



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in computer games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "**photosensitive epileptic seizures**" while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from your monitor, using a smaller monitor, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

WHAT'S NEW IN CHAMPIONSHIP MANAGER 2007	3
INSTALLATION	4
PC INSTRUCTIONS	4
MAIN MENU OPTIONS – CHAMPIONSHIP MANAGER 2007	4
NEW IN-GAME HELP	5
CONTROLS & HOW TO PLAY - CHAMPIONSHIP MANAGER 2007	6
MOUSE FUNCTIONS.....	6
WHAT CAN I CLICK ON-SCREEN ?	7
SHORTCUT KEYS	7
FAST TRACK - GET PLAYING CHAMPIONSHIP MANAGER 2007	8
LIMITED WARRANTY	16

WHAT'S NEW IN CHAMPIONSHIP MANAGER 2007

The Championship Manager team is proud to announce the following new signings, additions and improvements:

- **Updated Player and Competition data** – Player and competition data has been completely updated to the end of the summer transfer window providing the most realistic data to date.
- **Conference North and South** – Experience new highs and lows by competing in the Conference North or South divisions.
- **ProZone** – ProZone gives you the most powerful statistical information yet. This new feature provides you with stats for every player and every game including: goals scored, runs made and shots/passes/tackles made or failed. This mirrors the statistical information currently being used by all of the top flight football managers around the world today.
- **Team Talks** – You can now give team talks to your team before, during and after the game. Watch your team come out fighting after some well chosen words in the dressing room at halftime.
- **International Management** – Manage your country to greatness! Choose to do so from the game start point or earn the right to manage them after some good results with your chosen club.
- **In-Game Help** – CM2007 comes complete with in-game help so if you're ever stuck you should find a solution to your problem quickly.
- **Improved Game User Interface** – CM2007 has a completely new look. Sample all of the new skins to find the one you prefer.
- **Dynamic Shortcut Sidebar** – With the dynamic shortcut sidebar you will be able to customise your game navigation experience. Simply drag your favoured option to the new sidebar and the options will be available there for you to use.
- **Speed Navigation (SpeedNav)** – The new speed navigation feature allows you to quickly cycle through players, clubs and competitions. Simply use the arrow on the top bar and you will find the game easily cycles to the next option on the quick select menu.
- **Overhauled Player Interactions** – The player interactions have been totally overhauled for CM2007. You will find that players will respond directly to your promises, so don't make promises you don't intend to keep.

- **Improved Match Engine AI** – CM2007 again continues to revamp and improve the football on show. Put your team out and watch them play to your tactics and style of play like never before, offering you the most realistic match action to date.
- **Improved Contract Negotiations** – Players will now demand more than just money. You'll find personalities come into play like never before. In the modern day era players are not happy to sit on the bench, so be sure to offer the correct terms or risk losing out on your star signing.
- **Overhauled News and Media text** – The news and media has been given a total re-write. You'll find that every story you read is more compelling than ever before, making the overall experience of CM a great one.

INSTALLATION

To install the game, insert the Championship Manager CD into your CD/DVD drive.

PC INSTRUCTIONS

If you have auto-run enabled on your computer, the installation program will automatically open and install Championship Manager 2007 to your hard drive.

If auto-run is not enabled, click on the setup.exe on your CD drive. Follow the onscreen prompts to install the game and its components to your computer.

MAIN MENU OPTIONS - CHAMPIONSHIP MANAGER 2007

The Championship Manager 2007 Start Menu consists of four buttons: **New Game**, **Play Saved**, **Options** and **Quit**.

New Game

Click this button to start a new game. If you are new to the CM series and want to get started as soon as possible, please use the Fast Track section on page 8 of this manual.

Play Saved

On opening this screen you will be presented with a list of your previously saved games. Choose the saved game that you would like to play, click Load on the bottom right and the game will start to load.

Options

Click on the Options button to choose any of the following:

Default save game name – Specify the default save name that your saved games will use.

Auto Save – Specify how often the game will automatically save.

Skin – Specify the look of the game by selecting a different skin. There are some great new variations of these so try them all!

Currency – Specify the currency the game will use.

Full Screen – Specify if you want to play in full screen mode or windowed.

Player Stats – Select the scale in which you wish to view player and staff statistics choosing from either Modern (1-100) or Traditional (1-20) using the check boxes required.

Random Backgrounds – Specify if you want the game to show random backgrounds or not.

Tool Tips – Specify if you want tool tips on or off.

Sound Effects – Specify if the sound effects are on or off.

Pay Wages – Specify to pay wages either weekly or monthly.

Side Bar – Customise your game navigation experience.

Quit

To exit Championship Manager 2007 and return to your PC desktop.

NEW IN-GAME HELP

You can now get assistance on any of the in-game items and screens using our new intuitive help text and in screen help files.

Help Text


To get information on any of the in-game items simply hover the cursor over the item and a description will be displayed.



Note: *Hovering over players will give you information on the player including age, position, rating and current form.*

Once you have mastered the game you can turn the Tool Tips off.

Help Files

To get information on any of the different managerial items and screens simply click on the  help icon in the top right hand corner of the screen.

6

Once clicked on, an in screen help file will appear detailing everything you need to know for this area of the game.



CONTROLS & HOW TO PLAY - CHAMPIONSHIP MANAGER 2007

Whilst Championship Manager 2007 is the most detailed and accurate game of the CM series so far, the interface and game design have still been constructed in a manner that allow the player to view or manipulate the various aspects of the game in a very simple manner.

MOUSE FUNCTIONS


The mouse is the major input device for Championship Manager 2007. Firstly, by using the menus at the top and bottom of the screen, a manager can access within two clicks the most important aspects of the game world. From these screens the manager can then select more specific options relating to the individual or competition in question. Nearly every item in Championship Manager 2007 can be clicked to provide information, reveal more options or to take you to another screen.



Championship Manager 2007 also offers the use of the right mouse button. Clicking the right mouse button on screen where there is no hyperlink will provide you with a navigation menu.

This navigation menu allows you to jump to screens you are likely to visit often, such as your squad screen or player and staff search. For more functions on the right mouse button read the **What can I click on-screen ?** section below. It should be noted that there are literally thousands of on-screen items for you to peruse, so take your time to familiarise yourself with them.

WHAT CAN I CLICK ON-SCREEN ?

Within Championship Manager 2007 there are a vast number of on-screen items that can be clicked to reveal more details and information. To identify those items that can be clicked, simply move the mouse cursor over each item. If the item is underlined, you can left click on this item. Within a news item in your news screen, a thin line (known as a Hyperlink) will also appear under words that you are entitled to click on. There are navigation buttons  at the top of the screen that you can click on.

These make navigation much more intuitive allowing you to return to and from previously visited game screens.

Continue Game Functions

Continuing the game can be done in one of two ways. You can:

- Left Click on the **Continue** button – Progresses the game one day.
- Right Click on the **Continue** button – Progresses the game until the next response or match.

SHORTCUT KEYS

There are a number of Shortcut keys to help you navigate Championship manager 2007 more easily.

F1 – Squad screen

F2 – News screen

F3 – Search box

Space bar – Continue

Left – Back

Right – Forward

Up – Next news message

Down – Previous news message

BrowserHome (on MS internet keyboards) - Squad Screen

BrowserBack - Back a screen

BrowserForward - Forward a screen

You can also use the NUMPAD to change the camera view within the match engine. The camera views found on each key are as below:

8

NUMPAD 0 – West TV
NUMPAD 1 – East TV
NUMPAD 5 – Blimp
NUMPAD 4 – North End
NUMPAD 6 – South End
NUMPAD 2 – West Upper

NUMPAD 8 – East Upper
NUMPAD 1 – Isometric North West
NUMPAD 7 – Isometric North East
NUMPAD 3 – Isometric South West
NUMPAD 9 – Isometric South East

FAST TRACK - GET PLAYING CHAMPIONSHIP MANAGER 2007

1. Select New Game from the start up menu and the League Selection screen is displayed.



**CHAMPIONSHIP
manager 2007**

- Select the nation and the active league(s) that you require, using the check box and drop down menus provided.

<input checked="" type="checkbox"/>	England	Sat, 01.07.2006	CONFERENCE NORTH AND SOUTH AND ALC
<input type="checkbox"/>	Finland	Thu, 01.03.2007	
<input type="checkbox"/>	France	Thu, 01.07.2006	
<input type="checkbox"/>	Germany	Sat, 01.07.2006	
<input type="checkbox"/>	Greece	Sat, 01.07.2006	
<input type="checkbox"/>	Italy	Sat, 01.07.2006	
<input type="checkbox"/>	Japan	Thu, 01.02.2007	

Note: Depending on your PC, if you use *Select Recommended* the game will recommend how many leagues you should select to get a faster gaming experience.

SELECT ALL

DESELECT ALL

SELECT RECOMMENDED

Note: The **Simulate World** option enables you to look at all stats from other leagues as well as player's progress in all other leagues.

 Simulate World

Note: The **Player Knowledge** option masks the lesser known opposition player's stats, making scouting even more important.

 Player Knowledge

- Click on the **CREATE GAME** button in the bottom right hand corner of the screen when you're happy with your selection.
- Enter your details and select the club you wish to manage using the fields and the drop down menus provided.

PROFILE	
<input type="text" value="Jason Ried"/> <input type="button" value="Delete"/>	
DETAIL	
First Name	<input type="text" value="Jason"/>
Last Name	<input type="text" value="Ried"/>
Nationality	<input type="text" value="SOUTH AFRICAN"/>
Date Of Birth	<input type="text" value="1ST"/> <input type="text" value="JANUARY"/> <input type="text" value="1979"/>
Favourite Club	<input type="text" value="FC Köln"/>
TEAM	
Choose Team To Manage	<input type="text" value="Forest Green Rovers"/>
Club Benefactor	<input type="checkbox"/>
Choose Nation To Manage	<input type="text"/>

Note: Check the **Club Benefactor** box to increase your transfer money and club reputation when setting up a new game.

10

5. Click on the **CONFIRM** button when happy with your selection to start your first day in the job.
6. You can view **Senior**, **Reserves** and **Youth** squad members using the check boxes on the **FILTERS** menu at the right hand side of the screen and select the filters that you require.



7. Click on the **TACTICS'** tab at the top of the screen. The team formation defaults to 4-4-2. That's fine for now, and this means that you need to pick a goalkeeper, 4 defenders, 4 midfielders and 2 forwards. You can tinker with your team's formation by dragging and arranging the players in your preferred formation.

Alternatively you can select one of the formations from the **QUICK LOAD** drop down menu. Specify player's movement off the ball and passing, by right-clicking on the player and using the Tactics board to specify player **runs** and **feeds**.

To now **manually** select your team continue from step 8



To now **automatically** select your team continue from step 9



8. To manually select your team go to the Squad screen.

Click on the name of your first goalkeeper (GK). All attributes are rated out of a hundred (1 being the lowest score and 100 the highest).

Note: Depending on your preferred tactics you will be given the appropriate positions to assign to your team along the bottom of the screen.

Make a note of his Handling attribute. Click on the  button in the top left of the screen to go back to the squad screen. Now click on your second goalkeeper. Look at this goalkeepers' Handling attribute and decide who would be the best to select for the match. Click on the  button in the top left of the screen to go back to the squad screen.


To select the desired player as your goalkeeper, click on the empty box next to his name. It will now say 'GK' in that box, meaning that he'll play in goal for the next match. Alternatively, you can select players by dragging positions from the bottom of the screen to the required player or by right clicking on the empty box next to the player's name. Repeat this process for each position in the order they appear along the bottom of the squad list. As follows:

POSITION APPROPRIATE PLAYERS MAIN ATTRIBUTES




GK (Goalkeeper)	Handling
FBL (Full back left defender)	FBL, DML, WBL Tackling
FBR (Full back right defender)	FBR, DMR, WBR Tackling
DC (Defender centre)	DC Tackling/Heading/Positioning/Jumping
MC (Midfielder centre)	DMC, MC, AMC Stamina/Passing/Work Rate
WGL (Winger left)	ML, AML, DML, WGL Pace/Crossing
WGR (Winger right)	MR, AMR, DMR, WGR Pace/Crossing
F (Forward)	FC, SC Shooting Accuracy
S (Striker)	SC Shooting Accuracy

You should now have 11 players in the appropriate positions. Don't worry too much about players being out of position at this stage. You will hone your team selection abilities over time. The '**SB**' positions are the substitutes.


As the game you are preparing for is a friendly, you may select up to 12 of them and for a league fixture 5 (depending on competition rules).


Just pick any remaining players in your squad as substitutes and when you're happy click on the  button in the bottom right of your screen and continue from step 10.


9. To quickly automatically select your team, choose the **AUTO-PICK TEAM** option from the drop down menu in the **TEAM** drop down menu tab.
10. To see what challenges await you in the coming season click on the **FIXTURES** tab towards the top right of the screen. You will see your fixture list for the coming season. You will see that your assistant manager has arranged a series of friendlies to get your players ready for the gruelling season ahead.
11. The Fixture highlighted will be the next match that you will be playing.

Click  to continue, this button will change to  (*view results*) as the days move on, clicking on this will show you that days results. Keep clicking until the Squad registration day, on which the tab will change to  (*reply*).

Clicking on this will take you to the news screen which explains that you need to register the players for the upcoming season. Click on **RESPOND** and this will take you to your Squad screen where you will need to give all first team players a squad number. This can be done automatically by selecting the auto tab or manually by clicking on the tab next to the player's name. Once this is done click on the **CONFIRM** button.

12. The button will change to  (*fixtures pending*), click this to see the fixtures for the day including your own. The fixture highlighted in yellow will be the one that you will be playing.

The button will now change to  (*select team*) which then takes you to your squad screen for last minute squad changes.

If there is nothing to change click on the  (*team talks*) button which takes you to the Pre-Match team talks. If desired select the pre-match team talk of your choice, or individual talks and then press **CONFIRM**.

You will now see the Pre-match formation and team information screen

13. In the Match Preview screen you can view the team formations, team tactics and information ahead of kick off.




Note: During the game keep a note of any players who do well. It might be worth trying to sign them for your team in the future.

14. Click on **Play** on the right hand side of the screen. The match will begin (see the time ticking over in between the scores). You can adjust settings for the game using the **MATCH OPTIONS** area of the screen located on the right of the screen.



15. If one of your players is injured or sent off, you will be taken directly to the Tactics screen where you may make a change to your side.
16. At half-time, take careful note of who has been playing well and who has been under achieving. Click on **RATINGS** at the top of the screen for a closer look.
Click on the **STATS** tab, for specific information on each player's first half performance. Check the CON (player condition), if any player is below 75% you may wish to substitute them, as they will be unable to play to their full ability due to fatigue. To do this, click on the **EDIT TACTICS** tab (under your team name).
17. Once in the **TACTICS** screen, you may bring on your super sub by holding down the left mouse button over the name or number and drag them to the player you wish to replace. You can also move players around on the tactics board to the right of the screen by holding down the left mouse button over a player's position and moving it to a different area.
18. Right-clicking on and dragging a player's position allows you to give him instructions on where he should run and pass the ball (*e.g. you may tell a winger to run up the pitch towards the touchline then cross the ball into the man at the far post*). Once you are satisfied with any changes you have made, click **CONFIRM** to return to the Match screen.

19. At half time the user can give a team talk if desired, after that select **'CONFIRM'** and then click on **Play** to watch the second half. Should you wish to make further tactical changes you can click on the **TACTICS** tab at any time and play will pause the next time the ball is out of play.
20. When the game comes to an end, you can once again check the **STATS** tab and note any good or bad performances. Then click on the team talk icon to give a full time team talk or individual praise/criticism. The user is then able to click on  (view results icon) to see your result and any others played on the same day.
- Click **Continue Game**.
21. You should now save your game. Click on the **Options** button in the menu icons on the bottom of the screen, and select **SAVE AS** from the pop up list. In the box marked 'Game Name' enter a name for your game, then click on **SAVE**. When your game has saved you will be returned to the game.
22. Congratulations! You are now in the world of football management. Try to avoid upsetting your chairman and keep your players focused on the season ahead. Who knows maybe you will bring your club the elusive silverware that only competing against the best teams in Europe and the world can bring. Of course it may take more than one season, persistence does pay off and poaching players from other clubs around you always helps. Hopefully this fastrack to CM2007 has given you a taste for it. Now it's up to you to explore the game and fulfil your potential as a fully fledged member of the most exclusive, sheepskin coat wearing club in the world.

Join our online forums to chew the fat with other managers of all different levels. There are always really good tips on formations, cheap players and all aspects of the game @

www.championshipmanager.com

If you need to know more about anything in the game, please refer to the relevant sections in this manual. Good luck!!

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SERVICE HELPLINE: 0870 9000 222 (UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

**The PEGI age rating system:
El sistema de clasificación por edad PEGI:
Il sistema di classificazione PEGI:
Das PEGI Alterseinstufungssystem**

Age Rating categories:
Les catégories de tranche
d'âge:

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Nota: ¡Variará en función del país!

Nota: Può variare a secondo del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu:

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE



DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN



FEAR
LA PEUR
TERROR
PAURA
ANGST UND
SCHRECKEN



SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT



VIOLENCE
LA VIOLENCE
VIOLENZA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>