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[Championship Manager Online Launched in Scandinavia](#)

Preparing for the summer edition of the World Cup



In time for this summer's World Cup, Eidos Interactive and Swedish multi-platform developer Jadestone announced the release of [Championship Manager Online](#), the online version of the world's best selling football management simulation, in Sweden and Norway. [Championship Manager Online](#) is a stand-alone massive multiplayer online football management simulation based on the well-known franchise with the same name. As well as testing managerial skills against thousands of human opponents, the game offers a "buddy league" mode that lets players compete in a league against friends or colleagues. Championship Manager Online provides the same level of depth that has become a hallmark of the series. Choose to manage a club from one of eleven different national leagues (England, Sweden, Scotland, Italy, Spain, Germany, Holland and France) dealing with everything from transfers and tactics to training. The game is continually updated to reflect changes in the real-world of football. Marcus Jacobs, [Championship Manager Online](#) producer at Jadestone says: "Championship Manager Online is the ultimate online football management experience. Jadestone is well-known for its online football management simulations, such as Canal Plus Football Manager and True Manager. CMO builds on all knowledge and expertise gathered over the years and I'm convinced that the TV coverage from WC2006 will have a hard time competing with our game on the Internet." Ray Livingston, Brand Manager at Eidos adds: "This signals the start of Championship Manager Online's roll-out across the world, which will see it established as the biggest and best online management simulation around."