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## Hattrick football manager tips

Updated May 2020 This guide will help start your career hattrick.org. First, a few warnings. I assume: Now let's get to it. Start you have your team, you read the manual, you have completed the license. Now what? Hire two levels 4 Assistant Coach and a level 4 doctor. Signed a 16-week contract with all three, then forgot about them for one season. Set the intensity of the workout to 100%. Set up endurance training sharing to 10% and now, future references. Read these: Now you should be ready to make important decisions: Choose the right type of training and buy players. The appropriate player (in this context) has 17 years 35 days or less, has specifications, and has inadequate primary skills and inadequate primary skills. It is also good if as much as his other skills (except for the goalkeeper) are at least weak. Ideally, you would want to buy 17 years 3 years old great / solid with spec, but obviously, you can not afford a player like that (yet). Keep in mind that player age is extremely in line with his market value - compare the transfer list price of, let's say, 20-year-old and 22-year-old naked (no second-skills) supernatural (skill value No.14) midfielder. Regarding this type of training, I suggest Playmaking, scoring, defending or Crossing (Winger). If you are looking forward to optimizing consider combining with Short Passes. Be steadfast and don't sacrifice training for results on the field. For the first few seasons your main goal will be to make money by training. It's important to use all your training positions: That means friendly play every week (mid-season even on weekends). Therefore, your type of training will dictate to the squads you will play. Selling your first batch of students will give you a significant amount of cash. Selling at any point between brilliant (11) and supernatural (14) will net full profit - in relation to the time spent training. If you can't decide/don't really care about setting up your training to playmaking and buying 10 incomplete playmaking/young passes incompletely with any spec. Specify 6 of them for 100% training and 4 of them for 50% training and do not mix them. Playmaking training (10 young players): In the transferlist interface, filter by: playmaking incomplete passing inadequate protection or scoring or wing any spec Note price, then set the filter to: playmaking incompletely go through any spec Price Comparison and make your purchase (10 players in total). Depending on the state of the market, you may or may not be able to afford a few players to complete the filtering criteria first. Buy the rest according to the second set of criteria. In any case: if the guy has top specifications, only buy him if his pass or defense is incomplete or higher if the guy has strong specifications, buy him only if his defense is incomplete or higher. Also, buy him if Going over and scoring his goals is at least not enough if the guy has the quick spec, buying him if both go through and score his goals are at least not enough Buy along for 100% (inner midfield) and 50% (winger) training slots. Specify 100% and 50% slot players (put your best players in 100% positions) and don't mix them up. Goal-scoring training (6 young players): Set the transfer list filter to: inadequate scoring passes through inadequate play make any specifications and check the price of the players with these parameters. Then remove the playmaking filters, search again, compare prices and buy what you can afford. Be sure to get at least few quicks and unpredictables. Also, buy passable or higher goalkeeper players without spec, with good personality attributes and with weak or higher defenses. This is one of the less common options to better make a market study before you commit. Crossing (Winger) training (8 young players): Filter the transfer list according to the criteria: weak winger incomplete playmaking passes through unpredictable incomplete scoring or quick spec Price note then filtered by: no enough wingers inadequate playmaking incomplete (or weak) top scoring or spec technique And finally filter by: not enough wingers inadequate playmaking any spec but strong Then make your purchase. If you can get any player who meets the first or second filtration criteria, let them play in the 100% training slot (winger). Fill the remaining 100% and 50% wingback positions with players that match the third filter criteria. In addition to 50% slots you can also get inadequate protection with head or quick specifications instead of playmaking. Specify 100% and 50% players and do not mix them. Combined with Short Passes training: This is a suggestion for players to participate. What you do here is buy 10 youngsters as outlined in the Playmaking section above but make sure each of them has at least inadequate passing. Then: train them in playmaking, make notes of their subskills and convert them around 100% and 50% slots so that all 10 of them will turn solid/amazing/formidable in the same week switching training to go through and train until they achieve solid/amazing/formidable/excellent passing sale them Doing a market study to determine at what point it is most beneficial to sell them Last 18y-olds great playmaking/brilliant passing is a good point Once you sell your first batch, you can repeat but this time with more subtle players: good personality (ideally holy honesty and quiet aggression) and/or inadequate good leadership and/or defend in addition to playing and passing incomplete You can also do this in combination with Protection but All slots are 100% here. This means that you will not be able to guarantee that all of your students will turn simultaneously for a week and then move on to Short Pass, making your training plan less optimized. On the other side, market prices can make it valuable regardless. 2 weeks into the game You have finished buying all the players for your training slots. If you have any money left over, expand your arena immediately (what exactly to build is covered a few paragraphs below). It's okay to go less into debt for this. Check if you have any players with solid leadership and inadequate or better experience. Don't shoot these things. If you're enjoying the game and still feel like investing more time in it – start your Youth Academy. Don't be afraid to maximize your financial contributions to it. If you're un decided, set the lowest amount of investment to get into your Youth Squad. Every friendly match you play should be international at home. It will improve your cash flow by a little margin. 6 weeks into the game This time around you will have enough money to make your first arena upgrade. There are tools like this their calculations are incorrect for new teams with 1500 fans or less. For this first upgrade I recommend building ~800 seats under the roof and ~260 VIP chairs (don't knock down terraces). Generally, if you sell out a league game, you should have upgraded 7 weeks into the game If you haven't, it's time to start thinking about your future coach. As soon as you can afford it, or buy a player with inadequate leadership and passable experience (they should be cheap enough for you to afford to buy now). Field him, then convert him into coach after he develops solid experience or Buy solid coach with poor leadership Your goal here is to have a solid coach so your training is as effective as it can be. 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Use cash to do whatever you think is most interesting - focus on building a 100% homegrown homegrown team Buy excellent coaches and help your national and U20 teams, start making your long-term plans for victory (, or just leave money in your war chest. Another option is to sell all your athletes, set up endurance training share to 100% and buy 36+ old players to get immediate competitive results. And this is it, basically. Remember, the #1 priority in hattrick (and, in extensions, in everything else you do in life) is to have fun. Mrakodav PS: Do not hesitate to ask for help on game forums or subreddit hattrick. It's okay to ask and there will be a lot of managers who want to answer you. You.

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