

**FOOTBALL MANAGER
FOR THE AMSTRAD CPC 464
— PLAYING INSTRUCTIONS**

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LOADING

First, enter NEW, then load the program using CHAIN ""
Loading time is approximately 4 minutes. There are 3 main parts to the game. On first loading, the game will start at Part 1. The following notes will guide you through the various parts of the game.

Part 1 STARTING THE GAME

- A. When your name is requested, type your full name as Team Manager.
- B. No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 64 included, choose any as you will be able to change the name later on.
- C. Start at the Beginner's level and progress as you become more skillful.

Part 2 THE MAIN GAME

This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS

- A. Sell or List players — a list of players in your squad is displayed. See IMPORTANT NOTES — PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him. You will see why!
- B. Obtain a Loan. You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£ 750,000
3	£ 500,000
4	£ 250,000

- C. Change Team or Player names — first you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you have the option to change player names. If taken you can type your own choice of player names or perhaps even make yourself player manager!

- D. Saving the game — to save the game to be continued at a later time take the KEEP option. Now prepare your tape recorder to record on a blank tape and follow screen instructions to commence saving.

PHASE 2 PLAYING A MATCH —

- A. Team attributes. Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum 20. They are calculated as follows:
 - Energy — is the average energy rating of all the players picked to play in your team.
 - Morale — is 10 at the start of the season and increases when you win and decreases when you lose.
 - Defence — is the total skill rating of all the Defenders picked to play in your team.
 - Midfield — is the total skill rating of all the Midfield players picked to play in your team.
 - Attack — is the total skill rating of all the Attackers picked to play in your team.
- B. You may select your team — see IMPORTANT NOTES — PLAYER ATTRIBUTES.
- C. The match highlights are shown in 3D graphics. The home team always plays from left to right and you play in the colours of your team. The team with the best attributes will often win but there is always a chance of shock results or Giant-killings, like real football.

PHASE 3 RESULTS OF MATCH

Note: your home gate money increases when you win and decreases when you lose. Your away gate money depends on the quality of your opponents.

PHASE 4 WEEKLY BILLS

- A. Wage bill — the higher your division, the higher the wage bill, and the greater the total skill of your players, the higher the wage bill.
- B. Loan interest — is 1% of your outstanding bank loan.
- C. Other bills and purchases.
- D. Weekly balance — is the profit or loss for the week.

PHASE 5 TRANSFER MARKET

You are given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player will increase.

The 5 phases are repeated until 15 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3: —

PART 3 END OF SEASON

- A. The final league table is printed.
- B. Your league success money, which is in relation to how high you are up the league, is allocated to you and displayed.
- C. The top 3 teams are promoted, and the bottom 3 are relegated from your division.
- D. A new Managerial rating is calculated for you depending on your success so far.
- E. New Skill and Energy ratings are generated for all players.
- F. The new season starts at Part 2.

IMPORTANT NOTES

Restoring a Saved Game.

- A. Place saved game cassette in recorder, and from the Optional Actions menu, press R and follow the instructions on the screen.
- The game will re-start at Part 2 Phase 1

Player Attributes

When players are listed, several details are shown:

- A. Defender, Midfield players, or Attacker — is indicated by a D, M or A respectively in the far left hand column.
 - B. Player's name.
 - C. Player's number — used when selecting the player for various purposes.
 - D. Skill rating — highest is 5, lowest is 1.
 - E. Energy — in the range 1-20. The energy rating of each player reduces by one for each match he plays in. It will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the skill ratings of the complete team.
 - F. Value in £ — relates directly to the skill rating of the player and the division your team is in.
 - G. Picked to play, Injured, Available for selection — indicated p, i and space respectively in the far right hand column.
- N.B. injured players cannot be selected to play.

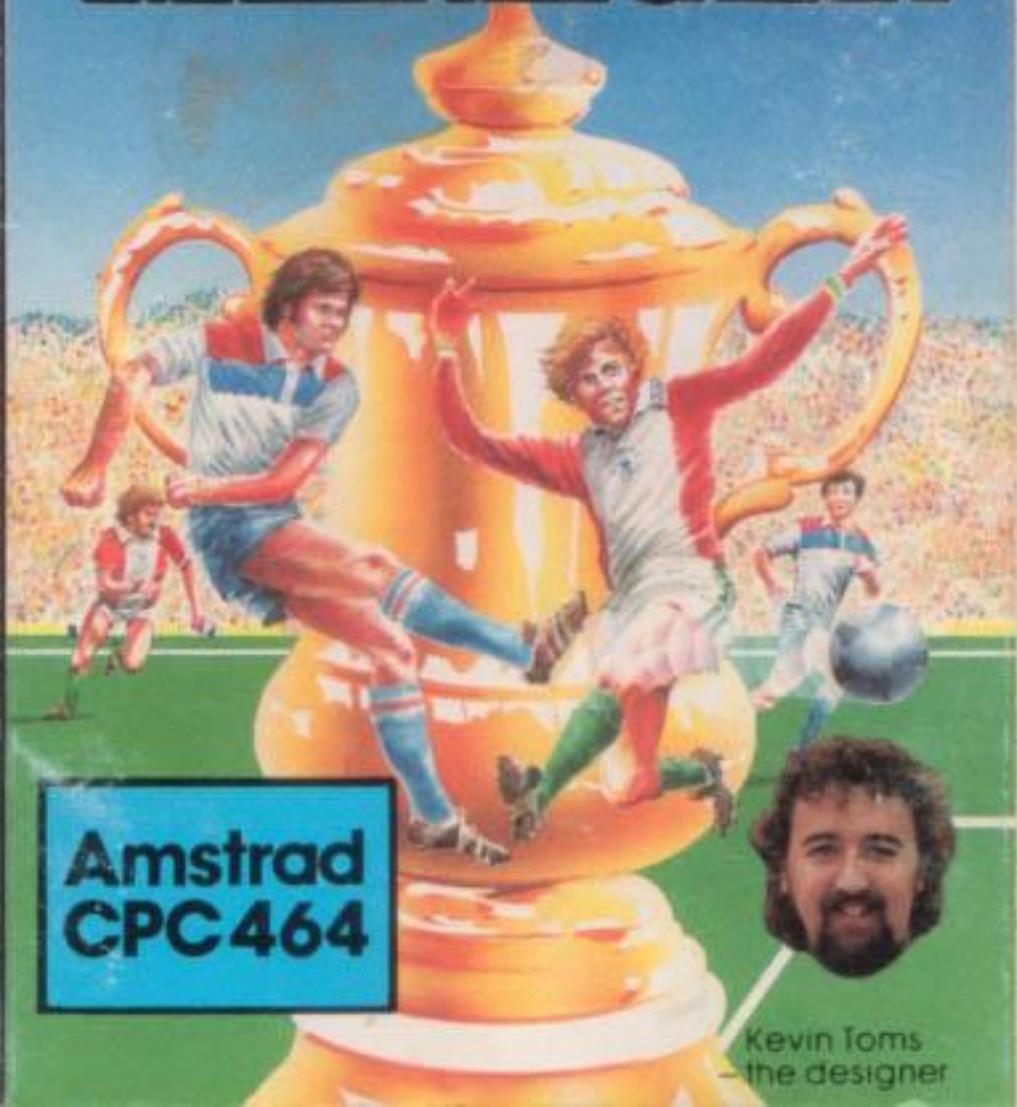
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For The
AMSTRAD

Addictive

FOOTBALL MANAGER



Amstrad
CPC464

Kevin Toms
the designer

**FOOTBALL
MANAGER**

Addictive

AO4

FEATURES OF THIS GAME

- MATCHES IN 3D GRAPHICS
 - TRANSFER MARKET
 - FULL LEAGUE TABLES
 - INJURY PROBLEMS!
 - SAVE GAME FACILITY
 - PROMOTION AND RELEGATION
 - F.A. CUP MATCHES
 - MANAGERIAL RATING
 - 4 DIVISIONS
 - AS MANY SEASONS AS YOU LIKE
 - PICK YOUR TEAM FOR EACH MATCH
 - 7 SKILL LEVELS
- Recommended to anyone who has any interest in Football - (Personal Computer World)

An amazingly engrossing game - (Crash Micro Magazine)