The Footballer

Each player is characterized by a number of basic information such as: head icon, number on the shirt, name and surname, nominal position, leading skills, nationality, number goals scored and the current price or star rating. Stars are used to show in which slots the best players play, although as it will turn out later, this is a relative thing.

Fig.1. Basic information

Picture 1. Basic information.

The list of the three best skills is known. They are represented by single letters of yellow color, forming the "trademark" of the footballer. The order in which these letters are arranged is not accidental, because they are the best skills that a footballer has. The further order and exact values of the parameters are unknown from within the game. Failure to provide side skills focuses the player on these three leading ones, and the parameters remaining unknown, give room for discovering weaker and better players. In this way, an imperceptible advantage is created, which is the talent hunter from the transfer markets. The old versions of the game did not even give this set of 3 characters. Such sifting of secrecy will well reflect reality, because as you know, not all transfers to the club work. There are misguided investments. Recognizing the parameters of your own composition was also a real challenge. The already mentioned "trademark" of the footballer (trump code) is information for which match tasks the player is best prepared. After some time, it is very easy to associate a given player with his trump code, and even with the price and position. With more players remembered, each player will find that the parameters learned have become an integral association with a given version of SWOS. Only the original squads give this feeling, certainly from the fact of official squads, but also as you can read in the board the intro from the demo version, 3,000 players have been individually left parameterized.

The skill level of the player

Without resorting to squad editors, you can find out about the level of the player by reading the price, but a more reliable way is to receive a hint from the "assistant coach." It is a comparative method between two players that determines which of them is better to bet on. It consists in changing a player from the starting eleven to a player in the reserve field. After the change, a sign of improvement or deterioration appears under the head icon. No sign will appear if the player being compared is equal. Receiving such a premise is an interesting addition, since it brings the ability to discover characters to determine the optimal setting. Ultimately, the presented level of skill can be tested by playing this player or when you will be a coach, subject the player's game to observation, drawing conclusions about his skills.

Transfer list

The search engine in transfers will pigeonhole players according to a certain characteristic and throw the results on the list if there is a player who meets the given criteria.

Fig.2. Footballer search engine

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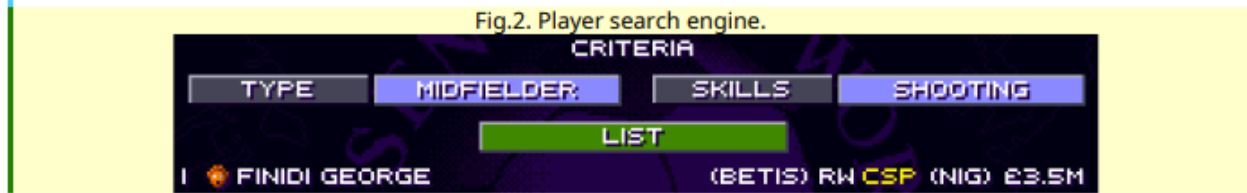
X-ray by the editor

We will get a full list of the values we are interested in when we open the team file with the composition editor or get inside the saved career by the composition editor or hex editor.

2. Form

There are several factors that determine a player's contribution to a match. The instructions for the game do not say much about the effectiveness of the player's performances, which is caused by his variable price. It only recommends adjusting the tactical position to the player's skill in the perspective of the long-term Career mode. The fact is that the change in price affects its match parameters. The way this interaction can be compared to the factor of form, morale or price factor, as the pre-match parameters do not change. This factor is not official, because the instruction on this topic does not say anything. In the following text, this factor is called the *Form* of a footballer. The issue of the player's form occurs only in Career, and more precisely only in the team currently run by us in Career. From within the game, it is not possible to check the exact value of the form. However, the form is closely related to the direction of price change (Fig. 3). By reading the value of the current price, you can find out whether the player is above or below the Form. The nominal price of G.Batistuty is £10M.

Fig.3. Decrease, constancy and growth of Form

Fig. 3. Fall, it happenedlifeand the growth of Form.
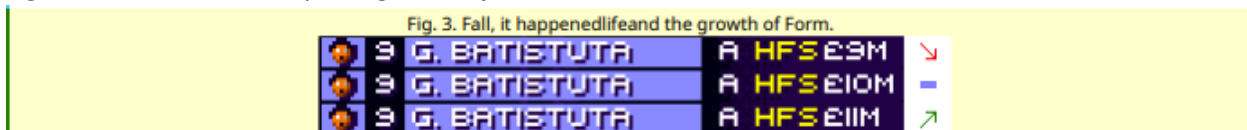
3. Accepted Terms

- <u>Perks Code</u> – A list of the best skills of a footballer in a 3-letter signature. These letters allow you to quickly review and remember the places of the specialty on the pitch, so that you can then consciously use them. Bearing in mind the usefulness of the player in the overall tactics of the team, it is worth using these skills.
- <u>Star rating</u> – A total rating of skills on a 10-level scale, based on the Nominal Price. He competes in all competencies except club career.
- <u>Player Skills</u> – All 7 skills (passing, shot, head, tackling, ball control, speed, finishing) that the player has at his disposal on various level.
- <u>Player parameter</u> – Number, strength in skills. Available in 2 equivalent ranges [0-7] and [8-15].

- Skill level – Division of skill excellence from the worst level (0) to the best (VII), depending on the parameter (e.g. H2 is also H10, i.e. the second level of head play skills).
- Nominal Position – Type of player. Permanently assigned position. It is not the same as the position of the actual setting on the pitch.
- Representative skills – Two skills – different for A, M, D, RW/LW and RB/LB, which occupy the first two places in case all 7 skills are on the same level.
- Reference skills – Skills with a reference to be searched by the search engine in transfers. Only players with skills written with the parameter [8-15] will be searched for the given skill criterion.
- View Opponent – Full characteristics of the opponent's players at a glance. It's also getting used to names.
- Assistant coach icons – They show the property of the decision. Change to plus (green tick). Change to minus (red cross). They help you estimate the impact of a change (by small or large tick) and understand the way in which the computer calculates the potential capabilities of each team.
- Career menu – Directions of matters that the manager deals with.
- Squad (The squad screen) – The manager's basic accommodation to select the composition of the team, rank the reserves, familiarize themselves with price changes in players, the number of goals, the state of injuries or cures, and with the club's budget. The other options are to organize training and detail goals in different competitions.
- The pre-match squad menu – The last moments in the football locker room before going out on the pitch of the stadium. Center for determining the composition and tactics combined with a presentation on the match scheme. Other options include viewing the opponent's squad and editing the manager's tactics.

4. Characteristics of Form

Very good and dear players score a lot of goals, are successful with the team, and yet they get cheaper in an incomprehensible way. It might seem that this should be rewarded, but it is not. Scoring goals does not have the slightest impact on the price change.

The impression of changing the parameters

Pre-match parameters of the player do not change throughout the career, which confirms the state of the parameters in the car file. The impression of an increase or decrease in parameters during the match is caused by Form, which with its current value changes the effectiveness of all the player's skills. Positive Form will boost Shooting and Finishing, increase Speed and Passing, strengthen Ball Control, Heading and Tackling. If the state of growth of the Form continues, then in each subsequent match it comes easier and easier to win, as the current, more and more is counted to the match. greater Form. Even a striker's negative form does not have to prevent him from scoring goals if the average Value of Form among all the players on the team is positive. On the other hand, negative Form makes it more difficult to control players who passively play, run slower, have worse efficiency and other parameters. Due to the above, the pre-match parameters of the player (from the .car file) do not change, but the match parameters of the player change and last with a constant value throughout the data meeting with the fact that the exact new value of them is not known. Smoothly occurring changes in the player's

match parameters between consecutive matches from his career suggest that there may be an invisible change by fractional parts of the parameter. Decline in Form is not possible to change the efficiency from parameter 8 (the weakest) to parameter 7 (best).

The best skills according to the game engine

Skills adopted in the football world as necessary in a given position are also characteristic of SWOS players. A player who prevails in the first 2 skills with (Tab.1) will achieve a high number of Player Points. In combination with the right position on the pitch, the player will gain maximum efficiency.

Tab.1. Valued skills classified by position on the pitch. "AND" should be replaced with "A" in the two left columns.

Nom. item	Position on the pitch	Tab. 1. Valued know howetnosyou sorted by position on the field.						
		1st place	2nd place	3rd place	4th place	5th place	6th place	7th place
AND	AE	Finishing	Heading	Shooting / Passing	Shooting / Passing	Speed / Ball Control	Speed / Ball Control	Tackling
	AND	Finishing	Passing	Speed	Shooting / Ball Control	Shooting / Ball Control	Heading	Tackling
M.	M.	Passing / Tackling	Passing / Tackling	Speed	Heading / Ball Control	Heading / Ball Control	Shooting / Finishing	Shooting / Finishing
	DM	Tackling	Passing	Speed / Ball Control	Speed / Ball Control	Heading	Shooting / Finishing	Shooting / Finishing
D	D	Tackling!	Heading	Passing	Speed	Ball Control / Shooting / Finishing	Ball Control / Shooting / Finishing	Ball Control / Shooting / Finishing
RW / LW	RW / LW	Speed	Passing	Ball Control	Tackling / Shooting	Tackling / Shooting	Heading / Finishing	Heading / Finishing
RB / LB	RB / LB	Tackling	Speed	Heading	Passing	Ball Control / Shooting / Finishing	Ball Control / Shooting / Finishing	Ball Control / Shooting / Finishing

Tests of valued skills (e.g. for a winger) were conducted by comparing 7 wingers. Each of them had one different skill with parameter 7, while the other parameters are 0. Skills separated by a slash occupy the same place.

Fig.4. Positions on the pitch

Pic.4. Positions on the pitch.

- AE – Striker Enforcer (manager tactics that guarantee max. number of green ticks for the striker)
- A – All available striker positions from standard tactics
- M – Midfielder
- DM – Defensive midfielder
- D – Central defender
- RW/LW – Winger right/left
- RB/LB – Right/left side defender

The rule in striker skills is FH. None of the standard tactics provide the optimal amount of Player Points for this pair of skills, which can only be achieved by the manager's tactics. FH's skills clearly determine where a player should be. However, under the goal there is room for only one AE, which is tantamount to the unsuitability of two strikers of this type. The V and S skills are very effective, but they provide a slightly smaller amount of Player Points. The RW/LW winger has a greater number of player Points for the skill P than C. The order will be reversed when we choose dribbling on the wing as a criterion, the more so because not much less we gain Pp. The skill classification for D, RW/LW and RB/LB shows no change in order when we change the game system or improve the position of the player in the tactics editor, therefore a more accurate division (as in the case of A and M) is not needed in the table.

Player points deficit

Player points are conditioned by tactics, they also depend on skills, which count differently depending on the Nominal position. A player with inadequate skills will not accumulate the required amount of Player Points, which will result in a decrease in his market value. Combined with the abysmal setting, the Player's Points fall even to the lowest value. As a consequence, such a competitor is choked and over time quickly loses its value. In order for the valuation to improve, it needs other conditions. These are new positions on the pitch where such skills will be useful. Most often, however, despite the adjustment of tactics or position on the pitch, a player with inadequate skills still can not get out of the negative Form Factor. The reason is the Nominal position, for which only selected skills count. Even the best tactics will not provide an increase in price, as only to a certain extent has the opportunity to improve the player's Points.

Useless skills

An offensively minded FTH defender will always be cheaper due to the lack of usefulness of the Finishing skill in defensive operations. Setting it in attack (Fig. 5) will increase the player's Points due to Finishing. However, a satisfactory increase in Player Points will not occur due to the Nominal position - Defender. Achieving a small amount of Player Points suggests that the Finishing component is connected by a multiplier, which is affected by a very low suitability factor. The opposite is true for T and H. Conclusion: The most valuable skills for a defender are Tackling and Heading.

Fig.5. Moving the FTH defender from defense to attack reducing the deficit of player points

The advantage of useless skills is that they can be used from elsewhere. Won't it be an attraction to run across the pitch with a defender and end the rally with a shooting or finishing...?

Green tick

The green tick appears when:

1. There is an improvement in player Points
2. In the tactics editor we make a correction of tactics
3. The assistant's reaction will be triggered - a shift to another formation or a new game system.

A player's points do not depend on playing in a nominal position, but on the number of green ticks for places on the pitch that are favorable to the player. This is confirmed by the defender who, playing as a defensive midfielder, achieves a greater number of player Points there. The appearance of a green tick means collecting Form points even faster or, in the worst case, losing these points more slowly.

Team points

When making significant adjustments to the previous setup, there is a large green tick over the squad that informs you that you have made the changes translated into an additional Team Point(s). Sometimes there is a big green tick itself, which recommends to bet on a much weaker level of skill of the player, but with a nominal position proper to the position on the pitch, and than on a player better with skills, but from a different (wrong) Nominal position.

Injuries and reserve

Negative Form factor causes the player to cope worse with the opponent's slips. If such a player is caused by a foul, he will be more susceptible to injury. Of course, the form is lost by players excluded from the game due to injury and staying on the bench. The players on the bench, as you can assume, also influence the attitude of the team to some extent. This statement comes from the fact that there is a large green tick in the event that we introduce a better player from the non-match reserve.

Training

Increasing parameters or Forms through training is impossible. Unfortunately, training is not prepared for the player to rebuild his Form, and the team to score more goals in matches for the stake in the Coach mode. If it were possible to earn a temporary extra Team Point for the next match through training, then training would be an important element.

Changes during the match

Players do not have a fitness parameter. It is best to change players during the match break. Then the players entering and descending are not so much affected on the Form. Changes during the match take away form. There are exceptions, e.g. juniors or players with a positive Form Factor. However, regardless of the efforts not to lose form, introducing a fresh player to the pitch (even though he is weaker) can do something!

Players in a team

Players with a small number of Player Points can significantly reduce the strength of the team. Sometimes it's a matter of individual players, sometimes the whole team. It is common in the Japanese and Taiwanese Leagues, but most of the players playing there have Shooting and Speed at relatively low prices. When there is a reshuffle of players in the squad, the strength of the team also drops significantly. An example is the 96/97 squads of Bayern Munich (Fig.6), PSV (Fig.7) or Barcelona. In Career you can check the results in the world. Sometimes it happens that apart from the excellent seasons of Bayern Munich, you can observe the relegation of this club to a lower league (for the duration of one season), during when similar teams, but with a well-positioned squad, did not even come close to the relegation zone. Such and similar seasonal impotences occur in leagues from around the world, especially when you are not a participant in a given league.

Players for £15M are usually cheaper due to the high price because their skills are not able to guarantee them a positive Form Factor in standard tactics. This, in turn, means that international stars for £ 15M do not particularly shine, which may be a bit lacking.

Fig.6 & 7 Shuffled line-up

Valuations

For a player with a nominal value of £300K, 34 price jumps from £0K to £300K are provided.

- From £0K to £100K every £5K – 20 price jumps
- From £100K to £200K every £10K – 10 price jumps
- From £200K to £300K every £25K – 4 price jumps.

Due to the long time of this process, the first valuation can be up to £ 50K, moving the player immediately into the zone of quick quotes. On the other hand, a player with a value of £30K has a small range of available price changes that he must travel to reach full value – only 6 price jumps, so after the first (lowest) valuation of £5K, for subsequent valuations (£10K, £15K,...) usually you wait longer.

In "Result", a player with a Nominal Price of £30K can be priced higher the first time, e.g. at £10K, or even for the entire amount. In this mode, juniors on the bench can change their status from TRIAL to RES and even receive a first quote, but without appearances in matches their price will fall.

Other

Observed game-level features:

- No match practice – loses price. Back on the pitch – it recovers the price.
- Under constant conditions (i.e. tactics, position) a single increase in price is rare, and then a downward trend to the end. Usually the direction is one. The exception is some players with a neutral Form Factor, in which the price may once move upwards, but as a result of injury it will start to fall, despite the fact that upon their return, they will continue to perform.
- In the case of a negative Form Factor, the decline of the Form will not appear immediately or in the same queue when we repeat the season, and yet footballers are cheaper at a similar speed.
- There is a certain limit to which the price of a footballer will rise or fall. For example, a good footballer for £180K has a chance to reach the price of £800K, but it will not reach £5M. This means that the possibilities of development are coming to an end.

5. Form Tactics

Tactics forma.tac is built on the basis of obtaining as many green ticks as possible. It can be noted that the change in the price of a player is influenced by about 90% of the tactics that are set in the pre-match squad, while in 10% the tactics used during the match. Therefore, setting the forma.tac tactic in the pre-match squad allows you to increase the price of players while at the same time being able to use a second tactic during the match, which does not it must ensure price increases. The confirmation is the team that before the match had the tactics of forma.tac set, but in 0 minutes a change to the second tactic was made. After a few rounds, it was still possible to record an increase in Form points with most players. A greater effect of " form training" would take place if the forma.tac tactics were set throughout the meeting.

Features of reserve changes:

- Changing tactics in 0min from forma.tac to standard and introducing a reserve (even in 45min) means that the player entering will not receive 90% training for the basic composition.
- Two players change alternately in each match in 45 minutes (once one comes off the bench and once the other). All these players need is half a match in a good setting to jump the price for both. The condition is a large positive Form Factor, and sometimes they also need every match of the full dimension of the game.

6. Summary

Form and price are in correlation with each other. Positive Form is guaranteed by skills that are in the first places in Tab.1. Negative Form is caused by skills that are in further places. Our goal is to predict the progress of the player, i.e. obtaining information whether the form will rise or fall, which is adequate with the fact that the player will be more expensive or cheap. This can be useful in the philosophy of selecting only prospective players for the team. The form does not depend on the number of goals and participation in the game. The player's effectiveness is determined by the Player's Points and Form, and this is influenced by:

- Parameters – It is best when the key skills are the highest parameters.
- Tactics – Ideally, players have multiple green ticks in 35 tactics boards.
- Appearances in matches – Full or half dimensional play time is the best.
- The performance of the player in his optimal position. In the case of a goalkeeper, Form gets a clean sheet and results.
- Note: A green tick indicates an improvement over the previous state. Does not guarantee that the form/price of the player will increase