

SOCCER DOUBLE

Loading:

SPECTRUM – Type **LOAD** "" then Press **ENTER** and Start the Tape
COMMODORE – Press the **SHIFT** and **RUN/STOP** Keys

Simultaneously

AMSTRAD – Press the **CONTROL** and **ENTER** Keys Simultaneously
USE MENU SELECTION "SAVE GAME" for Saving and Loading a Saved Game.

SPECTRUM – Prepare a cassette to record the Full Program and Data. Press for **SAVE GAME** and Press **PLAY & RECORD** on your cassette player, then press any key. To Load a Saved Game Simply Insert Your Saved Game tape and type **LOAD** ""

COMMODORE – Prepare a cassette to record the Data only. Press for **SAVE GAME** and Press **PLAY & RECORD**. To Load a Saved Game – Load the Master tape as usual, then insert your Saved Game tape and under Menu Selection **"SAVE GAME"** Press to Load and then Press **PLAY** on your cassette player.

AMSTRAD – Prepare a cassette to record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD** and any key. To Load a Saved Game – Load the Master tape as usual, then insert your Saved Game tape and under Menu Selection **"SAVE GAME"** press to Load and then Press **PLAY**

PREMIER II Instructions

You are Team No. 1

Squad Details:

D = Defender

M = Midfield

A = Attacker

A = Ability F = Form G = Goals

The Goal Scoring Ability (GSA) rating of 1-6 for both Teams is displayed on the **MATCH SCREEN** and is based on: Team Morale,

Ability for Defence, Midfield & Attack, Total Team Form, Total Goals Scored and Home advantage.

Note: The GSA is only a guide to which team is more likely to score based on current Form and Ability etc., but there are no certainties in Football.

Your Opponents will always select the strongest team from their Squad based on their style of play (ie 4-4-2 or 4-3-3).

TRANSFERS You can make an approach for any player in the League, but Teams doing well in the League will be less likely to sell their star players. Before making an approach for a player make a note of his Team and Squad Number.

If one of your Players Demands a Transfer and you refuse to release him, you may find that his Form and Ability will suffer.

SALARY Your starting Salary will be £20,000. At the end of each Season your Salary will be reviewed depending on your success. You can also increase your Salary by joining another Club. **HOW MUCH CAN YOU EARN?**

JOB OFFERS – If you are a successful Manager you may receive Job Offers from other Clubs. You will be able to review their Squad and League Position before making your decision.

FINANCE The Maximum Loan Balance you are allowed is £2,000,000, but if your Loan Balance exceeds £1,000,000 at the End of a Season, you will be **SACKED**. If you win the **PREMIER CHAMPIONSHIP** your Club will receive a Bonus of £500,000. Your Club's Wages and Expenses will vary depending on the number of players in your Squad and their Ability Rating

END OF SEASON – At the

Manager will be assessed

published. The br

season your performance as

Season Ticket Sales will be

igated.

EUROPEAN II Instructions

European II is a Knockout Competition. Each Round including the Final is played over 2 legs.

After loading European II you can either Select a Skill Level from 1-7 or you can Enter your own Ability rating (3-9) for each Player in your Squad (eg. if you are transferring your Squad Details from Premier II). You must Enter details for at least 15 players. If you do not want a full 16 man Squad Enter X for Player No. 16.

You are Team No. 1

Squad Details:

D = Defender

M = Midfield

A = Attacker

A = Ability F = Form G = Goals

The Goal Scoring Ability (GSA) rating of 2-6 for both Teams is displayed on the **MATCH SCREEN** and is based on: Team Morale, Ability for Defence, Midfield & Attack, Total Team Form, Total Goals Scored and Home advantage.

Note: The GSA is only a guide to which team is more likely to score based on current Form and Ability etc., but there are no certainties in Football.

Discipline Points – Booking = 3 Pts. Sending Off = 6 Pts.

A Player with 6 or more Pts. will be Banned for one Match.

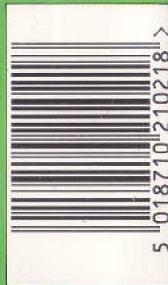
Away goals count double if the scores are level after 2 legs. If the scores are still level the match will go to Extra Time. If Extra Time doesn't produce a Winner the Match will go to a **PENALTY**

SHOOT-OUT with each Team taking 5 penalties. You will select Players from your **TEAM** to take the penalties including **SUDDEN DEATH PENALTIES** if necessary.

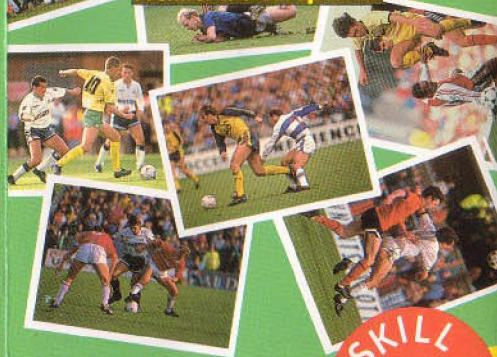


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Premier II & European II



2 EXCITING STRATEGY GAMES



Transfer your Premier League Winning Squad into European II and try for a Unique Double.

For details of our complete range of games send a Stamped Addressed Envelope to Challenge Software, Hatton House, Church Lane, Cheshunt, EN8 0DW.