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[Exclusive: SI Games' Miles Jacobson Talks Football Manager Live](#)

Here are some answers you were waiting to see for a long time

We had a little chat with Miles Jacobson about the highly anticipated Football Manager Live, trying to find out some more details regarding what we should expect from the MMO version of a game that has hundreds of thousands of fans - The Football Manager Franchise. And we do know now some exciting things regarding the future of the game, even though not all the news we're going to bring you will make you extremely happy. For example, Mr. Jacobson told us that the game will no longer be launched this March, since the beta was extended for a couple of months in order to polish the game even more. Oh, those lucky beta testers, they get all the fun already! Also, we have some detailed explanation on how the 1000-team gameworlds will work, how the points are awarded and many more. In just a few words - everything you wanted to know about the upcoming Football Manager Game. Everything from Miles Jacobson himself. Here is the interview:

Softpedia: The game is currently in the beta testing phase. Is everything going as planned? Miles Jacobson: The beta is going really well, although not as planned! We've learned a lot more from the beta than we ever thought possible, and it's helped to steer the game in an even better direction.

Softpedia: Is Football Manager Live still due to release this March? What prices should we expect? Miles Jacobson: It won't be out in March, no, as we've decided to extend the beta for another couple of months, mainly so we have even better stats to work out the pricing.

Softpedia: Will FML use the FM08 match engine or a brand new one? Miles Jacobson: It will use whatever the latest version of the match engine we have is, and will be updated when new versions are ready. The plan for FML is to have constant development, so keep adding new features every couple of months, rather than the normal MMO model of expansion packs.

Softpedia: Will there be seasons, divisions, prizes for the winners and relegation battles in the huge gameworlds? Miles Jacobson: Each gameworld is split into multiple federations which tend to be between 50 & 200 teams, based on expected play times. The seasons last 21 days currently (with pre-season of another 7 days) and yes, there are promotions and relegations amongst those federations, and inter federation competitions too.

Softpedia: Could you give us more details regarding how the points are awarded to winning teams? Miles Jacobson: With competition games (whether official federation comps, or friendly comps) you get 2 sets of points. One is depending on the set up of the league (normally 3 points for a win, but this can be adjusted) and the second is invisible to the user, but goes towards the overall world ranking of teams. The world ranking of a team is one small part that goes towards a team's reputation, and it's this reputation that determines how much money a team earns per day.

Softpedia: Could a player buy Ronaldinho, never train him then go AWOL and, therefore, ruin a superstar? Miles Jacobson: Yes, but if a team has been inactive for a certain amount of time and their subscription lapses, that player would be released back into the gameworld for others to buy him. All players get basic training by default, so it wouldn't ruin him as such, he just might not progress as well as if a manager has all of the coaching skills.

Softpedia: Will each club have a youth squad? If so, will there be a youth league, too? Miles Jacobson: It's up to each manager whether they want to have a youth squad or not. There are lots of youth competitions in the gameworlds I'm playing in.

Softpedia: Are there any chances to see a 3D match engine and some really good looking players in a FM game, ever? Miles Jacobson: I'd never say never regarding a 3D match engine. As for good looking players, that's down to the player's parents genes.

Softpedia: After the launch of Football Manager Live, should we still expect a FM2009, FM2010 and so on? Miles Jacobson: Football Manager Live and Football Manager are 2 separate games that happen to share some of the same technology, so what happens with FML doesn't affect FM, and vice versa, apart from positively.

Softpedia: After the release of Football Manager Live, is Mr. Collyer planning to go traveling for a few years, again? Miles Jacobson: He travels a lot already, as he doesn't live in the UK, but flies in regularly. I'm quite happy for him to go off traveling again though once the game is out, as long as he comes back a year later with an idea as good as FML! So, as you can see, one of the greatest mysteries regarding FML has been solved: money are earned based on reputation, so let's end all speculation! Also, for the few that were afraid that once Football Manager Live will be launched, the offline FM franchise will cease to exist, there is no

reason to panic, as Mr. Jacobson said: we'll have 2 FM games now, what a joy!