

## SOCCKER DOUBLE 2

### Instructions

#### Loading:

1st Game - WORLD CHAMPIONS.

2nd Game - WORLD SOCCER LEAGUE

Spectrum 48/128K - Type LOAD " " Stop the tape when the first game has loaded. Re-set your Spectrum and type LOAD " " to load the second game.

Commodore 64/128K - Press the SHIFT & RUN/STOP keys simultaneously, Re-set your Commodore to load the second game.

Amstrad CPC464 - Press the CONTROL & ENTER keys simultaneously, re-set your Amstrad to load the second game.

*Saving & Loading a Saved Game:* Prepare a cassette to record.

Spectrum - Press save option and then press PLAY & RECORD and any key. To load a saved game simply insert your saved game tape and type LOAD " " and press PLAY on your cassette player.

Commodore - Press Save option and then press PLAY & RECORD. To load a saved game, first load the master tape, then insert your saved game tape, press Load option and then press PLAY.

Amstrad - Press Save option and then press PLAY & RECORD and any key. To load a saved game, first load the master tape. When the tape stops insert your saved game tape (when loading a saved game for World Soccer League, do not rewind the master tape), select Load game option and then press PLAY and any key. When loading a saved game for WORLD SOCCER LEAGUE, you will need to replace the master tape again when the save game tape stops, and then press PLAY and any key to complete loading.

## WORLD CHAMPIONS

Skill Levels 1-7 (7= hardest level).

You are Team 1. All Players have squad No's. These No's should be used for all actions, ie. change name, pick team & substitutions etc.

Change Player names:

Screen 1 - Player 1-11. Screen 2 Players 12-25. Enter Y to change name and then enter squad No.

Change Team Names: Enter Y to change name and then enter the team No. Team strengths 1 = Fair, 2 = Good, 3 = Strong.

Squad Details

T = Player Type, A = Ability 1-5, F = Form 1-5,

C=International Caps, G = Goals.

Discipline: 6 pts. = Match Ban.

Fixtures: At the start of the game you must select 2 Teams for Friendly Matches. After qualifying for the Finals you must select 3 Teams for Tour Matches. Enter the Team No. to select.

PLAY MATCH - After arranging your first 2 Friendly games you can Play your first match. Team selection screen 1 list Players 1 - 11, and screen 2 lists Players 12-25. Press C to choose a Player, then Press P for Player or S for substitute and then enter the squad No. Press D to drop and enter the Player's squad No. Press L to list the Players and Substitutes selected. You must select 11 Players and 5 Substitutes. Press Y to list your final team.

M = Morale, E = Experience, D = Defence, M = Midfield, A = Attack, F = Form.

Experience rating (1-9) is based on the total number of caps of the Players selected.

Form rating is based on the Total form of the Players selected.

All these factors will affect the Goal Scoring Ability (GSA) of both teams. The higher your GSA the greater your

chances of scoring, the GSA ratings are displayed immediately before and during the match.

### STRATEGY & TACTICS

Your Players Ability ratings will vary during your World Cup campaign. After playing 3 matches a Player's Ability rating will increase by 1 (to a max. of 5). These do not have to be consecutive matches and the Players do not have to play a full match. An injury or loss of confidence and/or form will also affect a player's ability.

You must finish top of your Group (Qualifying & Final) to progress in the competition.

Re-load to start a new game if you are knocked out of the competition.

## WORLD SOCCER LEAGUE

When playing continuous seasons we recommend you save the game at the end of each season.

You are Manager of a U.K. Team in the 2nd Division. Your aim is to win promotion to the first Division and to build a team capable of winning The World Club Championship and the World Club Cup.

### WORLD SOCCER LEAGUE RULES:

1. You are only allowed 3 overseas players in your squad.
2. If a Cup replay is drawn the match is decided by a penalty shoot-out.

### GENERAL NOTES:

All your players have a Form rating based on their current position (ie Defender, Midfield Player or Forward). You may find that some Players are being played out of position and that by moving them to another position their Form rating will improve. You can only make 2 alterations each week. Press for "CHECK TEAM" and then press to Alter and Enter the No. of the Player you wish to move.

The Form rating for your Players may also be affected by the number of matches they have played and the overall

Team performance. EG, a regular player in a successful team may improve his rating, but form ratings will suffer if the Team is playing badly.

### SQUAD DETAILS

Player No. - Player Type - Form Rating - PL = Matches played  
GL = Goals scored - P = Disciplinary pt. (10 pts. = 2 to 4 Match ban).

Nat = Nationality.

### BUYING A PLAYER

There are no set prices for Players in the Transfer Market.

The "market price" will depend on a Player's Form rating. As a general guide a Player of average form (ie. 6-9) will vary in price from £250,000 to £850,000, but a star Player of 10-15 rating may cost from £1 million up to £5 million.



World Soccer League written by  
Scott Gardner  
© Challenge Software  
1989.



World Champions  
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1987.

Cover Design by Kings Road Art Works, Romford.

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