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A candidate for promotion? Football manager or championship manager? If we judged these two only on merit and quality, the choice would be simple. Football Manager 2008 remains above the Championship Manager 2008 in almost every department, possessing a level of detail and realism that the CM Series just can not compete with, not surprising when you consider that Sports Interactive has had almost fifteen years head over Beautiful Game Studios. But how about approaching this from a slightly different angle? No, THE CM2008 can't go to the heights with its greatest rival in straight scrap - first of all when it comes to realism - but what it can do is offer you something a little different, a little easier, something a little more instantly enjoyable. If you're looking for a hardcore management experience, then you might as well stop reading right now because you won't find it here. While CM2008 is rooted in reality (its extensive collection of leagues and accurate player stats are evidence of this), its team building and strategic depth are relatively shallow compared to FM. Take control of one of the biggest clubs in the world and chances are you will be accumulating trophies for some time. While success may be a little harder to come by when managing smaller teams, at no point will you feel like your tactical talents are being tested to the max, meaning that if you're looking for an easier, less detailed and more affordable version of Football Manager, you might as well find your match here. After selecting your team (if you like, you can manage the national team at the same time), you are given the opportunity to increase your transfer funds with the function of Club Benefactor. The extra cash it generates perfectly complements the transfer system, which actually gives you the chance to buy the players you want (as opposed to FM). Of course, this is not the most realistic of approaches, but if you've always wanted to fill your team with superstars, you can. Transfer negotiations have been improved since last year, allowing for greater flexibility and bargaining, ensuring that the wheeled and deal is now more enjoyable than ever before. Navigation has also been improved, with plenty of information at your fingertips and most screens with just one or two mouse clicks. There's also a whole new overlap that appears during match highlights. This great new feature will help you keep track of your players' morale and fitness levels, along with any tactical changes your opponents make. Prozone is an excellent tactical tool, but you rarely have to use it. Perhaps the most radical day of the match overhaul is how the players move. Strict mini bowling pin-shaped players from last year now possess much more leaning forward when sprinting and skidding along the turf when tackling. You will also see them jump, jost and dive. Watching the match highlights are quite interesting, with excerpts providing some exciting game passes if a few too many goals from pieces and one-on-one. However, the same cannot be said for a real-time engine that still feels quite artificial and rarely flags world-class football. Players tend to stick to predetermined zones too much, while it is not uncommon for your forwards to score an unrealistic number of goals during the season. Your tactical changes seem to have a much bigger bearing this year than they did in CM2007, and you find yourself jumping out of your seat with unbridled joy as an inspired replacement swings the match in your favor. However, it's rare that you need to change things around too much once you've found a winning formula, and it's not uncommon to be able to play through the entire season with just minimal strategic tweaking along the way. The statistics of the player as a whole are very accurate. It's a game that can have you feeling extremely good about yourself in a very short amount of time, especially after your trophy cabinet starts to fill up with a speed that would even have Mourinho feeling inadequate. However, it's also hard to shake the nagging feeling that it's all too easy. After the second or third all-conquering season, you start to wish there were more problems and it is here that the championship manager of 2008 is really starting to show his cracks. Once you've bought all the best players, won all the trophies, raced through a few seasons and basked in the glory of it all, there's very little left to achieve or experience. Training has been simplified and now you can train team members to play in different positions, which is a welcome addition, but team conversations are so limited and repetitive you wonder why the developer is even bothered to put them, the interaction with the player is also threadbare and media participation is minimal. Then there's Prozone, a top-level match analysis tool that dissects each game and allows you to spend hours studying each player's contribution in minute detail. In a game like Football Manager, it would be an invaluable tool. But here, where victory is fairly easy to achieve and tactical changes are often minimal, The Prozone is about as useful as snowman in Antarctica. Learning is simple, but at least its simplicity means you can focus on winning trophies. Which brings us back to our original point. Championship manager or football manager? The choice here is simple. Although they may look very similar, contain many of the same options as players and leagues, they play very differently. If you are looking for an all-consumption management game where each player's instructions are paramount to winning a game where transfers are long winds and often frustrating affairs they actually and matches look and feel just like the real thing, then the football manager is your best choice. However, you're after controlling a game that is highly affordable, requires only a little tactical tinkering, lets you buy the players you really want, and and you have to enjoy the instant success and exciting match highlights, then you should certainly consider choosing CM2008. And while entertainment levels are likely to go away pretty quickly, your two of the three seasons of success will fill you with the kind of warm glow that a few other management games can provide without the investment of endless hours of your life. 710 Manager championship 2008 Will another season of high hopes for the championship manager series end in failure or title challenge? By Alexander LeeUpdated: 14 May 2012 9:33 amPosted: 1 November 2007 3:54 pmOften, the rise and fall of the game franchise can be equated to the fluctuations of the fate of football empires. Just as Liverpool were once the kings of English football, there was a time when the Championship manager was the dominant force of strategic sporting games. Things have changed for both in recent years, the pendulum swinging towards their better-equipped rivals, leaving these former leviathans scurrying for minor seats. Set up highlights to see as much or as little of the match as you wish. Since Sports Interactive took everything but the name of the championship manager when he switched from Eidos to Sega, creating the now perfectly dominant Football Manager series in the process, CM Games have been trying impossible - catching up for more than a decade worth of development time. The beautiful Game Studios certainly had his work cut back on, after a shaky start, the series has been making steady progress year on year, with the 2008 championship manager proving that is no exception. It is instantly obvious how much effort has been made in improving the match-day experience, with a collection of useful features that makes the game more accessible. The overlay quality displays the fitness and confidence level of your players during matches, providing a visual query when people start flag or drop their heads. This overlay also provides constant updates on how your opponent is tweaking their formation and tactics, which is especially useful when watching a match in coverage mode rather than in real time. Once you stumble on the winning tactic, you can generally stick with the ion. These are simple but useful additions such as this that show the game, with player feedback levels and information more accessible throughout, including a collection of excellent pop-up pointers that provide richness at your fingertips information. The CM2008 is also easily navigable, with essential shortcuts ensuring that you can spend minimal time searching for the right screen and maximizing the time of chasing recruits and honing your squad skills. While training may be touch-simplified, transfer negotiations have been reinforced, showing greater flexibility and improved negotiation capabilities that see you haggle over the intricacies of payments and contracts. If you decide to use Club Benefactor, you will be a bunch of money to spend in a market that, despite its increased depth, still allows for some unrealistic but satisfying player purchases. In this article, we encourage you to read our updated PRIVACY POLICY and COOKIE POLICY. 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