



Title: Football Manager 2007
Developer: Sports Interactive
Format: PC, Mac, XB360, PSP
Genre: Sports Management
Release date: Christmas 2006

Developer blog # 1.b

Scouting

Miles Jacobson, Managing Director of Sports Interactive:

Scouting was an area identified for a major overhaul for **Football Manager 2007** by both the users of our forums and the *FM* dev team. Whilst completely functional before, it wasn't that much fun, and tended to give you information that you already knew about, so the team known as "media corner" decided to completely revamp it.

Whereas previously you'd scout a player once, and could set up scout searches for different areas in the world to find out info on players, you now have to scout players multiple times to reveal all of their information, which is presented to you both as a simple star rating system, but also through a scout report card which adds more info each time you scout until full. This isn't just the info that you'd see as numbers like scouting in our previous games, but adds information that is normally hidden to the user too, such as personality info, their current happiness at the club, the kind of fee you'd need to pay to get them, and whether they are likely to join you and stay with you in the long term, or see you as a stop gap club.

On top of this, it's not just about looking at the numbers and providing the information. Whilst having a set figure for player potential is imperative for other areas of the game and, in particular, long term balancing of the database, no one can ever truly predict just how good or bad a footballer will become in the future, so the new scouting system takes this into account,

offering a much more realistic outlook on the football world through the eyes of scouts and the media.

Scouts also have knowledge bases now. A scout with a good knowledge of an area will complete scouting missions in that area quicker, as they have already built up a good network of people to help them out. It also makes for a fun mini-game of trying to have complete world wide knowledge!

Scouting the next opposition is also radically improved, with much more feedback, and information about likely tactics that will be used against you using a tactics analyser to try and work out what tactic they will use against you, as well as their normal in game tactic.

Whilst only your scouts can go on missions (and you can set up multiple missions at any one time to keep them really busy), you can also ask any member of your staff to check out individual players, rather than just your scouts, to get an ever clearer view of whether you should be signing a player or not.

Oh, and there's no cheating allowed on the knowledge mini-game. No longer can you just take on 30 scouts and cheat your way to the top. In ***Football Manager 2007***, your Chairman will only let you have a certain amount of staff to help you. If you don't have much money in the bank, they might also block you from scouting certain countries that they simply can't afford to send your scouts out to.

Football Manager 2007 is scheduled for release across Europe on PC, Mac, XB360 and PSP during Christmas 2006. For more information please visit www.footballmanager.net or www.sigames.com.

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