**CONTENTS**

**THE IDEA OF THE GAME................................................................................... 2**

**HOW MUCH DOES IT COST? ............................................................................ 3**

**Overseas Managers ........................................................................................... 3**

**Season Tickets………………………………………………………………………... 3**

**TEAM SELECTION**

**Formation………………………………………………………………………..…….. 4**

**Tactics……………………………………………………………………………..…… 4**

**Aggression………………………………………………………………………..…… 5**

**PLAYING STAFF………………………………………………………..…………….. 6**

**NON PLAYING STAFF……………………………………………………..………… 8**

**Summary of order codes…………………………………………………….…….. 11**

**STADIUM**

**Home Following……………………………………………………………….…….. 12**

**Admission charges…………………………………………………………….…… 12**

**Facilities…………………………………………………………………….………… 13**

**Building Stands……………………………………………………………..……….. 14**

**TRANSFERS……………………………………………………………..…………… 15**

**Summary of transfer codes………………………………………………………… 17**

**CONTRACTS……………………………………………………………..…………… 17**

**FRIENDLIES……………………………………………………………………………. 20**

**SPONSORSHIP………………………………………………………………………… 20**

**FIXTURE LIST………………………………………………………………………….. 21**

**END OF SEASON……………………………………………………………………… 22**

**GAME PRIZES…………………………………………………………………………. 23**

**HOW TO SEND IN A TURN…………………………………………………………... 23**

**FAQ’s……………………………………………………………………………………. 24**

**Welcome to Soccer PBM!**

Summit Soccer was founded 1993 and has been running ever since. The game was re-set in April 2006 and condensed into a smaller number of highly populated leagues which makes for great competition between

managers. Everything is completely computerised, using software written exclusively for the game and developed over several years.

One thing to notice is that we don’t use real players or teams. Why is this? Two main reasons - if the game was linked to the fortunes of real life players then the managers would not be in total control.

Remember, this is the game that puts YOU in charge and success or failure is in no-one elses hands but your own. Secondly, using real life names is OK when a league first kicks off but it looks a bit odd when Harry Kane is on the bench for Rochdale and Man City are about to take on Spurs in a 3rd Division relegation battle. There’s no reason this couldn’t be happening after a few seasons of promotion/ relegation and transfer activity! Better avoided!

**THE IDEA OF THE GAME**

This is a football management PBM (Play By Mail) game. As a player in the game you manage a fictitious football team through a full season of league matches aswell as two Cup competitions. There are no real teams and no real players, instead the players have various ratings to tell you how skilful, aggressive or fit they are. These ratings alter depending upon how well your team is doing and whether you have any backroom

staff employed at the Club to help you. As players play matches their skill rating will increase up to their maximum potential if they are part of a

winning team but the opposite is also true - hit a losing streak and the players loss of confidence will mean a slump in ratings.

Keep your eye on fitness levels aswell, players need a rest occasionally especially if you are also making progress in the Cup competitions! In addition to picking your team each turn you will need to negotiate contracts with your players aswell as arrange transfer deals with other managers that are playing in your league. You will be required to develop your Stadium, fix admission prices, keep your Directors happy and cope with a mass of other problems, just like running a real football Club.

Each week you will need to make decisions about your Club which you do

on the TURNSHEET provided. You will need to return the Turnsheet by a given DEADLINE date. The Turnsheets are then processed and

the results forwarded to the respective Managers, together with a fresh

Turnsheet for the process to be repeated. Turnsheets are returned by

using the online turn submission at the web site.

**HOW MUCH DOES IT COST?**

There is a flat rate charge per game turn that you will see on the first page of your turn. There are NO extras to pay for ever, even if your team progresses in the Cup competitions or you arrange friendlies and are playing more than one match in a week. Unlike some other football games, all ‘extra’ print outs, friendlies and other features are FREE!!

Accepted payment methods are detailed on the Payments section of the website. Internet banking is the preferred payment method as there are no fees to pay to receive the funds however you can also use PayPal if you prefer.

*Managers are not allowed to fall into a minus credit situation. If your team has no credit left then your results will NOT be printed. Your team will therefore be considered UNMANAGED and a new Manager may be assigned. Your Club may well be re-set to to the defaults so any improvements you have made as a manager could well be lost.*

*It is recommended that you always keep a reserve of AT LEAST one game*

*Credit all the time. Should you miss the Deadline, for what ever reason,*

*your turn will then still be processed (the Board of Directors will pick the*

*team in your absence although no other decisions will be made) and your*

*results will still be forwarded to you.*

**OVERSEAS MANAGERS**

Non-UK Managers are very much welcome in Summit PBM. Because of the extra costs needed to Airmail turns outside the UK and the extra time it takes all non-UK turns will be scanned and sent out as an email attachment.

You can then use the online turn submission to submit your turn in the normal way.

The easiest payment method for overseas managers is online at the web

siteusing all major credit cards or a PayPal account. Payments must be made in Pounds Sterling.

**REFUNDS**

**Please be aware that although you can pay for several turns in advance if you prefer we DO NOT refund unused Game Turns.**

**You should therefore not pay for any turns in advance that you do not intend to use.**

**GAME STRUCTURE**

There are 64 teams in each League, split into 4 Divisions of 16 Teams

each.. The top 3 teams in each Division (apart from the Premier Division)

are promoted at the end of the season, whilst the bottom 3 teams are

relegated. In Division Three the last three teams will drop out of Summit

and their Managers will take charge of three newly promoted teams.

In addition there are two Cup Competitions -The Summit Cup and the Summit League Trophy.

**Let us now move onto the game itself....................**

***OK then, so you have an idea what the game is about and how much it costs....***

***better get on and pick a team then.......***

**TEAM SELECTION**

Each week you will need to pick 11 Players and two substitutes to make up your team. You cannot play injured or suspended players if you have other players available.

Where you have no option but to field a player that is

unavailable you risk aggravating an injury still further so it’s important to make sure you have enough available players at all times.

**Formation.**

You will need to decide a formation of Defenders,

Midfielders and Attackers. Any formation can be used,

but you must have at least one Player in each position.

The Player **number** of the player playing in goal should be written in the

number 1 space, followed by the Defenders, then the Midfielders with the Attackers filling the last places. A player playing out of position will have his effectiveness reduced (see SQUAD DETAIL - ratings). So, for example

if you were to play a 4-4-2 formation then No1 would be the goalkeeper; Nos 2,3,4,5 would be defenders; 6,7,8,9 would be midfielders and Nos 10 & 11 the attackers. Finally don’t forget the two substitutes, Nos 12 & 14. You can use ANY formation you like, not just the ones suggested below, but there must be AT LEAST one player in each area of the field. Having said that, it is not recommended that you send a team out with just one or two defenders as you are not likely to win too many games!

**Team Tactics**

You will need to write the appropriate Tactic, A, B, C, D, or E.

**Tactic - A - ULTRA DEFENSIVE** - Ideal Formations - 6-3-1, 5-4-1, 5-

3-2 For the Defensively minded Manager or if you are in fear of being outplayed by the opposition. The whole team will funnel back into defence the moment they lose the ball, and even when in possession they will be

reluctant to come forward. You will not score many goals using this tactic,

on the other hand you shouldn’t concede many either!

**Tactic - B - QUICK COUNTER** - Ideal Formations - 5-3-2, 4-4-2.

Basically a defensive tactic, however once your team is in possession of

the ball, they will attempt to play it forward quickly through the midfield. This works particularly well against opponents playing Tactic E.

**Tactic - C - BALANCED** - Ideal formations - 4-3-3, 4-4-2.

This is the tactic probably favoured by most Managers and provides for a

steady build up when in possession and the midfield falling back in defence when the opposition has the ball. You need a fairly well balanced team to play this successfully, since a weakness in one area of the pitch will lead to problems.

**Tactic - D - DIRECT** - Ideal formations - 4-2-4, 5-2-3.

The 'Direct Through Ball' to those who like this tactic, the 'Long Punt Upfield' to those who do not. When playing this tactic your team will make

very little effort to pass the ball around favouring instead to boot the ball

upfield and hope the waiting strikers can get on the end of it. Not for the

purists of the game this one, but it can achieve results if you have one or

two high rated Attackers.

**Tactic - E - ALL OUT ATTACK** - Ideal formations - 3-3-4, 3-4-3, 3-2-5

Exiting to watch but **VERY** risky! - your Midfield and even your Defence will get forward to support the attack at every opportunity. Using this tactic can sometimes produce some very strange results!! You should score a lot of goals, probably win a lot of fans, but the opposing forwards will think it is Christmas from the amount of chances they will get.

**Aggression**

You will need to choose an aggression factor from 1 to 9. The default is 5. The lower the aggression that you tell your team to play with, the more likely they are to be intimidated by the opposition but they are less likely to be injured or booked. The higher the aggression factor, the more likely they are to be booked or even sent off. You will need to find a balanced aggression level that suits your team.

Remember to take into account the TEMPER rating of your players and the REFEREE for your match (see later in this Rulebook).

**Substitutions**

Each match you can name TWO substitutes and name the conditions, under which the substitutions will be made. You should enter the SHIRT NUMBER of the substitute, the SHIRT NUMBER of the Player he is to replace, the number of MINUTES at which the substitution is to take place and finally, CROSS OUT any match conditions that do not apply. For example, if you only want the substitute to come on if your team was winning or drawing then you would cross out LOSING on the Turnsheet. Using the online turn submission form you simply select the conditions from the drop down box provided.

If a Player is injured during the match then the first substitute (No 12) will come on automatically. If you do not want a substitute to come on at all you should put down his Player number but leave everything else blank. He will only come on if there is an injury.

***Right then, you know how to pick a team - now you need some information***

***about the players. You’ll find this on the Squad Details Sheet***

**SQUAD DETAILS SHEET**

On this page you will see details of the people employed by your club. They are split into two sections - THE PLAYERS and the NON PLAYING STAFF.

**THE PLAYERS**

**NO** - (Number) - The number to the left of the Player's name is unique to THAT particular player. When picking your team, negotiating contracts or indeed taking any action at all regarding the player, you will need to use this number - NOT the player's name.

**POSN** - (Position) - Immediately to right of the Player's name is the

POSITION that the player is best suited to playing. These can be G/K

(Goalkeeper), DEF (Defender), MID (Midfield), or ATT (Attacker). A

Goalkeeper will only play in goal, but you may sometimes have an outfield player who can play equally well in two areas, (eg D/M is a defender that can play in defence AND midfield) and very occasionally, in all three.

**RAT** - (Rating) - This is the all important rating of the Player's ability and

can range from 1, the lowest, to 75 the highest.

The Potential maximum rating for each player can be anything between 35 and 75 but most will not be over 50 however for new players entering the database ie from youth coach finds or from the auction there is a small chance that the potential max rating will be above 50. Some may be 50 – 60, even fewer will be 60 – 70 and extremely rarely up to the max of 75. How many Messis are there in the real world?

You can never be certain how much a player is going to improve but a high rated scout will tell you if you scout each player individually. The rating applies only if the Player is playing in the team, in his best position. A Player out of his position will have his effective rating reduced by 50%. In other words, if you play a 30 rated DEF in midfield he will only be rated as a 15 rated MID. You can see therefore, the advantage of having Players in your squad that can play in more than one position.

**FIT** - (Fitness) - The Players fitness ranges from 1, the lowest, to 25 the

highest. You should keep your eye on the Players fitness level since this can significantly affect performance on Match days. Resting a Player, even for one week, can considerably improve the fitness level. One of your most difficult jobs as a Manager, will be studying the fixture list to determine when, or if, you can afford to rest Players.

**MPR** - (Match Performance Rating) – This isn’t listed on your squad sheet but does appear on the match report, it ranges from 1 (the lowest) to 9 (the highest) and indicates how close a player is currently playing to his current rating, so is a type of form indicator. The MPR tends to increase as a player plays matches but drops when the player gets injured, suspended or is dropped. Although the MPR is important the Skill Rating is much more significant of course. A 30 rated player with a MPR, or

form of 2 will still be playing better than a 25 rated player with a MPR of 8 for example.

**AGE** - (Age) - Ages range from 16 through to around 37 but there are a small number of players around outside this range. All players will age by one year at the end of each season, it makes things simpler that way and it’s one helluva birthday bash!

Note that age also seriously affects rating changes at the end of each season (see ‘end of season’). If a players rating drops too low as a result of the end of season changes the player will retire and disappear from the game.

**TMP** - (Temper) - The player’s temper ranges from 1 (the lowest) to 25

(the highest) and indicates how likely a player is to be booked or cautioned during a game. The higher the rating the more likely he is to get on the wrong side of the ref! Some players with high temper ratings may be clever enough to avoid the attention of referees so this rating is just a rough guide. There is nothing you can do to alter a players temper rating.

**PLA** - (Played) - Number of games played this season. Note this INCLUDES being named as a sub even if the player didn’t get on the pitch. This is important if you are trying to get young players enough games to get an end of season ratings boost (see ‘end of season’)

**GLS** - (Goals) - Number of goals scored this season. In the case of Goalkeepers, this figure represents the number of goals conceded this season.

**DIS** - (Discipline) - Number of Disciplinary points 'earned' this season. A Player receives 1 point for a booking and 4 points for a sending off. There is an automatic suspension of two turns each time the points total increases by 4.

**WAGES** - The Player's weekly wage is determined by the Contract he has

with the Club. See the section called CONTRACTS.

**WKS** - (Weeks) - The number of weeks remaining on the Player's Contract. Again see the CONTRACTS section.

**VALUE** - The Player's transfer value is determined not only by his rating,

but also by his ability to play in other positions and by age. Note that the

players likely potential rating does NOT affect the value, only the actual

current rating as printed

**STATUS** - OK indicates that the Player is available for selection. BAN or

INJ, followed by a number, means the Player is banned or injured for that

number of turns. Remember that injuries and suspensions last for a

number of TURNS not a number of MATCHES.

**NON PLAYING STAFF**

These employees are very important to your club. They have a rating from 1 to 25. The normal way of securing a staff member is by bidding the highest on the Auction, Directors generally disapprove of buying them from other Clubs and will usually block such deals. You can issue instructions to them by using the correct ORDER CODE on your Turnsheet. Although you can only issue two instructions each turn do not worry, since the other Staff Members (if you have more than two) will simply carry on with the same task as in the previous week.

Non playing staff retire eventually but unlike players this is not dependent

upon age.

In general non playing staff don’t like being sent to College. The higher

their rating the less they like it! If you leave them there for too many weeks in a row they may get annoyed and walk out on your Club - so be warned!

**Head Coach(COA)**

Some would consider him to be the most important position of all. He is

dedicated to doing nothing but working with the Players trying to increase

their rating. His success will depend on his own rating and depend on the

Players he is developing. Some weeks he will have more success than

others; even working with the same Players. On your Turnsheet under NON PLAYING staff, you should write down (or enter if using online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

**ORDER CODE 1 WHOLESQUAD** He will work with the whole squad for the week.

**ORDER CODE 2 G/K** He will work with just the Goalkeepers for the week.

**ORDER CODE 3 DEF** He will work with his Defenders for the whole week.

**ORDER CODE 4 MID** He will work with his Midfielders for the whole week.

**ORDER CODE 5 ATT** He will work with his Attackers for the whole week.

**ORDER CODE 6 PLAYER** He will work with just one player for the week. After

writing 6 (the Order Code) you will need to write the NUMBER of the player you want him to coach.

**ORDER CODE 7 COLLEGE** He will attend College for the week, in order to try

and improve his own rating.

**Youth Team Coach(YOU)**

If your Club employs a Youth Team Coach, then you are able to run a Youth Team. Although you are not provided with week to week details (you have enough to do already), having a Youth Team means there is the possibility of young Players being promoted into your first team squad. A youth Player will be brought to your attention when the Coach thinks he is good enough and will be added straight to your first team squad. Since you can issue instructions to the Coach to concentrate on certain areas you can, to some extent, influence the type of up and coming Players.

The rating of your Youth Coach is THE factor in determining the quality of the players he produces. The higher the rating the higher the maximum rating of the players he will produce. There is no set number of weeks that it takes for a youth coach to produce a player, you’ll just have to be patient, nor is there any guarantee that he will unearth a star every time. All you can do is select an area in which you want him to work, leave him to get on with his job and keep your fingers crossed!

On your Turnsheet, under NON PLAYING STAFF you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

**ORDER CODE 1 WHOLE SQUAD** He will work with his whole squad for the week.

**ORDER CODE 2 G/K** He will work with just his Goalkeepers for the week.

**ORDER CODE 3 DEF** He will work with just his Defenders for the week.

**ORDER CODE 4 MID** He will work with just his Midfielders for the week

**ORDER CODE 5 ATT** He will work with just his Attackers for the week.

**ORDER CODE 6 COLLEGE** He will attend College for the week, in order to try to

improve his own rating.

**Club Doctor(DOC)**

The Club Doctors' job is to try and prevent injuries occurring

to your players. Obviously injuries cannot be avoided altogether particularly if you play with a high aggression but if you have a Doctor you will find that your squad is less likely to suffer an injury on a match day. The higher the doctors rating the greater the effect he will have and unlike other Staff who carry on what they are doing if they receive no new instruction the TREAT order lasts only 1 turn. If you do not issue a new instruction the following turn his status will still say ‘TRE’ but he won’t actually be doing anything. How effective this is depends on the Doctors rating and the level of aggression you are playing.

On your Turnsheet, under NON PLAYING STAFF, you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER.

**ORDER CODE 1 TREAT** He will spend the week trying to lessen the chance of a player injury in the current turns matches. **This order lasts ONE turn only.**

**ORDER CODE 2 COLLEGE** He will attend College for the week in order to try to

improve his own rating.

**Club Physio(PHY)**

The job of the Club Physio is to try to increase the players FITNESS rating. He can also reduce the length of time that an injured player is out for but for your physio to have an effect he will need to be highly rated and he will need to be working with a single player for the week rather than the squad or a part of the squad. On your Turnsheet you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

**ORDER CODE 1 WHOLE SQUAD** He will work with the whole squad for the week.

**ORDER CODE 2 G/K** He will work with just the Goalkeepers for the week.

**ORDER CODE 3 DEF** He will work with just the Defenders for the week.

**ORDER CODE 4 MID** He will work with just the Midfielders for the week

**ORDER CODE 5 ATT** He will work with just the Attackers for the week

**ORDER CODE 6 PLAYER** He will work with just one injured player for the week to try and reduce the injury time. **He will have no effect if the player is not injured.** After writing 6 (the order code number) you will need to write the NUMBER of the Player he is working with. **This order lasts ONE turn only.**

**ORDER CODE 7 COLLEGE** He will attend College for the week to try to improve

his own rating.

**Promotions Officer(PRO)**

Your Club can employ a full time Promotions Officer, whose job is to raise funds for the Club. He does this by searching for sponsorship, selling advertising space in the programme and around the ground and organising lotteries etc. Generally, the higher his rating and the longer you leave him to the same task the greater will be the rewards.

On your Turnsheet under NON PLAYING STAFF, you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require

**ORDER CODE 1 SPONSOR** He will spend his time on sponsorship deals. This can take a few weeks to achieve but in the end the results can be well worth it.

**ORDER CODE 2 ADVERTISING** He will spend his time working on advertising deals. These take less time to negotiate than a sponsorship and the rewards are moderate. Deals do not normally fall through, but it can happen.

**ORDER CODE 3 LOTTERY** He will spend his time organising lotteries, raffles

and other small fund raising activities. Although results from these are usually fairly small there is no risk and no time wasting.

**ORDER CODE 4 COLLEGE** He will attend College in order to try to improve his own

rating.

**Club Scout(SCO)**

You can use your Club Scout as a spy to check on other Players that you

might be interested in buying, or to check on your next opponents. The

information that you get back will vary from week to week, and will depend a great deal upon his own rating. Beware that a low rated Scout can sometimes not only fail to bring back the information you ask, but that information he provides may not always be entirely accurate.

**ORDER CODE 1 LEAGUE** He will provide you with information such as team

strengths, formation and tactics used by your next LEAGUE opponents in their last match.

**ORDER CODE 2 CUP** He will provide you with information such as team strengths, formation and tactics used by your next CUP or TROPHY opponents in their last match.

**ORDER CODE 3 PLAYER** He will provide you with information on a specific

PLAYER. After writing 3 (the order code number) you will need to write down the Player NUMBER

**ORDER CODE 4 COLLEGE** He will attend College for the week to try to improve his rating.

**ORDER CODE 5 POTENTIAL** He will find out the max potential skill rating of any

player. After writing 5 (the order code number) you will need to write the NUMBER of the Player and the CLUB he is at **(even if it’s your own club)**. A 25 rated scout will provide an accurate potential figure for players at your own or any other club, for instance transfer targets you may be interested in. Anything below 25 and the figure may not be completely accurate.

**Head Groundsman(GRO)**

The Head Groundsman is in charge of all Stadium maintenance staff.

Without him your Stadium would very gradually deteriorate, resulting in

falling crowds and less income. The results that he can achieve depend

upon his rating and how long he can be assigned to a particular task. On

your Turnsheet you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

**ORDER CODE 1 PITCH** He and his staff will concentrate on the playing pitch;

trying to improve its condition.

**ORDER CODE 2 NORTH** He and his staff will concentrate on the NORTH

stand, trying to improve its state of repair.

**ORDER CODE 3 SOUTH** He and his staff will concentrate on the SOUTH

stand, trying to improve its state of repair.

**ORDER CODE 4 EAST** He and his staff will concentrate on the EAST stand,

trying to improve its state of repair.

**ORDER CODE 5 WEST** He and his staff will concentrate on the WEST

stand, trying to improve its state of repair.

**ORDER CODE 6 COLLEGE** He will attend College for the week to try and

improve his rating.

**SUMMARY OF NON PLAYING STAFF ORDER CODES**

|  |  |
| --- | --- |
|  | **ORDER CODES** |
|  | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| **COACH** | Squad | G/K | Def | Mid | Att | Player | College |
| **YOUTH** | Squad | G/K | Def | Mid | Att | College |  |
| **DOCTOR** | Squad | College |  |  |  |  |  |
| **PHYSIO** | Squad | G/K | Def | Mid | Att | Player | College |
| **PROM** | Sponsor | Advert | Lottery | College |  |  |  |
| **SCOUT** | League | Cup | Player | College | Max Rating |  |  |
| **GROUNDS** | Pitch | North | South | East | West | College |  |

***So, now we’ve picked a team and given those staff at the Club something to do... time for the match. Hang on though... we need a Stadium to play in. Although you get a large injection of cash at the start of each season, it is the gate receipts that provide the week to week income so look after your Stadium! You’ll find all the info on the Ground Details Sheet***

**GROUND DETAILS SHEET**

Full details of your home ground are provided on the sheet entitled Home

Ground Information.

**Home Following**

The Home Following is the number of fans that want to come and see your home matches. The ‘following’ will rise and fall depending upon your match

results, the level of facilities and the admission prices. The actual crowd at your game will be your ‘following’ PLUS 10% of the away teams ‘following’, as long as your Stadium is big enough to hold all the fans. If you are continuously getting capacity crowds then it would be sensible to increase the size of your Ground. **However it is NOT a good idea to build a massive Stadium with no fans since playing your games in front of a quarter full Stadium will lessen your home advantage**

**Admission Prices**

There are two admission prices - for seats and for standing. The

recommended admission prices are issued each season on the Prize Money and TV Sponsorship sheet which you will find in the Downloads section of the website.

These prices however are only the defaults, as with all areas you have

complete control and are free to alter them as you wish. Raising prices will mean a reduction in the number of people who want to come to your

matches (Home Following) whilst reducing them will have the opposite

effect. It is not recommended that you stray too far from the default prices as if you increase prices above a level that your fans find acceptable they will boycott your games and may take a LONG time for them to forgive and come back.

For the purposes of this simulation all the standing places are filled up first on Match days. For example, if you have a total ground capacity of 10,000 standing and 10,000 seated, a 14,000 crowd will result in income from 10,000 at standing price and 4,000 at seating price. You can raise and lower the admission price as you wish but only by £1 each turn. On your Turnsheet, under GROUND INSTRUCTIONS you should write down (or enter if using online turn submission) the ORDER CODE NUMBER you require.

ORDER CODE **ADM 1 RAISE Standing** price in all Stands by £1.

ORDER CODE **ADM 2 RAISE Seating** price in all Stands by £1.

ORDER CODE **ADM 3 LOWER Standing** price in all Stands by £1.

ORDER CODE **ADM 4 LOWER Seating** price in all Stands by £1.

**NOTE: Lowering the Standing price in a Stadium that has little or no Standing places is a game exploit and could result in a BIG loss of home following**

**Facilities.**

The ground Facilities are measured in 20 levels from Level 1 (lowest) to Level 20 (highest). Each facility can be raised by only one at a time, and the work is carried on the week that you issue the instruction. On your

Turnsheet, under GROUND INSTRUCTIONS, you should write down (or enter if using the online Turn submission) the ORDER CODE NUMBER you require.

Occasionally Facilities will drop by a level to reflect a gradual deterioration through the season so you will need to check them each week and make sure that they are maintained at a reasonable level.

**ORDER CODE FAC 1 SAFETY RATING** up by one level Cost: £25,000

**ORDER CODE FAC 2 FLOODLIGHTS** up by one level Cost: £10,000

O**RDER CODE FAC 3 SCOREBOARD** up by one level Cost: £2,000

**ORDER CODE FAC 4 SOUVENIR SHOP** up by one level Cost: £10,000

**ORDER CODE FAC 5 CAR PARKING** up by one level Cost: £20,000

**ORDER CODE FAC 6 PUBLIC FACILITIES** up by one level Cost: £25,000

**ORDER CODE FAC 7 DISABLED FACILITIES** up by one level Cost: £10,000

**ORDER CODE FAC 8 SNACK BARS** up by one level Cost: £10,000

**The Pitch**

The condition of your pitch is also measured in 20 levels from Level 1 (lowest) to Level 20 (highest). Gradually throughout the season the condition of the pitch is likely to deteriorate, particularly if you find yourself playing extra Cup and Trophy matches on it. Installing underground drainage and/or underground heating, although expensive, can slow this decline dramatically. You can also instruct your Head Groundsman, if you have one, to spend some time concentrating on the pitch and that can improve its condition.

As a last resort you can lay new turf, although you should bear in mind near the end of the season that the pitch will improve anyway during the close season break. A bad playing surface will tend to lessen your advantage as the Home Team and make results slightly more unpredictable. On your Turnsheet, under GROUND INSTRUCTIONS you should write down (or enter if using the online Turn submission) the

ORDER CODE NUMBER you require.

**ORDER CODE PIT 1 Install UNDERGROUND DRAINAGE** Cost: £100,000

**ORDER CODE PIT 2 Install UNDERGROUND HEATING** Cost: £100,000

**ORDER CODE PIT 3 Lay NEW TURF** Cost: £ 50,000

**The Stands**

Your ground is divided into four main areas - NORTH,SOUTH, EAST, and WEST. Each area has a Stand with two ratings. The State of repair refers to the general CONDITION from Level 1(lowest) to Level 10(highest).

Rather like the pitch, this rating may fall throughout the season and Stands in a poor state of repair can result in unhappy crowds, which in turn lessens your home advantage.

The Structure refers to the TYPE of Stand, from Level 1(a basic terrace) to Level 10(a multi-level all seater). The higher levels of Stand also have Executive Boxes attached, which provide a guaranteed income of £1,000 each per match, regardless of any other factors. You can only increase ONE Stand by ONE level each turn

Construction will take THREE turns to complete, from the turn that you issue the instruction and will begin AFTER that weeks matches have been played. Furthermore, whilst the Stand is being upgraded that section of the ground will be CLOSED and your ground capacity reduced accordingly. The different types of Stand are as follows:-

|  |  |  |  |
| --- | --- | --- | --- |
| **LEVEL** | **STANDING** | **SEATED** | **EXEC BOXES** |
| 1 | 2,500 | 0 | 0 |
| 2 | 5,000 | 0 | 0 |
| 3 | 5,000 | 2,500 | 0 |
| 4 | 5,000 | 5,000 | 0 |
| 5 | 2,500 | 7,500 | 0 |
| 6 | 0 | 10,000 | 5 |
| 7 | 0 | 12,500 | 10 |
| 8 | 0 | 15,000 | 15 |
| 9 | 0 | 17,500 | 20 |
| 10 | 0 | 20,000 | 25 |

To upgrade a Stand by one level costs £200,000, to be paid on the week that you issue the instruction. You can only issue ONE Stand Upgrade Order per turn and you MUST wait for confirmation that the building work is completed and the Stand has re-opened before you can develop that particular Stand again.

On the Turnsheet under GROUND INSTRUCTIONS you should write down (or enter if using the online Turn submission) the ORDER CODE NUMBER you require.

**ORDER CODE STA 1 Upgrade NORTH** Stand by one level.

**ORDER CODE STA 2 Upgrade SOUTH** stand by one level.

**ORDER CODE STA 3 Upgrade EAST** stand by one level.

**ORDER CODE STA 4 Upgrade WEST** stand by one level.

***Now that you know how to build a Stadium to make Old Trafford***

***look like a Council park pitch there’s just one problem... your team is, well, let’s just say not very good! Time to buy some new players and / or non playing staff***

**TRANSFERS**

A very important part of Summit PBM is the buying and selling of Players and a very important part of that is the online game forum. I would advise ALL managers to create a forum login as this is the place where most deals get done! Not all managers visit the forum regularly however so if you have players for sale it is always advisable to use the TRAN3 order code to list them on the turns printout.

**Selling Players.**

There are three ways you can sell a Player.

**(1) Direct** - You can make a deal directly with another Manager. The transfer fee that you put down on the Turnsheet must match EXACTLY the fee put down by the other manager, and must be put down on the SAME week. Transfer fees should be approximately, though not necessarily exactly, equal to the Players market value. If you try to sell Player for a lot LESS than he is worth your Directors may intervene. On the other hand, should you try to sell a Player for a lot MORE than he is worth then

the buying Club Directors might block the deal.

On your Turnsheet under CONTRACTS/TRANSFERS, you should use the **ORDER CODE: TRAN 1** followed by the Player **NUMBER** followed by the Transfer **FEE** followed by the buying **CLUB**

(2) Auction - You can put a Player up for auction. He may or may not appear on the auction list the following week and if he is he will be

sold to the highest bidder. No matter what fee he is sold for, or

even if he is not sold at all, **your Club will only receive HALF his**

**current value**. This effectively amounts to sacking the Player and

should be used with caution. On your Turnsheet, under

CONTRACTS/TRANSFERS, you should use the ORDER CODE: **TRAN**

**2** followed by the Player **NUMBER.**

(3) List - You can place a Player on the Transfer List where he will be put on show for all other Managers to see. He will appear on the Transfer

List for about THREE turns. Unlike putting him on the auction, this does not mean that he will leave the Club. It merely indicates to the rest of the League that you are open to offers for him. The Transfer Fee that you are asking for him should be roughly equal to his market value. On the other hand if you just want to send a player out on loan to get some game time it has become accepted to list him with 0 fee which indicates available for loan but not for sale.

Although most deals are concluded on the website forum, not everyone visits there regularly so if you have players for sale it is always a good idea to use the TRAN3 option.

Once another Manager contacts you and a deal is agreed, you should follow the procedure (1) above. On your Turnsheet, under CONTRACTS/TRANSFERS, you should use the ORDER CODE: **TRAN 3** followed by the Player **NUMBER** followed by the **FEE** required.

**Buying Players**

There are three ways that you can buy a Player.

(1) Direct - You can make a deal directly with another Manager. The transfer Fee that you put down on the Turnsheet must match EXACTLY the fee put down by the other Manager and must be put down on the SAME week. Transfer fees should be approximately, though not necessarily exactly, equal to the Players market value. If you try to buy a Player for a lot MORE than he is worth your Directors may intervene. On the other hand, should you try to buy a Player for a lot LESS than he is worth the Selling Club's Directors may block the deal.

Note that when you transfer a player in from another club it is expected that he will remain at your club for a reasonable amount of time. You cannot transfer him out to another club until that ‘reasonable time’, which is undefined, has elapsed. Of course if you just want to get rid of an unwanted player you can use the TRAN2 order to effectively sack him.

On your Turnsheet under CONTRACTS/TRANSFERS, you should use ORDER CODE: **TRAN 4** followed by the Player **NUMBER** followed by the selling **CLUB**.

(2) Auction - You can buy a Player at auction. These Players are

either new finds from outside the League that are looking for a

Club, Players who have been put up for auction by their previous Clubs, or Players that have been unable to agree a new contract with their previous Club. These Players are simply sold to the highest bidder. There is a minimum bid that is indicated, but there is no limit to the amount a Club can bid for a player. Bear in mind that if you bid more than you have funds available and your bid is successful then you will have a negative Bank balance and Directors may take action to rectify that as early as the following turn by sacking players at random.

 On your Turnsheet, under CONTRACTS/TRANSFERS, you should use ORDER CODE: **TRAN 5** followed by the Player **NUMBER** followed by the amount **BID**.

(3) List - You can make an offer for a Player who appears on the

Transfer List. This does not mean that you will buy the Player, it

merely tells the other Manager that you are making an offer for the

Player concerned. If the other Manager contacts you and a deal is

agreed you should follow the procedure(1) above. On your Turnsheet under CONTRACTS/TRANSFERS you should write the ORDER CODE: **TRAN 6** followed by the amount **OFFERED** followed by the selling **CLUB**.

**Summary of Transfer Codes**

|  |
| --- |
| **SELLING A PLAYER** |
| **ORDER CODE** | **ACTION** | **WRITE OR INPUT ON TURNSHEET** |
| **TRAN1** | **DIRECT** | **TRAN1** | **PLAYER NO.** | **FEE** | **CLUB** |
| **TRAN2** | **AUCTION** | **TRAN2** | **PLAYER NO.** |  |  |
| **TRAN3** | **LIST** | **TRAN3** | **PLAYER NO.** | **FEE** |  |
| **BUYING A PLAYER** |
| **ORDER CODE** | **ACTION** | **WRITE OR INPUT ON TURNSHEET** |
| **TRAN4** | **DIRECT** | **TRAN4** | **PLAYER NO.** | **FEE** | **CLUB** |
| **TRAN5** | **AUCTION** | **TRAN5** | **PLAYER NO.** | **BID** |  |
| **TRAN6** | **OFFER** | **TRAN6** | **PLAYER NO.** | **OFFER** | **CLUB** |

**Swapping Players**

Players can be swapped between two Clubs providing they are

roughly of equal value, or a player might be used as part of a cash + player deal involving a higher valued player. As always, both Managers need to write the deal on the SAME week and the details must match EXACTLY.

Note that when you transfer a player in from another club it is expected that he will remain at your club for a reasonable amount of time. You cannot transfer him out to another club until that ‘reasonable time’, which is undefined, has elapsed. Of course if you just want to get rid of an unwanted player you can use the TRAN2 order to effectively sack him.

On your Turnsheet under CONTRACTS/ TRANSFERS you should use the ORDER CODE: **TRAN 7** followed by **your player NUMBER + amount of CASH (0 if none) -** for - **other player NUMBER** + **amount of CASH (0 if none)** - with which **CLUB**.

For instance if I wanted to transfer my player number [0001] to a Club

called Steves Stars[779] in exchange for their player [0122] plus £500,000 then I would write:

TRAN 7 - [0001] + £0 for [0122] + £500,000 779

**Loaning Players**

Players can be loaned between two Clubs, which could well be of benefit to both parties. It can be a way of giving players on the fringe of the first team a regular game, which in turn may well increase the rating. It is

up to the player whether he accepts going on loan or not and normally only young players in need of games for an end of season ratings boost will agree.

You can only have a maximum of **THREE** loan players in your squad. Players can be loaned for a MAXIMUM of 4 weeks\* at a time but it is quite an expensive way of getting players into your Club. The Club RECEIVING the player shall pay his wages PLUS £1,000 X his rating to the lending Club. Borrowing players doesn’t come cheap!

In other words to borrow a 15 rated player would cost you £15,000 per week (paid to the lending Club), AND you would need to pay his wages aswell.

\* Note that due to a Summit software bug to loan a player for 4 weeks both clubs have to write the deal as 5 week loan. This is because on the last week of the loan the player appears to be available for selection but will actually have returned to the parent club before the match is actually played. **If you have a player on loan and the status in your squad list is LOA 1 then you CANNOT select the player that turn.**

Note that players with less than 10 weeks remaining on their current contract cannot be loaned out and no loan deals will be sanctioned after Week 27 of any season.

On your turnsheet under CONTRACTS/TRANSFERS you should use the ORDER CODE: **TRAN 8** - followed by the player **NUMBER** - followed by the number of **WEEKS** (1, 2, 3 or 4) - followed by the other **CLUB**

***If you are a new manager at your Club then your playing staff should all be***

***signed to reasonable contracts. Unfortunately life doesn’t stay that easy!***

***Eventually their contracts start to run out and although some will be happy to***

***stay (probably at a vastly inflated wage) a small number will want to move on.***

**CONTRACTS**

Every Player, or member of the Non-playing staff has a Contract detailed on the SQUAD DETAILS page. The WAGE is per week and WKS is the number of weeks that the Contract has still to run. You can offer anyone a new Contract once the WKS column has ticked down to 4, although whether they accept or not is another matter. Once the figure in the WKS column falls to zero that person is then OUT OF CONTRACT with the club and becomes a free agent. Should this situation persist for more than TWO WEEKS, he will leave the Club and you will receive compensation of only HALF his market value.

Usually when a player has around 4 weeks of his

contract left he will notify you if he is willing to sign for

your Club again and tell you the new contract he is

asking for. You don’t need to offer him exactly what he wants but it is in your own interests to finalise a

contract as quickly as possible. Sometimes a player

will simply refuse to re-sign and will want to leave the

Club. If that is the case then you should try and sell

him to another Club as soon as possible as if he leaves then you will receive only half his value.

On your Turnsheet under CONTRACTS/TRANSFERS

you should write down CON to indicate a Contract

instruction followed by the Player NUMBER, followed by Weekly wage

offered, followed by the number of weeks. **CON-PLAYER-WAGE-WKS**. The following turn you will be advised whether the Player has accepted

your offer.

**OTHER BUSINESS**

You will find a section on your Turnsheet entitled Other Business. You can

use this section to issue instructions that are not covered by any of the

previous Sections.

**Club News**

In your Club news section you will find a matter that may require a decision to be made on your part. Should this occur, you will find the appropriate Order Code Number for the response that you wish to make is supplied and this should be used in the Other Business section. Throughout the course of the season you will encounter many different scenarios, some good and some not so good. Some are a bit of fun and others are deadly serious! You should be aware that your response in some cases can have a major bearing on your season, therefore consider the particular situation VERY carefully.

**Programmes**

Before each Home game you will need to check the number of Programmes you have ordered and decide whether you need to make a change. For the purpose of this simulation we assume each person who

attends a match buys one programme. Thus with a 12,500 crowd you have the potential to sell 12,500 programmes. If you print MORE programmes than you can sell then you are wasting money since the unsold programmes are destroyed and you will still have paid the printing costs. If you print LESS programmes than you can sell then you are losing potential income. Programmes can be a handy form of income since they cost only 50p each to print yet sell for £2.00.

Remember that the crowd at your Home games will be your Home Following PLUS 10 per cent of your opponents Home Following, as long as

they can all fit into your Stadium. If you wish to change your order for

programmes, on your Turnsheet under OTHER BUSINESS you should use

the ORDER CODE: **PRO 1** followed by the new **NUMBER**.

If you have a Home League match and a Home Cup match in the same

week you can issue a special order for cup match programmes only. You

should write the ORDER CODE: **PRO 2** followed by the **NUMBER**

Your Orders for League and Cup programmes will remain as they are for

every match until you issue another Order to change them

**Policing**

You must inform the Chief Constable of the level of Policing you require at Home matches. The different levels are shown below but you should remember the levels shown against each crowd are only the RECOMMENDED levels. They do not GUARANTEE that there will be no trouble at your ground. If you have a Policing level of MORE than the recommended level then you are probably wasting money since no amount of Police can prevent determined trouble-makers. If you have a Policing level of LESS than the recommended level then you run the risk of crowd violence, damage to your ground, and even a fine from the authorities.

|  |  |  |
| --- | --- | --- |
| POLICE LEVEL |  | CROWD |
| 1 | LOW | Under 5,000 |
| 2 | BELOW AVERAGE | 5,000 – 10,000 |
| 3 | AVERAGE | 10,000 – 25,000 |
| 4 | ABOVE AVERAGE | 25,000 – 40,000 |
| 5 | HIGH | 40,000 – 60,000 |
| 6 | VERY HIGH | 60,000 – 80,000 |

Each level of Policing costs £2,500. If you wish to change the level of

Policing, on your Turnsheet under OTHER BUSINESS you should use the

ORDER CODE: **POL 1** followed by the new **LEVEL**.

If you have a Home League match and a Home Cup match in the same

week you can issue a special order for Cup match Policing only.

You should write the ORDER CODE **POL 2** followed by the **LEVEL**.

Your Orders for League and Cup Policing Levels will remain as they are for

every match until you issue another Order to change them

**GENERAL MESSAGE.**

At the end of your Turnsheet there is a space for you to write a message

that will be printed with next week's results for all the Managers in the

League to read. You can write virtually anything here, whether connected

with the game or not, but please keep it short. Needless to say, nothing abusive or offensive will be printed!

**OTHER GAME FEATURES**

**Friendly Matches**

Each week you will have the chance to play a friendly game against another Club from your own league. You can only arrange ONE friendly per week and the game will be cancelled if either of the Clubs are involved in a Cup or Trophy match that week.

Friendly matches provide no income but they DO affect players skill ratings in the same way as a League or Cup game. Players can also be booked or injured in these games. There is a space on your turnsheet

to arrange friendlies, which then take place the following week. So if you want a friendly for Week 12 you would write it on the Turnsheet that you are filling in for Week 11, that way a team selection sheet can be sent to you for the match along with your Week 11 results package. Remember that the game must be written down by BOTH Managers on the same week.

If you’re unable to arrange a friendly with another Manager and still want one then the Summit F.A. will do it for you! Simply write a ‘0’ in the Team space on the Turnsheet and you will be fixed up with a game against an unmanaged team if one is available. You cannot choose which team your friendly will be against if you use this option nor can you choose where it will be played.

No Friendlies can be played if you have a Cup or Trophy game the following week so please don’t request one nor on Weeks 6, 8, 15, when all teams are involved in Cup or Trophy matches, or on the first week of the season.

**Referees**

You will know in advance who the referee will be for your next match(es)

and just as in real life, each Summit referee has his own character. Every referee will have a “booking rating” that appears after his name, which ranges from 1, the lowest (very lenient, inclined to let the game flow and very reluctant to book players), up to 10, the highest (very strict, whistle happy, and will book or send off any player at the slightest excuse). It may be worth reducing the aggression level you play if you have a 10 rated referee.

**Sponsorship Payments**

At the end of each season there are very substantial Sponsorship payments made to each Club based on the previous seasons league position. These payments will vary from season to season and will be listed on the Season Prize Money sheet at the start of each season which is available in the Downloads section of the website. Make sure you download the correct form for the season that you are in.

The same sheet also details how much TV revenue you will receive aswell as sponsor payments for progress in the Cup and Trophy. Unlike the other payments, the Cup and Trophy prize money is paid throughout the season following the completion of each round.

**Financial statement**

This shows your weekly Bank Balance. You are not allowed an overdraft and should your Bank Balance fall below zero you may find your Directors stepping in to reduce costs or even sell a Player. You will have no control over their actions. Your Club's main income week to week (as opposed to prize and TV income) will be from gate receipts. In the case of League games and Trophy matches (which are played over two legs), the Home team takes 75% of the gate income and the Away team takes the remaining 25%. In the Summit Cup, and the League Trophy Final, which are one-off Cup Ties, all gate receipts are split evenly between the two Clubs.

**Directors' News**

This will give you an idea of how happy the Directors are with your

performance. You may choose to ignore this altogether, but you should

remember that the directors can, if they wish, override most decisions that you make especially when dealing in the transfer market.

Directors tend to become unhappy if you have a negative bank balance, not enough fit players to pick a team or if they are stepping in to block your transfer deals.

**Televised Games**

Any matches that are televised live will be chosen by the TV Companies and the Clubs will receive £100,000.

**Fixture List**

Shows the fixtures and results for your Club for the entire season. You won’t get a fixture list EVERY week – they will be mixed in with the Information Sheets outlined below.

The schedule of Cup and Trophy matches is as follows:

Week 6: Trophy Round 1, 1st legs Week 8: Trophy Round 1, 2nd legs

Week 10: Trophy Round 2, 1st legs Week 12: Trophy Round 2, 2nd legs

Week 15: CUP Round 1 Week 16: Trophy Round 3, 1st legs

Week 17: CUP Round 1 replays Week 18: Trophy Round 3, 2nd legs

Week 19: CUP Round 2 Week 20: Trophy QF, 1st legs

Week 21: CUP Round 2 replays Week 22: Trophy QF, 2nd legs

Week 23: CUP Round 3 Week 24: Trophy SF, 1st legs

Week 25: CUP Round 3 replays Week 26: Trophy SF, 2nd legs

Week 27: CUP QF Week 28: Trophy FINAL

Week 29: CUP QF replays Week 31: CUP SF

Week 33: CUP FINAL

**Information Sheets**

Various information about your league is produced each week by the Summit software. These include a Directory of Managers plus addresses and phone numbers if available, plus league data such as Top Scorers, Highest Paid Players, Highest Wage Bills, Most Disciplinary Points, Largest Grounds etc etc. There is also a Representative Team picked from

each Division based on highest rated players.

Obviously a lot of this information will not alter too much from one week to the next so for this reason we don’t print all the data each week. You’ll

receive these sheets ‘in rotation’ and should receive each different set of data every 4 / 5 turns or so.

**END OF SEASON CHANGES**

Apart from the major sponsorship payments there are a few other changes that happen at the end of each season. All players age by a year (some party THAT must be!), promotions and relegations take place and players ratings will alter slightly according to their age.

Older players ratings may drop due to ageing and younger players can get a ratings boost from the experience of playing in matches during the

season.

There is a document in the Downloads section of the website that explains these changes and is updated every season. Please download this, either view or print it and read this carefully as it is VERY important if you are thinking long term and building a club.

**GAME PRIZES**

Summit gives away top quality prizes at the end of each season.

Championship Shields, superb Trophies, Medals and Game Credits! Alternatively you can exchange your prize for even more game credit if you prefer.

You will find the prizes on offer listed on your turn.

**In addition to these prizes**, EVERY manager receives personalised

CERTIFICATE at the end of each season with their name, club name and

finishing position in their league. As if that were not enough you can also

win a small prize EVERY TURN such as an exclusive Summit PBM pen, Keyring torch or fridge magnet in the Forecast 5 prediction competition!

**SENDING IN AND RECEIVING TURNS**

Use the online turnsheet submission form at the web site to submit your turn. Not only does this cut out the risk of it being delayed in the postal system but you will also receive an instant confirmation that your turnsheet has been received and a copy of the information that you just submitted for your own reference.

By default all turns are sent out by 1st Class Royal Mail as Summit is primarily a postal game. However there may be reasons why a manager prefers to receive the turn by email and if this is the case then you just need to let me know on your turnsheet. You will then be added to the email list for that League, your turn will be sent to you as a pdf attachment and will continue to be sent that way until you say otherwise.

Note that pdf attachments are usually sent out on the same evening that the turn was processed so it is not good etiquette to jump straight on the forum and mention results or arrange transfers as managers who receive by post will not have seen their turns yet.

**SUMMIT FORUM**

If you want to get the most out of the game it is essential that you visit the website forum at least occasionally. A broad range of topics get discussed and most managers use it to arrange transfer deals. Any

urgent information about the game is also posted there first as it is an

instant way of contacting managers

**CHEATING**

We hope that Managers will play the game in the spirit that it is intended

but inevitably there will be some who seem intent on bending the rules to

their own advantage. In fairness to the other managers and to protect the

long term interests of the game we will take action against managers who

we feel are abusing the rules. This could mean a total block on transfers to or from a club or even stopping a manager from playing. Summit is an extremely fairly run game and it is intended that it is kept that way!

**SOME FINAL POINTS.**

If you want advice on how to play the game then the website forum is the place to start as it is frequented by managers who are very experienced and will be more than happy to help. If you have a question that is specifically related to your club then you can open a Support Ticket by clicking the Support tab on the website menu.

At first you will probably have enough to do running one Club but many managers like different challenges so you can take on an extra Club or Clubs if you wish. Summit runs three separate Leagues at this time and a fair few managers have a team in all three to ensure a steady supply of Summit white envelopes!

**IN THE INTERESTS OF FAIRNESS TRANSFERS ARE NOT ALLOWED BETWEEN TWO TEAMS RUN BY THE SAME MANAGER, OR BETWEEN TWO MANAGERS FROM THE SAME ADDRESS**.

In all other respects the Clubs are treatedseparately and you will receive separate sets of results.

The aim at Summit PBM is to run an efficient and enjoyable game, that is

complex without being complicated. Hopefully that aim has been achieved

and you will enjoy playing!

**Frequently Asked Questions**

***Got a problem? See if your question is answered here.***

**[1] I’ve just lost this weeks match even though my ratings were better than the other teams! How come?**

*A - Welcome to the most commonly asked question! Total player ratings*

*are printed as an indication of the overall strengths of the two teams. The computer though, doesn’t look at ‘total ratings’ when playing the match but at INDIVIDUAL players ratings. A team with a seemingly poor total defence rating might have an extremely highly rated goalkeeper who performs miracles in goal! or a highly rated attacker who wins the game single-handedly! You have to remember that good players can play badly.... and poor players can play above themselves... just*

*as in real life!*

*Again, just as in real life it can be impossible to explain an individual result but at the end of the season the good teams will be at the top of the League and bad ones at the bottom plus there will be a considerable gap between them!*

**[2] Am I allowed an overdraft with my Club?** *A - No you are not. If you were to leave your Club then it wouldn’t be fair to ask the new Manager to take over a Club that was heavily in debt and equally it would be unfair to other Managers to simply write that debt off. If your Club goes into debt then don’t think you’ve got away with it! Your Directors will be watching the situation and will suddenly, without warning place on the auction list enough players / staff to cover the debt.*

**[3] How many players can I have in my squad?** *A - You are allowed a squad of 21 players in total and believe me when injuries and suspensions start to take their toll you’ll need them!! If you sign more players than allowed then as above, don’t think you’ve got away with it! Your Directors are likely to auction players (usually your BEST ones!) to bring the squad size down to 21.*

**[4] Can I have more than one of each non playing staff?** *A - Nope definitely not! The only exception is a Scout…. You can have two of those! If you want to replace a Coach, for example you’ll have to get rid of your existing Coach before signing his replacement. As with [3] and [4] above, not only will your Directors auction off any duplicate staff you may sign but in this case you may receive an extremely heavy fine aswell.*

**[5] My player refuses to sign a new Contract. What can I do?** *A - Sell him! Simple as that! It is very unusual for a player to change his mind when he wants to leave a Club and if you don’t sell him on to another Club then you’ll only get half his value if he goes for auction. A huge wage offer MIGHT tempt him into staying if it isn’t blocked by your Directors first but do you really want a player that wants to be somewhere else?*

**[6] What’s the point in improving Ground facilities such as snack bars when they provide no income?** *A - It’s true that snack bars, in common with other Ground Facilities don’t provide any**direct income for your Club. Improving facilities however increases your Home Following slightly**and therefore the attendance.*

**[7] How can I please my Directors? Nothing I do seems to make them happy!**

*A – Three quarters of Managers in real football will be asking the same question! Directors will never be totally happy unless you are 10 points clear at the top of the Premier League with £200 million in the Bank! - even then it’s not certain. There’s no easy answer to this but the answers you give in the Club News section of the game can have a big effect, aswell as the Clubs bank balance.*

**[8] Can I play injured or suspended players in matches?** *A - No, you run the risk of making an injury much worse and even of making him retire altogether.*

**[9] Can I have a free credit for introducing my friend to Summit?** *A – This question just creeps in at number 9 so I can’t ignore it! To be honest we don’t really want you to encourage friends who might not really want to become Managers at all, just to gain the free credits. Most managers enjoy the game more with a couple of friends playing and so don’t need any encouragement to get them involved.*

**[10] Is there a break between seasons** *A -There is usually a gap equivalent to missing one turn. The kick off date for the new season will be the deadline date on your Week 1 turnsheet.*

And finally!! Do not get discouraged. Building a Summit club can be a long process

sometimes but the satisfaction is all the sweeter. As an anonymous non-league

Manager once said after his 14th defeat in a row *“Just wait until next week - I think*

*we're starting to get it right now!”*