

Soccer Boss - Player Guide

Players

Positions

Each player has a main position and a selection of other possible positions. These are the positions the player prefers to play in. Players will perform better when playing in their main position, but will perform ok in their other positions, and will perform more poorly if playing in none of these.

Goal Keepers

Defenders

Defensive Midfielders

Midfielders

Attacking Midfielders

Attackers

Calibre

Each player is of a certain calibre, derived from their attribute values and their main position. The calibre of a player is a quick reference to the overall quality of the player and the range of calibre is - Elite, World Class, International, National, Professional, Semi-Pro, Amateur, Local.

Potential

Each player has a potential value. This determines the rate of attribute change due to training. Players with higher potential will increase attributes at a greater rate when they train. Younger players tend to have higher potential then veteran players approaching retirement. Players with low potential may experience attribute loss even when they train.

Staff

Coaches

Coaches are utilised during training. Any given training session will involve coaches of certain specialisations. The higher the quality of these coaches the greater the effect of the training session on the player, and the higher the chance the player's relevant attributes will increase. Also, coaches have a positional expertise. Coaches can be utilised to retrain player's main position to their positional expertise position. This is only possible if the new position is one of the player's other positions.

Doctors

Doctors can be assigned to injured players. The higher the quality of the assigned doctor the shorter the time required for the player to heal from the injury.

Physios

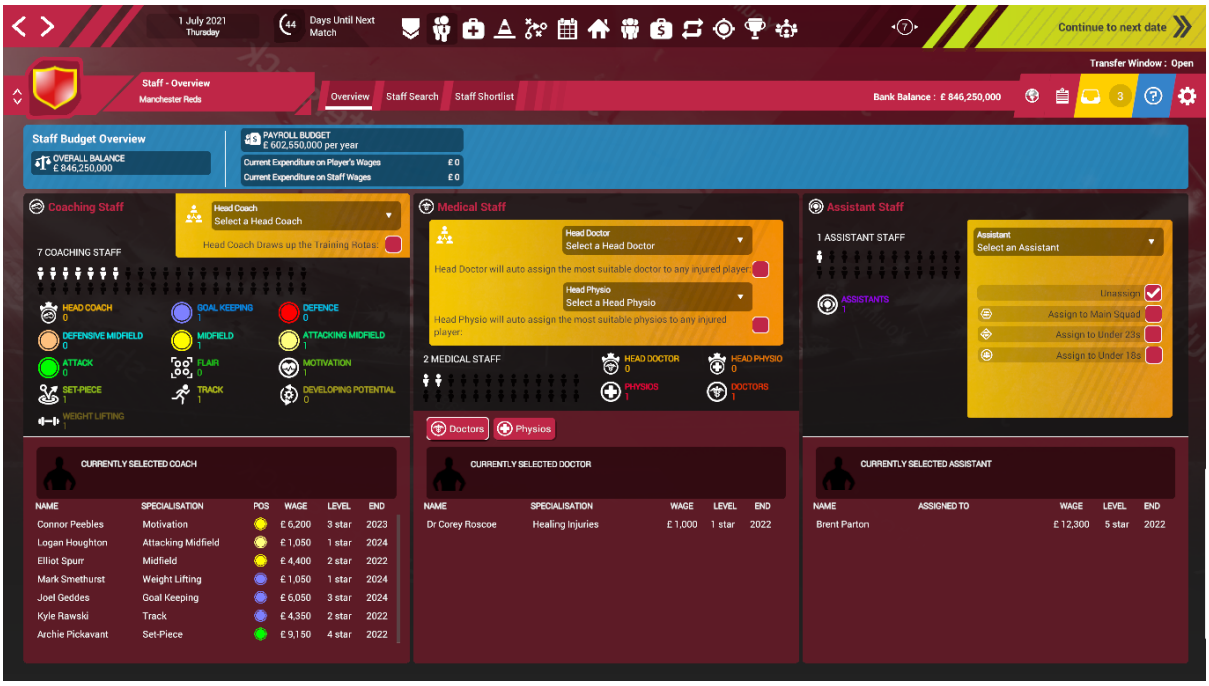
Physios can be assigned to injured players. Physios prevent injured players from losing fitness while they are injured, making the players return to match action sooner after an injury.

Assistants

Assistants can be assigned to squads. An assigned assistant will manage the squad, selecting match day line ups and attending the match so the manager doesn't have to. The game will bypass matches for squads which have an assistant assigned, generating the result automatically. It's common practise to assign an assistant to the Under 23s and Under 18s squads, leaving just the main squad for the manager to manage.

Staff delegation

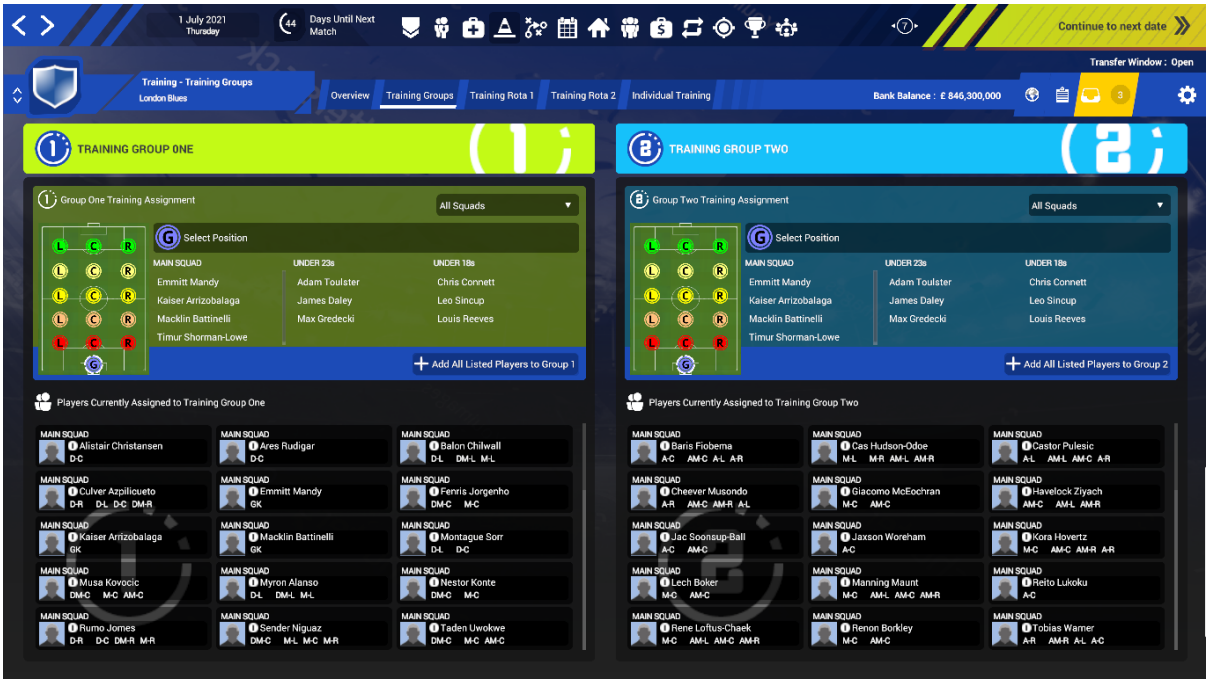
On the Staff->Overview screen, a head coach, a head doctor, a head physio and assistants can be assigned. Once a head coach is selected, if he is ticked to draw up the training rotas, the head coach will complete the training rotas when required every fortnight. Once a head doctor is selected, if he is ticked to auto assign doctors to inured players, the head doctor will assign doctors to injured players as injuries arise. The same with the head physio.



Training

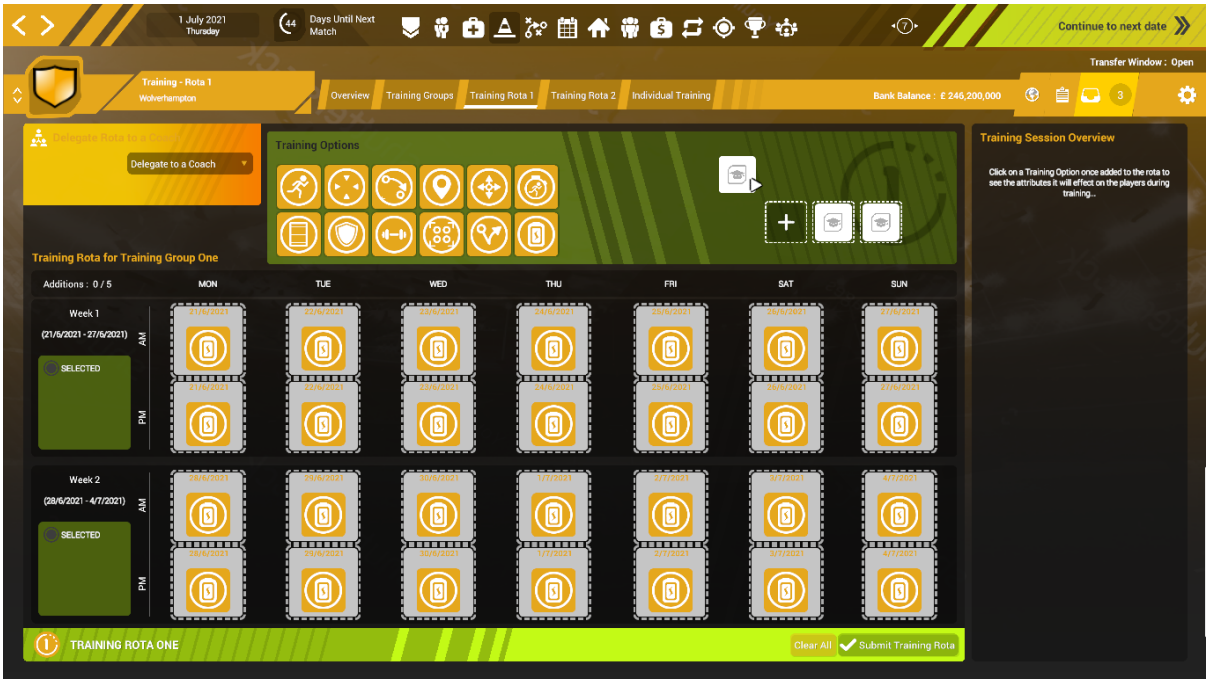
Training groups

There are 2 training groups at the manager's disposal. Each training group carries out different rotas of training. Training group 1 carry out training rota 1, and training group 2 carry out training rota 2. This means manager's can separate players, commonly into defensive and attacking, and each group can have a different training regime.



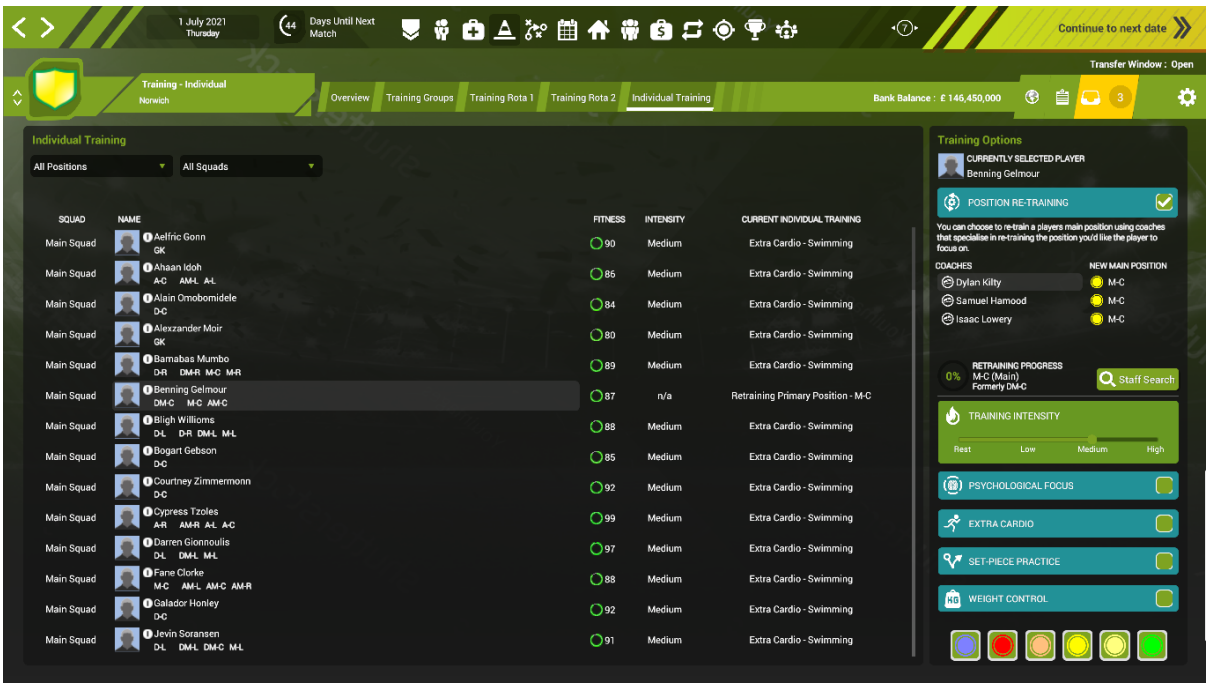
Setting training rotas

Every fortnight, training rotas must be submitted. If a head coach is selected, they can be delegated the task of completing and submitting the rotas. Right click a training session in the rota to cancel it, then drag and drop session from above into the rota to assign sessions. Once a session is assigned, it can be selected by left clicking it. Once a session is selected information such as coaches involved and effects on attributes can be seen on the right. Also once a session is selected, the addition can be added. This improves the selected session in one way or another and the changes can be seen on the right. The number of additions available is determined by the manager's training additions attribute.



Individual training

The higher the intensity of individual training, the greater the effect on attributes, but the higher the chance of injury.



Player development

Players develop attributes in the short term throughout the season through training and match time.

A portion of the average attribute change over the season for each attribute is carried over to a long term permanent change at the end of the season.

Tactics



Attack

There are 6 types of attack style :

- Possession Based
Players will look to pass the ball around maintaining possession of the ball

- Attacking To Feet
Players will look to pass the ball forwards along the ground to the feet of team members

- Down The Flanks
Players will look to pass the ball out wide at every opportunity

- Long Ball
Players will look to pass the ball high and long upfield

- Tiki Taca
Players will look to play 1-touch football, with short quick passes to feet

- Counter Attack
Players will look to hit the opposition on the counter after successfully defending an attack

Defence

There are 4 defence styles :

- Standard
Players will perform a standard defensive pattern, combining both zonal and man-to-man practises

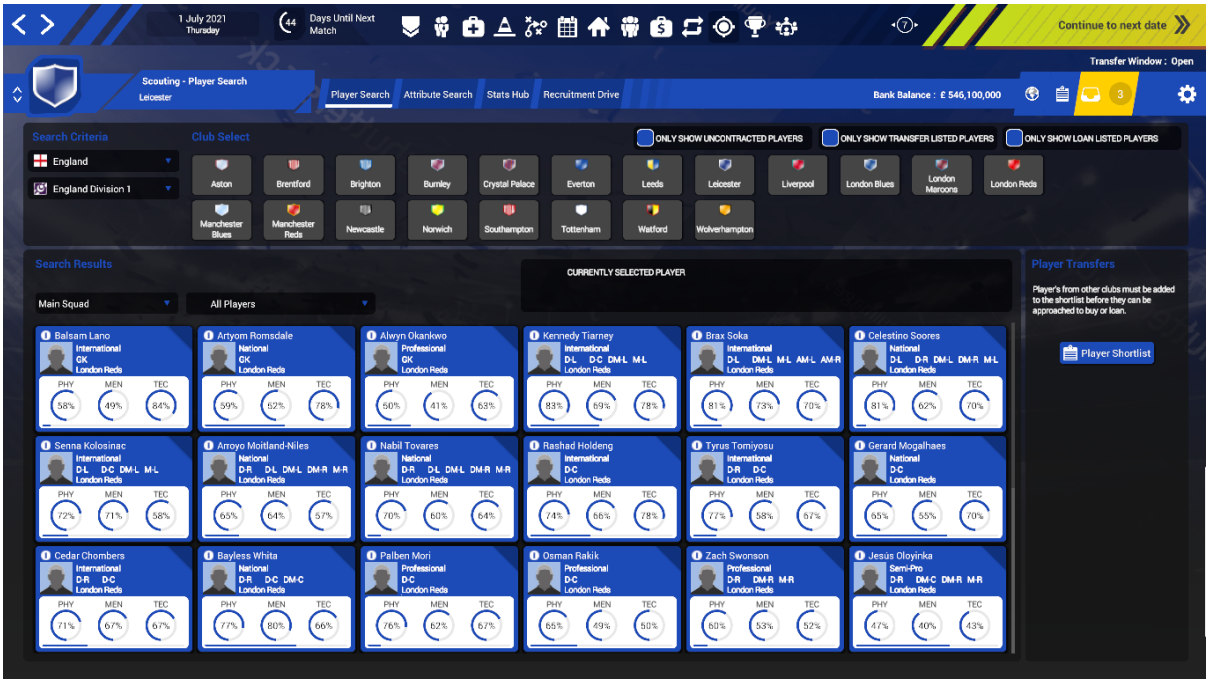
- Park The Bus
Players will drop deep into their own half staying goal side of the ball

- Full Pitch Press
Players will close down the opposition quickly in all areas of the pitch

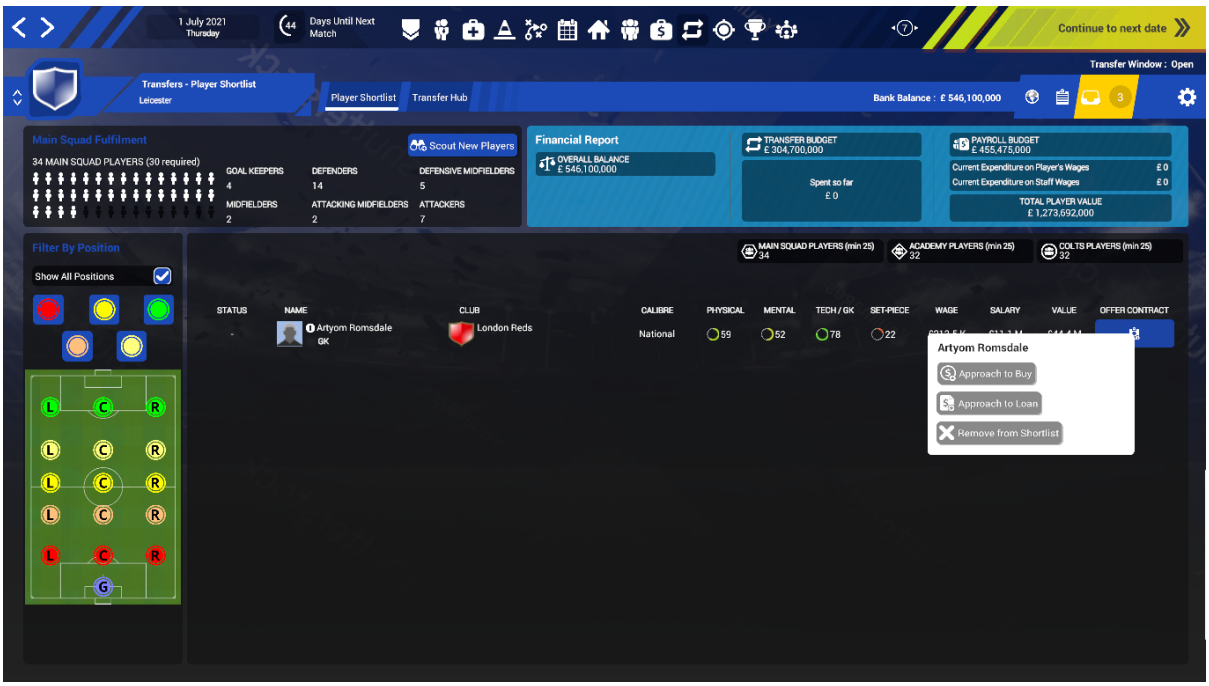
- Highline
Players will stay high up the pitch laying an offside trap for opposition attackers

Buying a Player

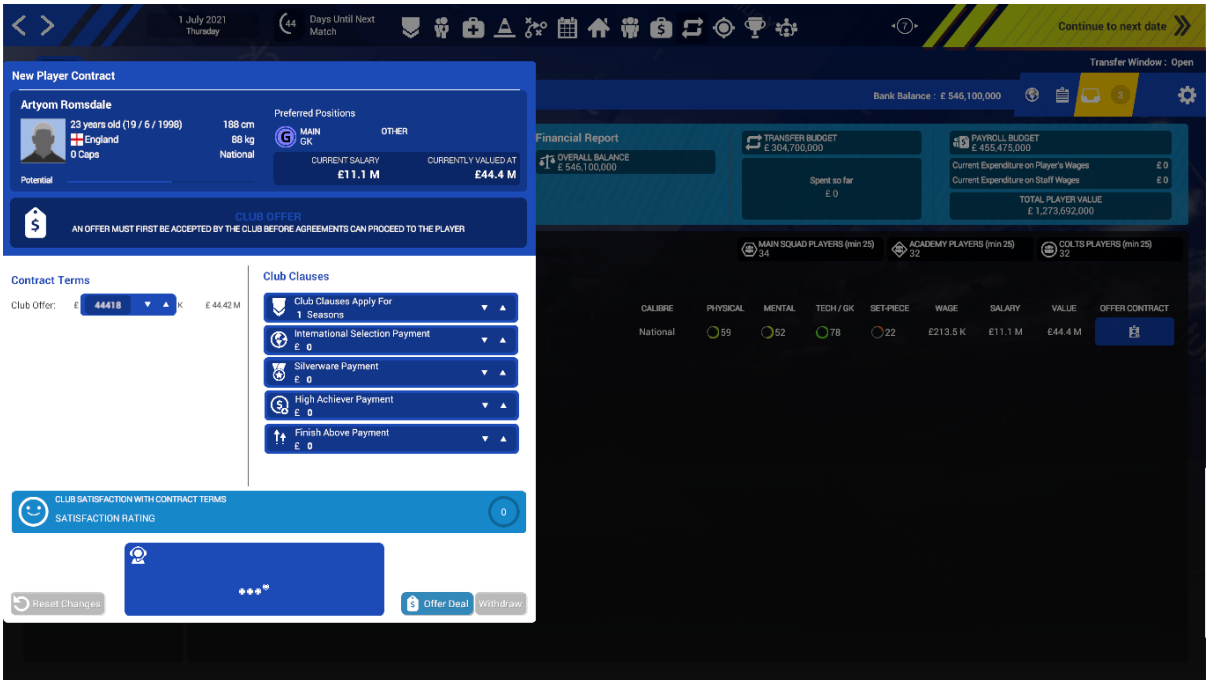
1) Navigate to Scouting->Player Search and use the controls to find the player to be bought. Highlight the player and click Add to Shortlist.



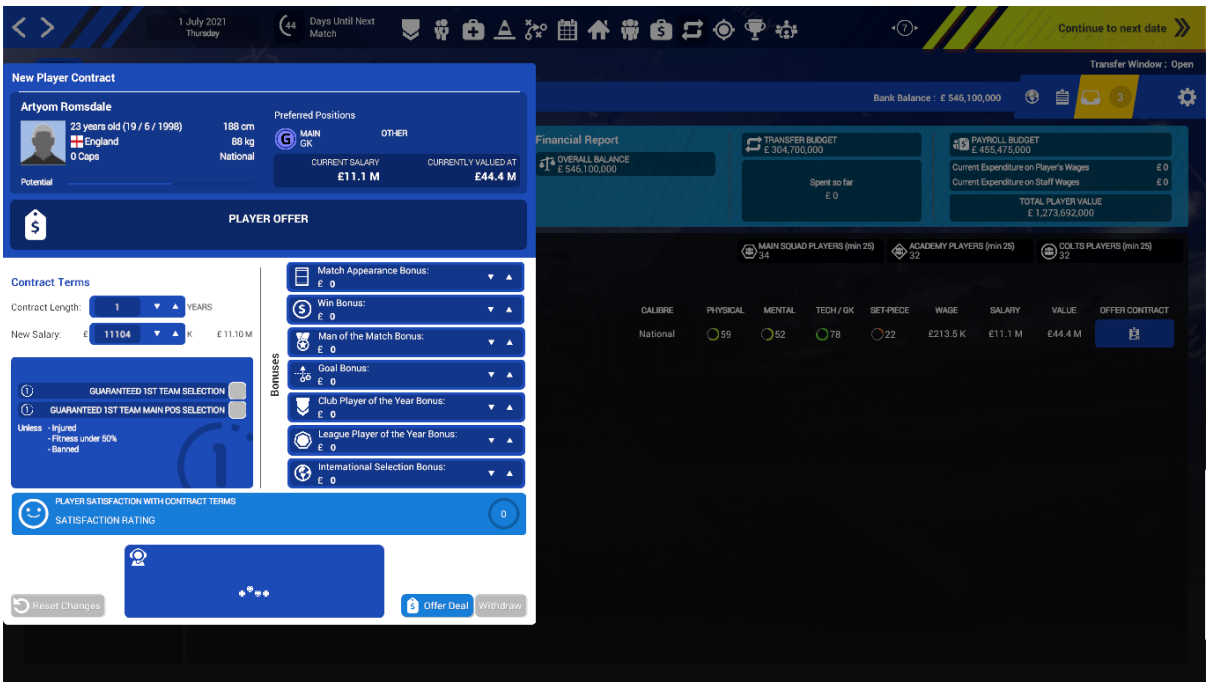
2) Navigate to Transfers->Player Shortlist, hover the cursor over the Offer Contract icon and click Approach to Buy.



3) Use the controls from the panel which slides in to build your offer to the club the player is contracted to. The higher the Satisfaction Rating the more likely the club is to accept your offer. If the player is currently uncontracted this step is skipped.

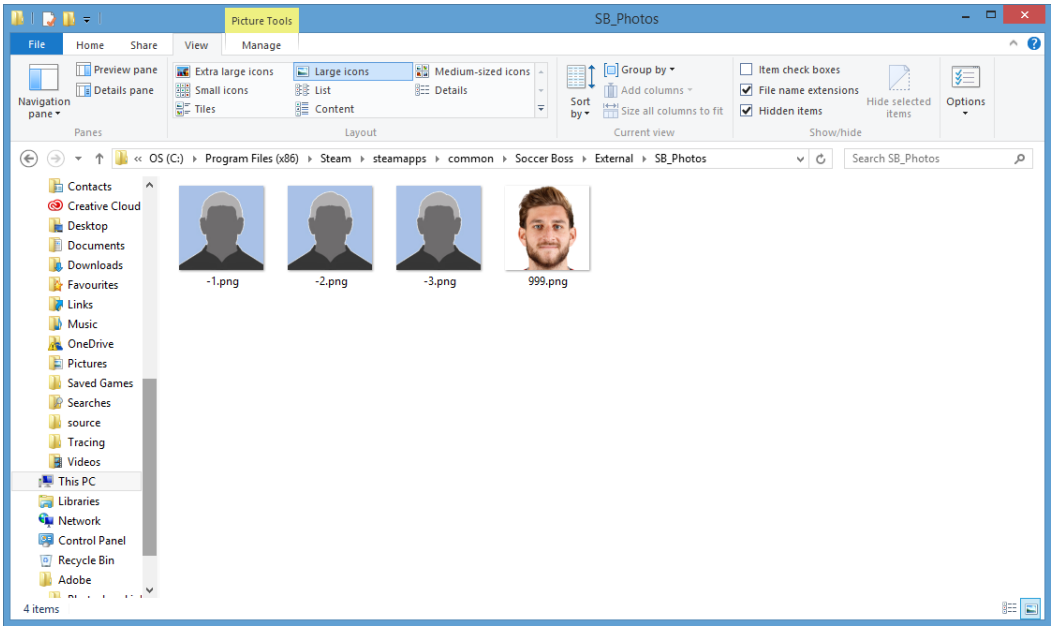


4) If the club accepts your offer, or if the player is current uncontracted, now use the controls from the panel to build your offer to the player. The higher the Satisfaction Rating the more likely the player is to accept your offer. If the player accepts your offer he will join your club and is immediately available for selection.

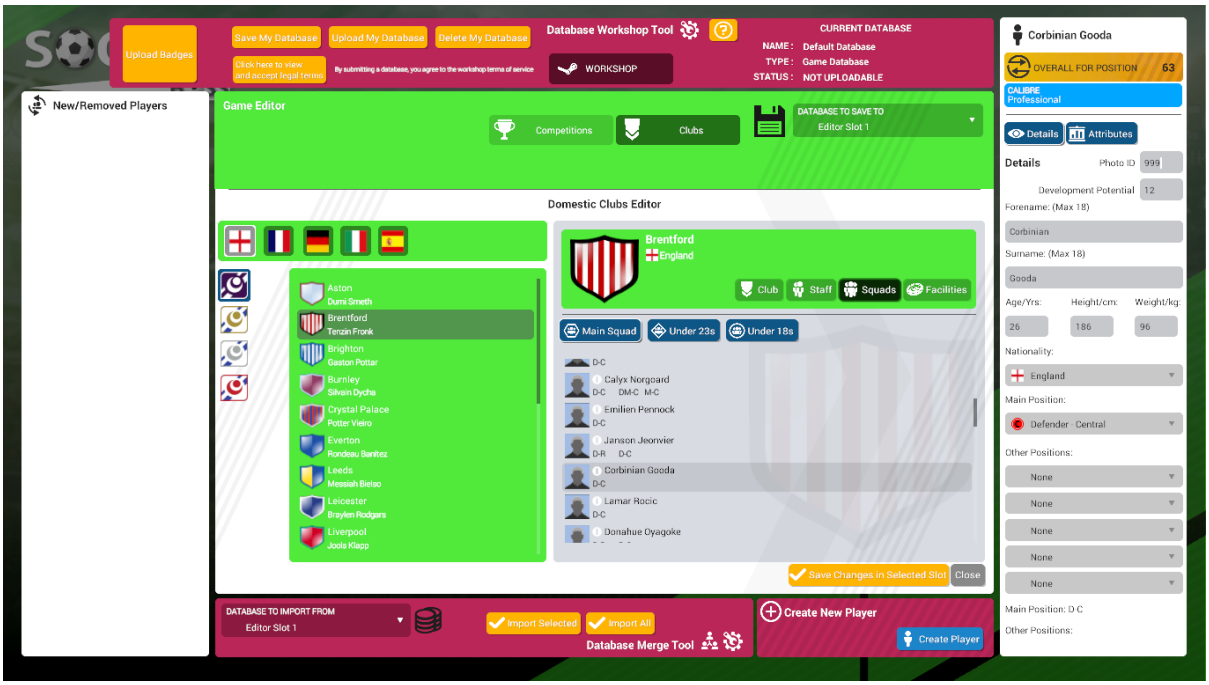


Adding Player Images

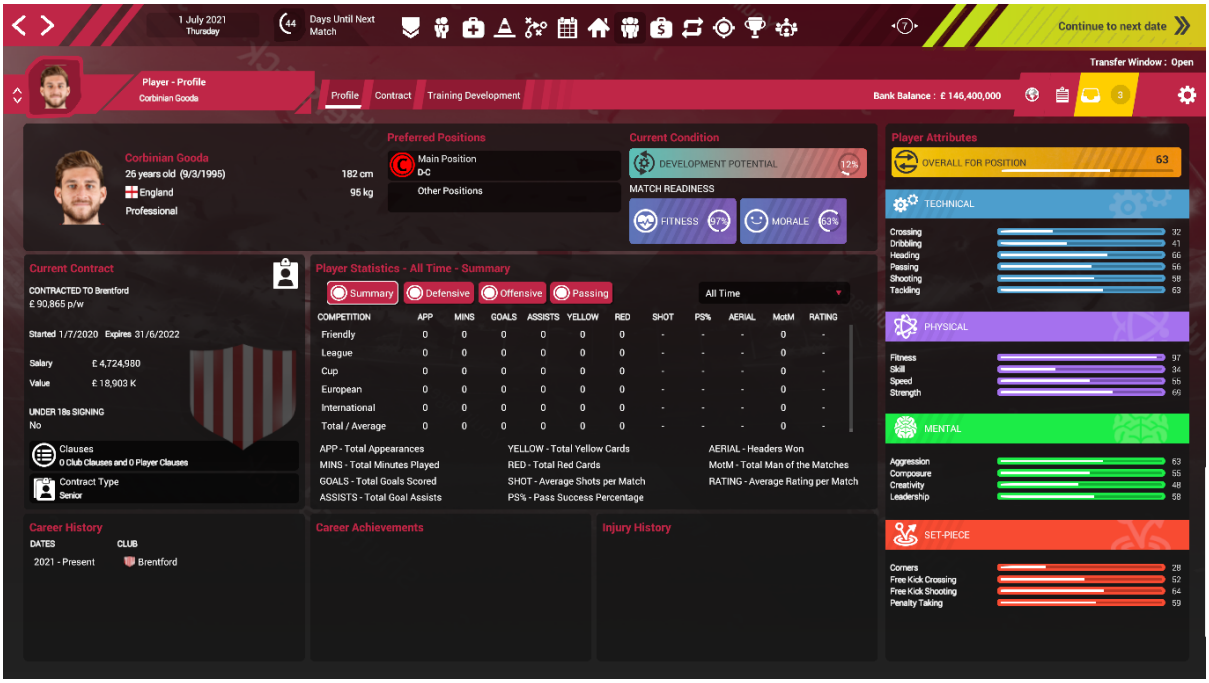
1) Firstly, add the player image to the C:\Program Files (x86)\Steam\steamapps\common\Soccer Boss\External\SB_Photos folder . . .



2) Then start the game and goto the Editor. Navigate to the relevant player and set his Photo ID to the same number as the image.



3) Now save the database and load it back in when starting a new game. The player's image will now be displayed in-game . . .



FAQ

Q. Explain what physiological training assertive versus passive. How does one affect leadership ?

A. In Individual Regimes, Assertive increases Aggression and Leadership, while Passive increases Composure and Creativity. In Team Training, including Tactical Directions sessions increases Leadership.