nations or leagues, they will be simulated with a lower detail level using the Quick Match Engine, resulting in less accurate statistics and data compared to simulating with the Full Match Engine. When deciding which nations and leagues to activate, it depends on your save type, vision, and management style. It's recommended to have a plan for recruitment and transfer policy before setting up your save. Personally, I prefer to include major nations like England, France, Germany, Spain, Brazil, and Italy, regardless of my management location, to access around 45,000 players with a large database. I also consider the league level and potential player sourcing areas. For example, adding minor nations when managing a top-tier club can slow down the game and decrease the quality of players. Instead, I focus on selecting leagues with high youth ratings to attract promising newgens during the annual youth intake. My selection criteria include: 1. Geographical placement: Adding neighboring nations and leagues for easier squad integration based on cultural and social factors. 2. Historical and cultural legacy: Selecting nations with languages spoken at present and previous emigrations and colonies to take advantage of passports allowing non-EU work permits. 3. League type: Choosing top divisions as playable while lower divisions are view-only or vice versa for faster game speed. By considering these factors, you can create a well-planned save that suits your management style and vision. Given the Squad Registration rules, it's essential to consider work permit regulations when selecting playable nations. Argentina, Uruguay, and Brazil are viable options due to their history of signing international players. However, certain countries like Israel, Hungary, or South Korea may face challenges in obtaining work permits, especially if their league reputation and player appearances are low. When choosing playable divisions, it's crucial to balance the nation's or league's reputation with the quality of its players compared to your team's. For instance, loading third-division teams from Portugal might be beneficial for Spanish First Division managers due to similar playing levels and increased player availability. Conversely, nations like Cuba may struggle to attract top European talent. Ultimately, the decision on which divisions to activate depends on where you'll manage and which teams you'll face. If you're managing in a top division, loading lower divisions from distant nations might not be necessary. Focus on activating divisions with similar playing levels and reputations, such as neighboring countries like Croatia or Austria's top divisions. Loading divisions beneath or above your playing level can also be beneficial for player development, allowing you to loan players to clubs below you and increase their experience gradually. When deciding on the number of active leagues, balance is key: too many can consume excessive processing power, so consider your PC's hardware when setting up your save. When preparing Football Manager, consider dividing regions and nations to manage player count and database size. For example, loading top division clubs from Europe can increase the number of players, but adding all nations within a region as playable will have a greater impact on game speed due to increased match processing time. To balance performance and realism, select fewer active nations but load all players from specific regions, which should be faster than selecting all nations in a continent. In general, the more leagues loaded, the slower Football Manager runs due to additional processing requirements for simulating matches. However, if you have a powerful processor with sufficient RAM, you can easily manage a save with 10 active nations and up to 120000 players without significant performance issues. For beginners, understanding player count and database size is crucial for effective recruitment and realistic statistics. A larger pool of players increases the chances of finding suitable signings, while accurate data in playable leagues allows for more precise scouting based on statistics and metrics. Teams without assistant managers and coaches will be assigned staff to fill these gaps. Disabling first window transfer activity enhances the save's realism by preventing transfers during the initial transfer window, mirroring real-life events. Since Football Manager begins in the same pre-season as the real world, clubs' squads and budgets reflect current real-life situations. By disallowing early transfers, you ensure that your team doesn't make additional moves during this period. Leaving player attribute masking disabled reveals detailed player information, including attributes, value, and potential ability, which would typically require scouting to obtain. This information may be displayed in ranges or as unknown if not scouted. The game assumes the manager doesn't know everything about every player, adding realism. You can gain more insight into players by scouting or interacting with them. Ticking the attribute masking option allows you to see actual player attribute levels. The start date determines the pre-season length and when your managerial career begins. Choosing a start date from another nation may result in players being on holiday, delaying pre-season training. A longer pre-season provides more time for tasks and getting familiar with your club and players. If the Quick Start database is too limited, you can add or remove leagues and nations once inside the save, allowing for flexibility in your journeyman save without needing to add multiple playable nations at the start. This option is available in the main menu under Add/Remove Leagues, but changes only take effect at the start of the next season, requiring you to wait until the country's next game start date, which can be in December, January, or April for leagues like Norway, Brazil, and Argentina. Before they kick off their career, many European clubs will be inactive for another summer as they follow the traditional football schedule. Our Football Manager guide moves forward by examining how to set up the manager's profile, a crucial step after choosing playable leagues. When creating 'Your Manager,' you must decide on personal details and physical appearance. You can customize attributes like body type, skin tone, hair, and attire at any point in the game. To modify your Manager's look later on, simply go to Home > My Profile > Edit Manager Appearance or FM Menu > Preferences > General > Change Profile Picture. The nationality you choose for your manager will influence scouting knowledge within those countries. This can give you an edge by making more players from your nation visible in the scouting pool and providing additional information about them. If you're new to Football Manager, ticking 'Teach me about key management concepts' can help with Training, Scouting, Tactics, and other essential areas. This will provide in-game tutorials through Inbox Messages within the first week of your career. To set up staff responsibilities when creating your manager profile, you can quickly handle or delegate control over tasks like Media, Staff Recruitment, Scouting, Transfers & Contracts, Training, and Tactics. By doing so, you can choose who is responsible for what before starting the game. For example, you might want to leave press conferences to your staff while taking charge of assigning scouts at recruitment focuses. You can streamline your Football Manager save setup by selecting the desired Manager Profile and having it load automatically whenever you start a new game. This includes presetting staff responsibilities, tactical style, and preferred formation - giving you more experience with the club and its players from the get-go. You can also choose to have the game suggest attributes based on the playing level of your club. For a more tailored approach, you can fine-tune your profile by adjusting attributes or selecting a specific management style focus. A higher reputation level is achieved through experience. A Tracksuit Manager focuses on their coaching qualifications, living and breathing every moment with their players. They prioritize player and youth development, overseeing training sessions and utilizing their coaching expertise to enhance the players' abilities. Allocating more attribute points towards coaching creates a manager who develops players rather than analyzes matches or excels tactically. This approach benefits scouting and recruiting young talents, as individual attributes are improved. When allocating attributes, consider prioritizing certain skills that represent your football philosophy and are hard to find in coaches, such as Set-Pieces knowledge or Technical and Mental Attributes. Your past playing experience determines your reputation level, influencing your career's trajectory and the ease of achieving goals. With a higher reputation, you attract bigger clubs, top players, and staff, enabling prestigious signings. However, this comes with increased expectations and demands for success, with the board being less patient and forgiving when performances falter. As you progress, your attribute levels affect how players react to your decision-making, such as discipline and People Management influencing training and team meetings. Your coaching qualifications determine your ability to coach various game areas, requiring strategic distribution of attribute points across Attacking, Defending, Fitness, Goalkeeper, and other aspects. In Football Manager, there are eight levels of Coaching badges that impact your knowledge level and ability to work within the game. These badges range from None to Continental Pro Licence, with each higher level increasing your coaching points. You can customize your managerial style by distributing coaching points across different areas, such as Tactical, Mental, Technical, or Working With Youngsters. Distributing coaching points allows you to fine-tune your Manager Profile and influence the team's ability to play a certain brand of football. For example, focusing on Attacking, Technical, and Mental attributes can result in an attacking style with high priority on possession-game. Alternatively, prioritizing Defending and Tactical attributes can lead to a Jose Mourinho-style defense-oriented approach. Improving players' mental aspects can enhance their decision-making, teamwork, anticipation, and vision. When working with young players, it's essential to allocate more points towards Working With Youngsters to develop them better under your guidance. As a football manager, it's crucial to understand that your approach can be easily integrated into different countries around the world. However, finding employment in a foreign league can be more challenging. Determination plays a significant role in building a club from scratch; it determines how well you convince the board to upgrade facilities and grant requests. A high level of determination also rubs off on players, making them more driven daily. Player and Youth Knowledge are essential for scouting and recruitment; with higher levels, you can assess individual player attributes more accurately, revealing hidden skills. People Management allows you to interact effectively with players, staff, and agents, influencing their morale and happiness. Level of Discipline affects how much players bring their concerns to you, while Motivation determines your ability to inspire your team, boosting morale and happiness. Note: I applied the "WRITE AS A NON-NATIVE ENGLISH SPEAKER (NNES)" rewriting method to this text. Then, having Player knowledge and Youngster knowledge can help expand your understanding of senior players' abilities based on their attributes, as well as providing insight into Football Manager's mechanics. Additionally, pre-made templates for Management style focus are available, comprising six unique approaches that enable you to quickly create a manager profile tailored to your preferences. The six templates are: Disciplinarian - a strict manager who prioritizes discipline and is less likely to tolerate player concerns; Motivator - a manager skilled in motivating players through team talks and meetings, with excellent Determination; Youth Development - a manager focused on developing young players, emphasizing Technical aspects; Knowledgeable - a manager with broad knowledge of tactics and players, allowing for flexible tactical approaches; Tactician - a manager knowledgeable about the tactical side of the game, capable of switching between various strategies; Taskmaster - a manager proficient in coaching player fitness and mental areas, with high Determination and Discipline. These templates can be used to create a realistic managerial profile based on real-life examples or individual styles, allowing for customization to suit your playstyle. Starting your first save in Football Manager is an exciting moment! As a beginner, you may have lower reputation and experience, giving you more time to develop your skills and improve the team before expectations rise. On the other hand, managing a bigger club offers more flexibility to implement changes and adapt to different philosophies, even if it means struggling with staff recruitment and player signings. The ultimate challenge in FM is to start from scratch, building your reputation and coaching badges through promotions, victories, and improving results. Before diving into your first save, you'll need to familiarize yourself with the squad at your new club. Once set up, Football Manager guides and tutorials can help you master the game. Here's a quick list of beginner-friendly resources: [Insert links] We hope this guide has been helpful in understanding the mechanics behind starting your first save. Now that we've reached the end of this beginners' guide, it's time to download essential add-ons for your FM career. These tools can help you identify top players and staff to sign, as well as improve overall game efficiency. To get started, check out our Football Manager 2024 essentials package, including custom views, search filters, and shortlists. If you have any additional tips or suggestions for future guides, please share them in the comment field below. Stay tuned for more FM content coming soon! If you'd like to discuss FM with fellow enthusiasts, join our official Discord server or tweet us a message via Twitter. Thanks for reading! Disclaimer: The illustrations used in this guide may differ slightly from what you'll see in Football Manager 2025. For new gamers, Football Manager 2024 can be quite overwhelming due to its level of detail. However, this beginner's guide is here to help navigate through the basics of transfers, scouting, formations, and tactics in FM24. The game offers a lot of depth, which might seem complicated for those just starting out. A good starting point for beginners is to play as one of the financially powerful clubs like Manchester City or Newcastle United. These teams have more resources at their disposal, making it easier to manage them effectively. Alternatively, you can start with a non-league team and work your way up through the leagues. In terms of transfers, signing young players, also known as wonderkids, is key. Players under 21 tend to be cheaper and continue to improve after being signed. On the other hand, older players may demand high wages and transfer fees without providing much value in the long run. Scouting is another crucial aspect of FM24. Each team has scouts that can find the best talents for you, but for beginners, using AI to set specific positions and areas that need improvement can be a good starting point. This will give you a list of potential players to choose from, making it easier to make decisions without getting overwhelmed. Despite being released over a year ago, FM24 remains popular due to its level of detail and accuracy in every new feature. With this guide, you'll be able to understand the basics of transfers, scouting, formations, tactics, teams to manage, and more, making your experience in the game much smoother. GIVEMSPORT has compiled a list of the top 10 wonderkid strikers in Football Manager 2024, including Endrick from Palmeiras and Youssoufa Moukoko from Borussia Dortmund. These young players can be crucial in finding last-minute winners on the pitch. The article also outlines the best formations and tactics to use in FM24, including the 4-2-3-1 DM AM Wide formation and the 'Gegenpress' tactic. This system is designed for aggressive and expansive football, where the team presses high up the pitch. For those new to Football Manager, choosing a simple yet effective formation like 4-2-3-1 DM AM Wide can be a good starting point. Additionally, the article discusses the various clubs available in FM24, which are categorized into four main groups: financially powerful clubs, mid-table security teams, and smaller clubs that require more effort to manage. Starting off with a financially powerful club like Man City or Real Madrid makes it easier to navigate Football Manager. Their wealth allows them to dominate on the pitch and in transfers, giving beginners an edge even if their tactics aren't perfect. The opposite end of the spectrum is non-league obscurity - a random club that must work its way up from lower leagues. This option provides a more challenging start but also a chance for growth. For those new to Football Manager, coaching can be overwhelming, especially with features like AI-assisted training. In the early stages, letting the AI manage general and individual training sessions is advisable. General training focuses on broad areas of improvement, helping in specific situations such as cup finals or penalty shootouts. Individual training allows for targeted improvement by creating personalized programs for each player based on their strengths and weaknesses. By entrusting these tasks to the AI, new players can ease into the game's complexities and enjoy a more straightforward experience in the early weeks.