

World Basketball Manager Strategy Guide v.2.1.1

Intro

This guide will try to give information and tips on various aspect of World Basketball Manager, where the info inside the manual seems that doesn't cover everything.

This is a work in progress and will be updated often, so check back for newer versions.

Spoiler warning

Many of the tips and strategies included in here could ruin your experience of playing World Basketball Manager as a simple user.

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Match Day

General Match tips

- To play a match even in the fasted speed is always better than simulating. Your players will get less tired if you personally attend the participation time of each one and this way you can also prevent a series of psychological problems connected to participation time of the players, by making sure that everybody gets his fair share of match action. More important, if you personally play all the matches you don't have to give any manager skill points on Coaching when creating your manager in the beginning of the game.
- Try to stay close in score at any cost. The drop of morale of your players if you start loosing by many points is an additional problem that will make your comeback even more difficult that it should be.
- Try to rest your players during the weekly training enough in order to enter a match with perfect condition.
- Some times is better to play an easy match with maximum effort. There is a chance to take a big score lead very soon and play the rest of the match with the reserve team. This way you will rest your starting line up even more than to use a minimum effort.
- Computer teams follow the following effort strategy:
Minimum: Friendly matches.
Normal: League Regular season or any first phase.
Maximum: International club and national teams' tournaments.
League play offs. National cup matches.
- If by reading the statistics or the commendation of the match you don't know which players are having a good day, you can always trust the Tendex rating.
- Offensive rebound option for the whole game is a must unless if your team is more tired or you are at the end of the game leading with a safe score that you don't want to risk or the opponent plays very fast and makes many fast breaks.

Offense

- Try to assign only 1 or 2 score leaders at the same time. If you give this order to 3 or 4 players you will obviously cancel them.
- Don't use drives against zone defense.
- If you are playing against 3 out – 2 in zone try to play more inside. If you are playing against 2 out – 3 in use more 3p and 2p shooting.
- Try not to give a "None" attack order to a player very often, because if the ball ends up in his hands he will probably do the wrong move.
- While the opponent uses Man 2 Man defense try to balance your attack orders between Guards and Forwards. A great solution would be to have PG or SG leaders with a long shot and the same time a PF or C leader with an Inside shot. This will make more difficult for the opponent coach to adjust his defense orders.
- Better not give specific 3p instructions except in time-out orders. In any case the guards and small forwards will try 3P shots cause of their position, even power forwards and Centers will try some when they find the chance.
- Offensive attributes should be assigned in what the players are best in Man2Man, with changes when opponent defends using zones. Then you should try to take advantage of your players 3P and 2P shooting. Especially against 2Out-3In zones. Avoid Drives and lead roles to PF and C that use Inside shooting except for special cases.
- If you change attack orders often the opponent manager won't have enough time to find the correct line up and attack orders.
- Below you can find some easy solutions to opponent defense:
Full Court: Drives, Inside
3Out-2in zone: Inside
2Out-3in zone: 3P & 2P

Defense

- **Most important rule:** Don't change your Man 2 Man defense unless if it's clearly not successful. Experiment with zones only if you can find a solution rotating markers etc.
- When defending, experience is a very important attribute. Inexperience players tend to do many "stupid" fouls.
- 2Out-3In zone is good when your opponent have low 3pt ratings and especially good when you have to stop opponent inside players and Drives.
- Don't use full court press unless you're the opponent players are inexperienced, slower, more tired or you need to get the ball by any cost.
- If the opponent has a very strong attacker that seems impossible to stop, rotate a lot of fresh defenders against him using high marking intensity in order to get him tired fast.
- Double marking can be very effective if you see that one opponent uses always the same player as an attack leader.
In such occasions you can put 2 players to mark him if the second marking player is one that his opponent offensive attributes are low or he didn't attempt shoots for a long time.
- When you have few fouls a few seconds before the end of quarter try to enter your fresh reserve players and set full court pressing and high marking.
- Often opponent reserve players have very low 2p and 3p shooting attributes which is a nice occasion for a 2out-3in zone.
- Sometimes low marking is the best solutions for inexperienced players or players with low marking that will do more damage than good if they try to play strong defense.
- Below you can find some easy solutions to opponent offense:
Many 3p and long 2P shots: Full Court or Man 2 Man

Many drives: 2-3 or 3-2 Zone

Many inside shots: 2-3 Zone

Many fouls: Zone Defense

Training

- Young players will only improve with training. Older players in the other hand need to train in order to preserve their attributes. At the end of course will all lose the "battle" against time.
- Weak attributes improve faster. (9 to 10 is a lot faster than 15 to 16).
- Try to train players as hard as possible during periods without matches. This not only will help them improve faster but preserve also their **Form**. Note of course that players with high injury risk won't like that at all and might affect their psychology; apart that it is dangerous for all players to get an injury.
- Sometime it might seem that your players have no benefits from their training but this is not true. Your might have already gained some points that count everywhere but you will see only when they have a full point.
- So 17.88 = 17 in interface presentation but 17.88 in the match!
- By the end of season players can have increased they attributes up to 4 points depending in their original ratings and how hard they train. Remember that 1 to 2 is easy but 19 to 20 can take years of practicing.
- Maybe is not clear which player attributes some general training programs benefit :
 - Long Runs > Stamina
 - Sprints > Speed

- Aerobics > Stamina, Speed, Jumping, Quickness
 - Weight lifting > Strength
 - Attacking > Quickness, Passing, Ball Handling, Offensive Rebound
 - Defending > Quickness, Blocking, Stealing, Marking, Defensive Rebound
- The attribute payoff is not the same in all drills. That means that Stamina for example is increased more with long runs, where all the intensity is spend on the specific attribute, than in Aerobics where the intensity is spend in four different attributes.
 - Physical attributes will drop faster than technical skills when a player gets older.
 - Stamina is a modifier that through condition affects all other attributes. So is very important to maintain stamina for as long as possible when you are getting older or even better work on a player's stamina hard before he gets old! Note also that the user sees only integers. So while you work an attribute it gets to 11.111, 11.1333, 11.7899 etc. The user will see the change at 12. Also the age penalties decrease the attributes a little every day. So the work you do with a players during his career gets stored and even if you never see that he is at 11.876 you still have gained 0.876 points for the raining days!

Training Centers

As you all know from the manual training centers are evaluated in 3 categories. Court, Facilities and Luxury.

The basketball court is the most important of them and then comes the facilities. Luxury is also important as it keeps the players happy and eager to work hard during their stay in the center.

Note that Training centers increase also Attributes and Potential allocation.

Making Demands

It's quit difficult to figure out when administrators are ready to accept one of your demands and the risk to irritate them by constantly asking things and get fired is great.

So read below the prerequisites for every demand to get accepted:

1. REDEFINE CLUB'S TARGETS TO MORE REALISTIC GOALS.

- You must be a new manager or make an Ultimatum
- Demands 1 to 3 must not have been accepted yet for the current season
- Team Performance must be less or equal than targets

2. MAKE MORE MONEY AVAILABLE FOR TRANSFERS.

- No other demand must have been accepted yet for the current season.
- You must work at this club for more than 1 season
- Team Performance must be less than targets
- Date must be less than 2 of March or make an Ultimatum

3. MAKE FUNDS AVAILABLE IN ORDER TO SOLVE PLAYERS' FINANCIAL AND CONTRACT PROBLEMS.

- Demands 2 and 4 must not have been accepted yet for the current season
- Team Performance must be less than 10% of targets or less than 5% of targets and make an Ultimatum

4. INCREASE FINANCIAL STATUS AND CHANGE CLUB'S HISTORY!

- Demands 2, 3 and 4 must not have been accepted yet for the current season
- Team Performance must be less than 20% of targets or less than 10% of targets and make an Ultimatum
- You must work at this club for more than 1 season

Contract Offers

If you need to save money in a transfer or renew contract offer you should know that apart from their attributes, experience and history, the players ask for more or less money depending also on their age and the offered contract duration. So a young player that feels healthy and that he will probably get better in the years to come, will ask for more money for a longer duration contract, while an older players that see his attributes fade away will value more the security of a longer duration contract.

Budget Allocation

You can save a lot of money by making a clever distribution of your season budget. Note that this function is available only at the first day of the season (AUG 15).

As you can see from the tables below each departments level will be the same in a specific range of values. So you can have the same quality of training facilities (8) in any amount between 115K and 384K.

Medical Level	Medical Min	Medical Max
1	0K	5K
2	6 K	10 K
3	11 K	18 K
4	19 K	26 K
5	27 K	40 K
6	41 K	54 K
7	52 K	76 K
8	77 K	256 K
9	257 K	399 K
10	400 K	100000 K

Facilities Level	Facilities Min	Facilities Max
1	0 K	7 K
2	8 K	15 K
3	16 K	27 K
4	28 K	39 K
5	40 K	60 K
6	61 K	81 K
7	82 K	114 K
8	115 K	384 K
9	385 K	999 K
10	1000 K	100000 K

Academy Level	Academy Min	Academy Max
1	0 K	5 K
2	6 K	10 K
3	11 K	18 K
4	19 K	26 K
5	27 K	40 K
6	41 K	54 K
7	55 K	76 K
8	77 K	256 K
9	257 K	399 K
10	400 K	100000 K

Sponsors

As you should already know from the official manual to get better sponsor offers you need to have a team performance above administration's targets. The better team performance the bigger sponsors offers.

In older WBM versions, sponsorship offers used to present from the smaller to the bigger. So the strategy was easy. The more you waited the bigger offer you got. The only risk was that you didn't know if the current offer is actually the best you could get with your current team performance.

In latest game version though the order that sponsorship offers present is random. That means that the best offer you can get with your current team performance could be the first one. So in order to help you make the best choice I include the complete list of sponsors of the game in value order (as Coca-Cola for example makes always better offers than Intel etc):

Sponsor Name	Offer (% of Budget)	Performance Needed
COCA COLA	0,255	0,2378
PEPSI	0,25	0,232
SPRITE	0,245	0,2262
ADIDAS	0,24	0,2204
NIKE	0,235	0,2146
7UP	0,23	0,2088
LUCOSADE	0,225	0,203
GATORADE	0,22	0,1972
PUMA	0,215	0,1914
RECHARGE	0,21	0,1856
SONY PSP	0,205	0,1798
IBM	0,2	0,174
POWERADE	0,195	0,1682
PLAYSTATION 3	0,19	0,1624
XBOX 360	0,185	0,1566
Wii	0,18	0,1508
MICROSOFT	0,175	0,145
FUJITSU	0,17	0,1392
TOSHIBA	0,165	0,1334
SIEMENS	0,16	0,1218

NOKIA	0,155	0,116
SONY	0,15	0,1102
UMBRO	0,145	0,1044
O2	0,14	0,0986
MOTOROLA	0,135	0,0928
TOYOTOMI	0,13	0,087
MITSUBISHI	0,125	0,0812
VODAPHONE	0,12	0,0754
LIPTON ICE TEA	0,115	0,0638
TOYOTA	0,11	0,058
CITIZEN	0,105	0,0522
CITROEN	0,1	0,0464
COMPAQ	0,095	0,0406
ORANGE	0,09	0,0348
PEUGEOT	0,085	0,029
SANYO	0,08	0,0232
SWATCH	0,075	0,1276
SWISS ARMY	0,07	0,0696
THOMSON	0,065	0,0174
VOLVO	0,06	0,0116
DIESEL	0,055	0,0058
INTEL	0,05	0

General tips

Sometimes for a team to have a good season needs a little magic. For example an easy schedule at the beginning will create a winning streak that will affect players' psychology in such a way that will help them win more difficult matches later. The same will happen if you are above team targets. You need also luck to find a strong opponent tired or with injuries or to win a match with a 3P in zero time. Also a good training program and a squad rotation that will keep players fresh and without injuries can do a lot.

When creating a new manager give him a good rating in psychology. Is actually the only important aspect you can't do much otherwise (for example if you play matches you don't need coaching and training you have a full control).

Getting started with the right foot in WBM

Some features like Demands allow you to enter the game with the right foot in the first season.

A must from the day one is to make a demand to administrators in order to lower the team's targets. Use an Ultimatum in order to get accepted. Notice that if you participate to tournaments that initialize later than the first day (like challenge cup) is better to wait for the administration to set target for this tournament also, before you make the demand. Lowering the team's targets is important and like a series of dominos will affect many things. First of all if you are new in WBM will help you not to get fired while still learning the game. If you are an experienced player and you could make the old targets anyway, the new more easy ones will allow you to get a bigger score (and later better job offers), make a better season performance for your team which will allow you to attract better sponsor offers and get more money. Finally a better team performance will give you at the end of season the equivalent bonus in team's budget.

Another must in the latest WBM version is to try staying in the same team for many seasons. It's not only the demands that allow you to raise the financial level of a club and change its history but the fact that the game gives you a bonus in your budget for every season that you spend in the same team, representing the increasing administrators' confidence. Even more, this raise in confidence will make them accept your demands more often.

Last, but not least from the benefits you might get from a better team season performance is the ability to ask also from the administrators to make funds available in order to solve players' financial and contract problems. Notice than this can be accepted as a demand in a season that demands 2 and 4 have not been made and that you have a great teams performance. So is a perfect match for the lower targets demand!

If you manage to make all the previous then your second season will also be easier as the above mentioned budget bonuses will allow you to strengthen your roster.