

WebGameManager
Quick Starting Manual

www.webgamemanager.com

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Introduction

WebGameManager is a free basketball manager browser game where you can lead your own virtual basketball team to glory, in competition with other participants from all over the world! You are the club manager and the coach of your team. You can buy and sell players, invest the club's money in a bigger arena or promote rookies. Choose your tactics before each match, decide what kind of training your players need, decide whether your best player is ready to play in the upcoming match, and much, much more...

Important Registration Information

- If there are more than one user playing on the same computer, you need to contact one of the WGMs with the explanation and you should include both your usernames.
- You are only allowed to have one team! If you have multiple teams, your accounts will be closed! This includes other user(s) who are managing your team while you are unable to.
- You have to play in your native country, if it is listed. If it's not listed, You have to register in the Rest Of The World.

Apply for a team

New users can take over an old team (abandoned by manager). Existing owners can lose their teams, making room for new players. There are a number of reasons why an owner is fired. These include not logging on to your team during 6 weeks or because of bans due to cheating or violations of our Rules. When you take control of the team, the old players are exchanged for new ones. In addition, the bank account is reset with all old debts being cleared, a start-up sum of cash is available for use (as instalment of \$500.000 for 10 weeks), and the stadium is remodeled to 950 normal seats and 50 VIP seats. In many ways the team will be new, but you'll start off in an already existing slot in the league system.

Team

As you login, you will be shown your team's page, where you'll be able to find several information. In the upper part you'll find the team picture and name, remaining time to various events, arena, fan club and league infos.

In the middle part of the page, you'll find the NEWS message box, where you'll see all the informations regarding your team, the successful incoming or outgoing player transfer or if

another team made an higher offer for a player on which you had placed a successful bid, etc.

In the lower part of the page, you'll find the PLAYERS table, showing the available roster for your team. Above this table you can find the PROMOTE ROOKIE link, which allow you to draft a rookie, be it good or bad, form the junior leagues.

Some of these point require some additional words.

ARENA

Clicking on the Pen-And-Paper icon, a dialog box appears; here you build up your team arena, upgrading it as much as you wish. There is no known way to understand exactly how many seats you need, since match attendance may vary according to the results of your team, as well as of the guest team. The cost for adding a new VIP seat is 300\$ each, while simple seats costs exactly half of the price of a VIP seat, 150\$ each. The base cost for upgrading your arena is 300.000 \$. Tickets are sold at the following fares: normals seats sell for 40\$, while VIP seats are sold for 80\$ each. If you think your arena has too many seats, you can demolish them, but it will have a cost.

FANS

Supporters are the greatest financial resource for your team. Each week, according to your team results, the fan club size will increase or decrease, thanks to new subscribers or the bad mood of the fan club. Key factors that have influence on their mood, are both the result of a single game, and the position in your league division standings.

In case your fan club is quite large, the number of new subscriber in case of victory will be small, same as the loss of fans in case of a loss.

PROMOTE ROOKIE

Once a week, after the weekly update, you have the chance to draft a rookie from the junior leagues. You can choose to spend three different amount of money: 50.000\$, 100.000\$ or 200.000\$. The higher the sum of money invested, the better the odds of drafting a good rookie will be. Keep into consideration though, that there is no guarantee that you will be able to draft a good rookie, even when spending the highest amount of money: every thing is based on a great amount of luck!

To draft a youth pull, having a positive financial balance is necessary, otherwise it wont be possible to draft.

All rookie will be 15 years old, and their skills shall vary from a minimum score of 1 up to maximum of 50. Do not worry if the height of your players are relatively low: players will grow till the twentieth year (see next section). Once a rookie has been draft, you can have him on the court, sell him, or fire him.

Players

In your team page you can see what players you have in your squad. Each team starts with 10 players, but you can promote rookies and buy/sell players.

Each player has 10 base skills:

- Defence
- Free Throw Shooting
- 2 Point Shooting
- 3 point Shooting
- Dribbling
- Passing
- Speed
- Footwork
- Rebounding
- Experience

In addition to these, there are players characteristics:

- Name
- Age
- Fatigue
- Salary
- Height
- Weight

For each position, the following skills are necessary:

- PG (Point guard) 2point, 3point, passing, speed
- SG (Shooting guard) 2point, 3point, speed
- Center 2point, defence, rebound
- PF (Power Forward) 2point, defence, rebound
- SF (Small Forward) defence, footwork, speed, dribbling

During matches, some skills affect gameplay regardless of the player role:

- attack dribbling, footwork, speed
- defence dribbling, defence, speed
- rebound speed, height
- pass intercepting footwork, speed

Player fatigue and experience affects the player performance. Both are increased every minute played in league, cup and friendly matches. If a player reaches the maximum fatigue (100), he will suffer an injury.

A player height will grow till the 20th year:

- 16 years old from 2 to 8cm
- 17 from 1 to 7cm
- 18 up to 6cm
- 19 up to 4cm
- 20 up to 2cm

Tactics

Bench

Each team must select for the game, a minimum of 5 players, up to a maximum of 12 players.

You can play with 5, players, but we discourage doing it, since injuries and foul trouble may end up in a walkover loss, or affect negatively your team performance anyway. If a player suffers an injury, the first available player on the bench having the same role, will enter the court.

Tactics and roles

Beside the name of each player there are 5 check-boxes, one for each of the classical basketball roles. Clicking on each of them you will assign roles for your players. Each player can be assigned for more than one role. You can also select individual tactics for each player:

- Type of play

With these options you will select what type of player you want them to be when they have ball possession. A shooter will try to shoot often, every time that he has the chance to, while a passer will always be looking for wide-open team mates. Selecting "shoot more" does not mean that your player will take a shot every time he receives the ball, as well as, selecting "Pass More" will not mean that he will never take a shot.

- Type of shooting

Selecting the type of shooting, defines which is the field area from which you player will most likely take a shot. By selecting "Inside", your player will take mostly 2 point shots, while, by selecting "Outside" he will take a lot of three point shots. Take into consideration anyway, that this setting will not prevent your players from shooting from spots from where they were not supposed to take shots.

- Offensive behaviour

Selecting a soft behaviour, the player will be very cautious when attacking, making fewer mistakes and safer passes. On the opposite, selecting an aggressive offensive behaviour will make your player very explosive, but this may cause an higher risk of turning the ball over. The “Normal” behaviour, is nothing but a balanced attitude right in the middle of the two precedent ones.

- Defensive behaviour

When a player has an aggressive defensive behaviour, he will try to be a tough defender and for this reason he will commit a lot of fouls. By setting a player to be a “Soft” defender, your player will be very relaxed in the defensive plays, and will be very likely to give up easy shots, to its direct opponent, will commit very few fouls. The “Normal” option will make your player take a balanced attitude between the other two.

Line-up

In this section you must choose 5 players that will be on the court for each quarter of the game. You can see a basketball court, from which you can select the players for each position.

The names you see in the list boxes, are the ones that you have been selected to play in a given position. Once you select the starting 5 for each quarter, it will be automatically selected as default for each match.

Training

As for real teams, the most important aspect for its growth, and for each player, is training. This happens once a day, along with the daily update. For each player you are allowed to select one single skill that will be trained; such a skill can be changed in any moment. A week of training will increase the skill of a player of ~0.4 points.

In the training page, you can find two other features of the game: the first one is related to players' weight. Under the weight column of the page, you'll find a drop-down menu, where you can just whether you want to increase or decrease the BMI, i.e. The Body mass Index, of your players.

BMI affects the performances of your players, and modifying the BMI takes some time, although take into consideration that the modifications come at no cost for your economy.

The suggested BMI for each role is listed below:

- PG/SG 23-24
- SF 25
- PF/C 26-27

The other available feature, accessible through the training page, is the Medical Staff. From it you can select the staff level; for each level you will have to pay a daily wage for each player. Their job is to recovery from injuries, and such recovery will be quicker as you increase the staff level.

Economy

Income

- Selling tickets

Now both teams fans and mood will have influence. Normal seat tickets cost 40 dollar and VIP Seat tickets cost 80 dollar.

- Selling players

You will not be able to sell a bought player instantly. When you buy a player, you sign a contract, which means you won't sell him for the rest of the season. However you will be able to fire him if he doesn't seem to be good enough. When you put a player on the transfer list, and he gets sold, you pay a minimum of \$10.000 or 10% from your transferred player. So if you put a player on transfer list for \$1, and he gets sold for that amount, you'll receive \$-9.999 (1 - 10.000). For a player, which you sold for \$1.500.000, you'll receive \$1.350.000 (1.500.000 – 150.000). The successful or failed sale of your players will be reported in your team NEWS message box.

- Sponsor and merchandise

Other weekly financial incomes are generated by sponsors and merchandise. The amount of money transfered weekly in your team account is affected mainly by the size of your fan club and the experience of your players.

Expenses

Each week you'll have to pay your players' wages and to pay maintenance costs for your arena. But you can also promote a young player or buying players in the transfer market.

Debts

You should generally avoid going below \$0 in your economy, because you can't do a lot without money. You can't promote a young player, you can't expand your arena, etc.

You can bid your current balance plus 2 million, but, for example, you still will have to pay salaries at the end of the week, which means you will keep getting yourself in a deeper hole.

Matches

League matches are played twice a week, on Tuesdays and on Saturdays at 11:00am GMT. Friendlies and Cups on Wednesday.

Supporting

If you want, you can buy supporting period that give you access to extra features of the game.

To activate supporting you must first buy some WGM\$ (at the moment we only accept Paypal checkout).

You can choose between 3 packages:

- 1€ = 10 WGM\$
- 5€ = 55 WGM\$
- 10€ = 120 WGM\$

With an amount of 10 WGM\$ you can buy/extends one month of supporting.

As welcome, every new users will get a gift of 10WGM\$ usefull to tryout supporting.

Supporting features:

- team guestbook
- team announcements
- tables sorting
- view matches of other teams
- play exhibitions
- ordering and saving (plus notification system) searches in transfermarket
- bookmarks
- 5 saved tactics
- no adverts
- players compare, full stats and training effects