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## Football Mogul 18 Download Utorrent Windows 10



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## About This Game

**Football Mogul®** begins in any year you choose, from 1970 to present day with the full roster of your favorite team -- or an entirely fictional team of your own creation.

As General Manager (GM), your job is to build the best roster of players to take your team to the Superbowl. You can make complex player trades and sign players to multi-year contracts as you build your team, but you'll have to compete with the other General Managers, and negotiate with the player's agents.

As GM you also have to manage all the finances for your franchise, making sure that the team doesn't go bankrupt. Raise revenue for your team by setting the price of tickets and concessions, and selling the TV broadcast rights, while you manage your team's expenses by setting the budget for your player scouts, medical staff, and player payroll. But be careful, because fans can be fickle if your team doesn't win or if your tickets become too expensive!

If you don't succeed in your first year, you get a new chance with Football Mogul's in-depth rookie draft. You pick and choose from the best college talent around the world. If your new players are good enough, start them right away, otherwise send them to your bench for training and improvement.

Your involvement as GM does not stop in the team's front office. Football Mogul gives you complete control over your team on the field. You start by setting the starting defense, offense and special teams for your team. On game day, you choose your level of involvement. You can retire to the luxury box and make calls to the field as needed. Or you can take control of the play calling, choosing what plays to run, or passes to throw and when to blitz the opposing quarterback or play it safe in zone defense.

A powerful game engine simulates each play of the game based on customized player ratings and over 45 years of historical data, assuring you the maximum realism possible!

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***Football Mogul*** is designed to help you manage your team over many simulated years. Manage your team one day at a time, or let the computer simulate weeks or months at a stretch so you can play for virtual years or decades. As your players age, their abilities mature and decline realistically. Don't forget to build your team for the long term, rather than spending all your money on free agents this season.

Watch your team rise and fall in the standings, watch your bank statement, and read the news stories to stay on top of what's happening with all the ball clubs in both leagues. If you pick the right players, manage your finances well, and stick to a winning strategy, your team may win the Superbowl, and you too may become a ***Football Mogul***!

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Title: Football Mogul 18  
Genre: Casual, Simulation, Sports, Strategy  
Developer:  
Sports Mogul, Inc.  
Publisher:  
Sports Mogul, Inc.  
Release Date: 19 Sep, 2017

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**Minimum:**

**OS:** Windows Vista

**Memory:** 512 MB RAM

**Storage:** 256 MB available space

**Additional Notes:** Not a demanding game on GPU or CPU. Basic or old computers will run this just fine.

English



## AFC Standings

[Click for NFC](#)2017  
Week 9

					Streak	Last 3	Div. Record	Points For	Points Against
<b>AFC East</b>									
	W	L	T	Pct.					
New England	6	2	0	.750	Won 1	2-1	1-0	29.1	23.5
Miami	5	3	0	.625	Lost 1	1-2	2-0	27.3	20.9
Buffalo	2	5	0	.286	Lost 4	0-3	1-0	21.9	27.1
New York	0	8	0	.000	Lost 8	0-3	0-4	14.4	35.1
<b>AFC South</b>									
	W	L	T	Pct.					
Indianapolis	6	2	0	.750	Lost 1	2-1	2-0	24.6	19.8
Houston	5	2	0	.714	Lost 2	1-2	2-0	24.9	22.1
Tennessee	3	4	0	.429	Lost 2	1-2	1-2	18.4	19.1
Jacksonville	2	5	0	.286	Lost 1	1-2	0-3	20.0	26.6
<b>AFC North</b>									
	W	L	T	Pct.					
Cleveland	7	1	0	.875	Won 5	3-0	3-0	33.6	17.4
Pittsburgh	5	3	0	.625	Lost 1	2-1	2-1	26.1	17.9
Baltimore	4	4	0	.500	Won 1	2-1	1-2	27.4	22.8
Cincinnati	2	5	0	.286	Won 1	2-1	0-3	15.7	27.3
<b>AFC West</b>									
	W	L	T	Pct.					
Oakland	6	2	0	.750	Won 1	2-1	2-1	30.1	25.9
Kansas City	4	4	0	.500	Won 2	2-1	2-1	25.3	22.5
Los Angeles	2	6	0	.250	Lost 1	1-2	2-2	20.5	32.4
Denver	1	6	0	.143	Lost 6	0-3	1-3	18.7	29.0
NFL Average					--	--	.500	23.8	23.8

CALENDAR STANDINGS FINANCES LEADERS GAMES PLAYOFFS DRAFT

New England

## Patriots (6-2)

Click to Change Team

2017  
Week 9

				Passing	Rushing	Pass Defense	Rush Defense	Point Spread
Week 1	Chiefs	W (1-0)	19-9	261	59	263	25	-13 (NE)
Week 2	at Saints	W (2-0)	28-25	241	24	294	114	Pick'em
Week 3	Texans	L (2-1)	34-27	366	14	278	135	-9.5 (NE)
Week 4	Panthers	W (3-1)	34-14	251	80	181	94	-5.5 (NE)
Week 5	at Buccaneers	W (4-1)	35-34	272	32	190	171	-6.5 (NE)
Week 6	at Jets	W (5-1)	34-17	279	67	249	74	-12.5 (NE)
Week 7	Falcons	L (5-2)	27-21	309	47	300	115	-4 (NE)
Week 8	Chargers	W (6-2)	35-28	406	77	276	70	-14.5 (NE)
Week 9	Bye Week							
Week 10	at Broncos	Sunday	4:15					-10.5 (NE)
Week 11	at Raiders	Sunday	4:05					Pick'em
Week 12	Dolphins	Sunday	1:00					-13 (NE)
Week 13	at Bills	Sunday	1:00					-9 (NE)
Week 14	at Dolphins	Monday	8:30					-8 (NE)
Week 15	at Steelers	Sunday	4:05					-1.5 (NE)
Week 16	Bills	Sunday	1:00					-14 (NE)
Week 17	Jets	Sunday	1:00					-18.5 (NE)

CALENDAR STANDINGS FINANCES LEADERS GAMES PLAYOFFS DRAFT

New England

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Have only played this for a little while but I would highly recommend this. I have been looking for a management sim for american football for a while now and this has scratched that itch. I was hesitant with a few bad reviews but I decided to ignore them as they weren't overly negative and I'm glad I did!! The game itself is fairly good, but the offseason is a bust, with no way to use your high draft picks if you already have any good players signed for the next season.. The devs are honestly horrible. I really don't think any of them know a lick about american football, ratings are terrible stats are terrible and the game is bare bones.. Do not purchase this game under any circumstances. After the 3rd time that I reopened a saved game to find that a dozen people were missing from my roster, I quit. It is a shame, really. The game itself is fun for what it is, but there is no point to playing multiple seasons of a game where the roster you built up can just essentially disappear.. THE best Football manager game there is. Massive amount of customization. Realistic results. I've played this game for several years and it continues to improve. It is very addicting, I play it quite a bit year round but hardcore during football season. The developers listen to their community and adapt. This new version is awesome. Very polished product!. More of the same. While some improvements were made, there are still glaring issues. For example, trading the number 2 overall draft pick will get you, at best, a future 1st round pick. And the ratings for rookies are always too low. Mitch Trubisky, for example, was so low that he was cut the next year and no one picked him up. Which is totally insane! There are other issues like this that make an unrealistic simulation. With a little polish, however, it could be great.. I only have about 10 hours maybe a few more off line, so take this with a grain of salt. I have been playing sports sims from about the 1980s years. One of my first was a game called Dugout Decisions made by a company called First Base Software. The company is no longer around. I have been a user of Front Page Sports Football & Baseball, Madden, Front Office Football, and my all time favorite OOTP Baseball.

My only football sim I had before my purchase of Football Mogul as of 5 years ago is Front Office Football. I do not have the latest version. I decided to see what Mogul would have compared to Front Office. And from my reading reviews Front Office is just a roster update and rule changes the NFL made anyway. So I gave Mogul a shot and this is what I have so far experienced.

The good is it can be totally customized to your liking in league set up, you can edit player ratings, make and add players and plenty of options. The game is fast as you can play 5 or 6 years in a 7 to 10 hour time frame. You can create and edit a playbooks, set prices and ticket values.

Now the bad. If you are like me and want to be the coach and call plays, you can however I see no substituting players, no fatigue stat, but you can call a timeout??. Now I maybe missing something and if so let me know. You have no real sound it is just beeps and clicks. So you will not be able to listen to Nelly's (I am number one) unless you put in a DVD. Graphics are 50/50 as I don't expect a lot with a text base sim but, they look old even for this type of game. The drafting and game play/off Season is a bit wacky. Now this is on vanilla settings but, you have to trade away draft picks to make money to pay signing bonuses, yet I'm 55 million under the cap. I did fix this by going into commissioner mode and gave each team 250 mill in cash. Rosters are set at 100 players, no restricted free agency or franchise tags.

Anyway I will keep the game as I have already gone past my 2 hours of play time on Steam. Would I get a refund if I could? Yes. I paid 27 with tax and I think this should be more around the 10 to 12 dollar range. I will play more and see if they update this with some patches. If so I will re-review.

Over and out.. The devs are honestly horrible. I really don't think any of them know a lick about american football, ratings are terrible stats are terrible and the game is bare bones.. Good old fashioned simple sports sim that gives you that "one more season" itch. It has not come very far in the many years they have been making this game, but it is still a very entertaining game.. THE best Football manager game there is. Massive amount of customization. Realistic results. I've played this game for several years and it continues to improve. It is very addicting, I play it quite a bit year round but hardcore during football season. The developers listen to their community and adapt. This new version is awesome. Very polished product!



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Half hour was all I needed. Lacking depth. Lacking balance. It is the skeleton of what this game could and should be. I actually like thier Baseball Mogul games more than OOTP, but this is a cash grab. I can only hope for an update. I'll be asking for a refund.. Totally glitchy. Players (sometimes almost a fourth of them) randomly disappear from rosters, player ratings randomly change, etc. Tried to install latest patch (15.10), won't even run. Bad software.. This game is ok. I would give it 3 stars out of 5. Once you learn how to trade effectively, the game becomes exponentially easier. At a price point of ~\$10-\$15, I would recommend this game. With additional features, it could receive a higher mark. At its current price point of \$30, I wouldn't recommend it.

The good: You can turn your favorite team into an empire relatively easily. It does track stats and is fun for a little while. The simulation speed is quick, which allows you to play through a season, or a couple of seasons very quickly. Player development seems to be randomized after a draft pick is made, which is kind of realistic. It could be improved.

The bad: Young players with high stats are more valuable than veterans. It is completely possible to draft a new team in 3-4 years cycles and make the playoffs\win the Super Bowl more often than the Patriots do in real life without any of the cheating. The player progression is silly. The max stat coming out of college is a mirage as a player can go higher than it - extremely rarely - but can also miss it by several points - much more frequent. There is currently no way to help this, or to focus the players on training any particular way. For instance if I have an Aaron Rogers quality quarterback on my time with Julio Jones, Jerry Rice and Randy Moss level receivers, I would love to be able to focus my O-Line's development on pass protection, my TE's and RB's to catch passes and set my game plan on air raid. I haven't been able to focus my game plan that way, so I also need an Adrian Peterson caliber running back.

On the upside, I found it very easy to acquire 10-12 first round draft picks and an additional 10-15 second round draft picks in perpetuity, so making an offense like that with a defense that has the best young players in the league year in and year out is relatively easy. Don't forget young players have no apparent experience penalty other than they haven't reached their max potential. Veterans are too expensive to hold on to, so I don't.. I hate to do this, but I have to give this a thumbs down.

I've played these games for years and they always have the same issue: the economic simulation is terrible. The game thinks NFL teams have a problem making money, to the point that any truly bad team can't even afford to sign their #1 pick unless they trade a bunch of future picks for cash.

And this year's version makes this problem even worse, as every player who resigns now wants a bonus you can't afford to pay, especially if you have a big draft pick to sign.

Worse, this is a known problem that has plagued this series for years.



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