



Experience the excitement and the frustration of football management as you struggle to take your team to the top.



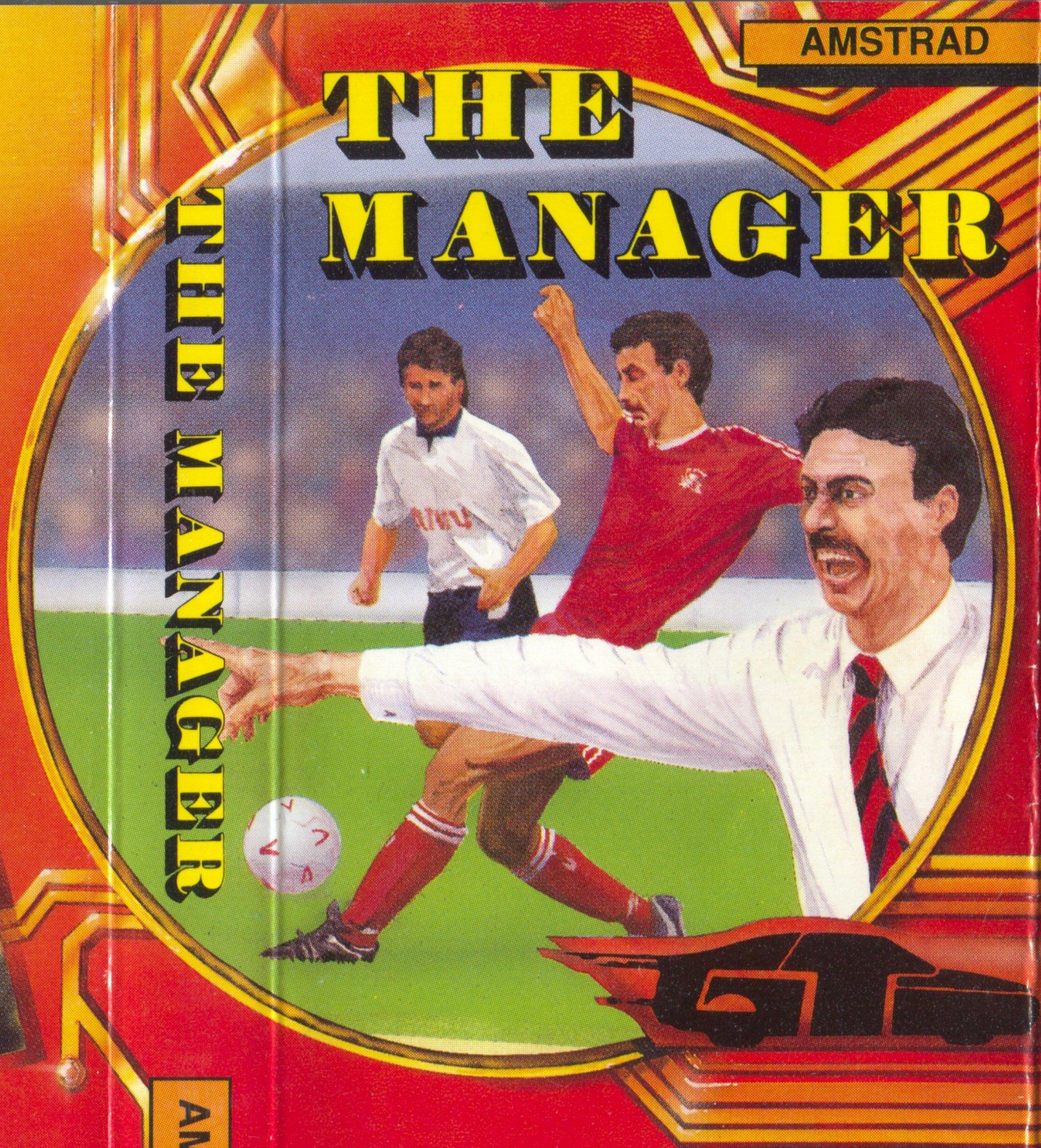
SPECTRUM SCREENS



AMSTRAD

# THE MANAGER

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### LOADING INSTRUCTIONS

**Spectrum:** 48K owners type **LOAD** " " (ENTER). 128K owners select **48K** basic.

**Amstrad:** 464 Hold down **CTRL** and tap the small **ENTER** key. 664/6128, type **I** (Shifted @) **TAPE** (ENTER) then type **RUN** " (ENTER).

**C64/128:** Hold down **SHIFT** and tap the **RUN/STOP** key. 128K owners ensure that it is in **64K** mode.

Welcome to The Manager, the football management game that is easy to get into, and actually **FUN** to play!

As newly appointed manager of a fourth division club, your brief is simple - to turn it into a successful **FIRST** division team. You have a ten year contract, in which time you must prove your worth by winning the league title! However, if at any time the board feels you are not performing well enough, then you could be sacked without warning!

### PLAYING THE GAME

The two main menus are controlled by a pointer; press space to move it down (it will go back to the top when it reaches the bottom) and enter to select an option.

You are initially asked to choose from a number of teams; if your favourite isn't there, we apologise, but (as they say) that's football!

You will then be presented with a menu which contains a number of self explanatory options, and one or two others:

**YOUTH TEAM** gives the opportunity to run a youth program for one season; it will cost you money, but towards the end of the season, you may reap the benefit if the team highlights a young star of the future.

**SAVE TEAM** It is very important that you differentiate between this and the following option, **SAVE GAME**. **SAVE TEAM** is only used to save your team for loading at a later date into our forthcoming game, **CUP MANAGER**. The idea is that if you build a good team in **THE MANAGER**, where there is no cup competition, you can try your luck with it in **CUP MANAGER**, enabling us to cram more features into both games!

**SAVE GAME** obviously enables you to save your current game and resume it at a later date. Make sure you have a blank tape ready.

If you choose **MENU 1** you will move on to the central point in playing the game, but just remember that there are one or two options on the first screen that could be handy during the game.

**SQUAD** takes you to look at the players you have available; more of this later.

**NEXT MATCH FORM** compares the team you have currently picked with your spy's assessment of your next opponents. This is only a guide to what you can expect in the match.

**PLAY** Do not press this key until you have completed all your work for the week - there is no turning back from here!

**HIRE SCOUT** Scouts are your eyes on the transfer market; each scout will report on the player he has been watching that week, giving an accurate evaluation of ability and market value. You can employ a maximum of three scouts.

**FREE TRANSFER** You can take a player on free transfer at any time as long as there is space in your squad. Don't expect him to be a superstar though!

**BANK MANAGER** Only used to keep an eye on your current situation. Your finances have already been agreed with the bank by the board; you have an overdraft limit of one million pounds, which although does not have to be adhered to strictly, if you exceed it for two consecutive months, the board will take a very dim view. For those of you lucky enough to be unfamiliar with the workings of an overdraft, you can take your bank account to **MINUS ONE MILLION POUNDS** without penalty. However, you will receive a bank statement every four weeks, which will deduct interest at the current rate from any overdrawn balance. Make sure you have enough to cover this, or you could be in trouble.

**FIXTURES** shows the season's results so far, and the games left to play.

**CAPACITY/PITCH** This can only be used in the first week of any season. It enables you to increase the capacity of your ground, which is worth doing only if you expect a successful season, otherwise it might be better to spend your money on players. You also have the option to install a **PLASTIC PITCH** which may enhance your home performances; however, it may also detract from your away performances, so use this option with care, or perhaps experience!

**GAME OPTIONS** returns you to the other menu.

### SQUAD SCREEN

This screen shows the team currently picked; their names (which can be changed if you don't like them), playing position, (Goalkeeper, Defender, Midfielder, Attacker), age (AG), skill (SK), and fitness (F). Age is important, as when a player gets too old, he



may decide to ask for a testimonial and retire without warning. Skill is relative to the division in which you are playing, so a fourth division player of skill 50 would have a lower rating if the team was promoted, to reflect the fact that he is playing a higher standard of football. Skill ratings range from 0 to 99, and are affected by a number of features within the game, some obvious, and some less obvious. Fitness ranges from 0 to 9, and again is affected by a number of factors. Both fitness and skill will fluctuate slightly after a match.

The overall team performance is affected by a combination of ratings, which group together to give a percentage efficiency (EFF), the formation selected, team morale, home advantage, etc. Your job is to use your intuition and skill to select the team best equipped to deal with your next opponents.

The features available to help you on the squad screen are as follows:

**SELL** enables you to see the current market value of a player, and sell for that price if you wish. Alternatively, there may be no offer made. You may only sell a player whose name appears in the reserve section of the screen.

**SCOUT** lets you see the weekly scout report on players. You may sign one of these only if you have a space in the reserve section. You will be required to give all new signings a name.

**MENU** takes you back to the main menu.

**SWAP** allows you to move players around in the team and reserves by exchanging places of any two players at a time.

**EDIT** If you are unhappy with our choice of players names, you may change them with this option.

**PHYSIO** In order to give your players a little boost before a game, or to speed the healing of an injured player, you may choose to call in the Physio. He's expensive though!

**RETIRE** It's a sad day when a manager has to let a player go because he's too old, too tired, or through an injury that just doesn't seem to get any better. But you're the manager, and you have to make these decisions sometimes, don't you? Use this option when you need to dispose of a player that you can't sell.

**LIST** Up to five players at any one time may be put onto the injury list. (They must be injured of course!). There are a number of benefits here. Firstly, it is the physio's main concern to look after players on the list, and he makes no extra charge for his weekly

efforts on these players. You can also remove long-term injured players from the squad to create space to sign new players. However, please note that although you are able to return players to the squad at any time, whether they are injured or not, there must be a space in the reserve section.

**TRAINING** There are five different types of training available to you each week. Only one may be chosen per week. The harder method you choose, the more you are likely to increase the squad's general fitness and skill, but you are also more likely to cause players to pull muscles, twist ankles etc. In addition, the harder you push them in training, the harder they will play in a match, but they are more likely to become exhausted after the game, and will show this in decreased fitness and skill.

**FORMATION** It is very important that you ensure that your team is in the correct formation before you play a match. While you are able to juggle players around as much as you like prior to playing the match, once the match has begun, any player out of position will become disillusioned, and his skill will suffer as a result. This effect is permanent, so beware. However, a substitute brought on at half-time can be played out of position without penalty. The formations you can choose from are as follows: 4-3-3; 4-2-4; 4-4-2; 5-3-2; In order to adhere to (for example) 4-3-3, you must have a Goalkeeper in position 1, Defenders in positions 2,3,4,5, Midfielders in positions 6,7,8, and Attackers in positions 9,10,11. For other formations, always have a goalkeeper at no 1, and use the first number of the formation for defence, and so on.

Finally, once you have done all you want to do in any one week, choose the PLAY option on the main menu, and watch a minute by minute update on how your team is doing. You can bring on a substitute at half-time if you wish, or if a player is injured. You may decide to leave an injured player on the field, but it is unlikely to do him any good!

#### **PROMOTION/RELEGATION**

Owing to the size of the divisions, promotion and relegation is dealt with on a one up, one down basis.

Good luck - we hope you enjoy playing THE MANAGER!

**ALSO AVAILABLE FROM GTi:** CLASSIC TRAINER, CLASSIC PUNTER, SOCCER DIRECTOR. COMING SOON: CLASSIC TRAINER II, THE TURF, CUP MANAGER. All available from good software shops, or direct from us at only £2.99 each (plus 30p p&p if under £5). GTi MAIL ORDER, 5 NEW BRIDGE STREET, EXETER, EX4 3JW. Or phone 0392 52004 with your Access or Visa number, giving title, computer format, name, address, telephone number and expiry date of credit card. 24 hour answering machine.

If you have any comments or suggestions on this game, please write to us - you may help to make our next games even better! For the most constructive letter we receive each month, we will give a prize of a year's Gti releases. Please let us know which computer you own, which of our titles you already have, and where you bought them.

#### **PROGRAMMERS WANTED**

Have you written a game you consider to be good enough for publication, or could you undertake to convert our programs on to other computers? If so, please contact us at GTi SOFTWARE, SOFTWARE DEVELOPMENT, 5 NEW BRIDGE STREET, EXETER EX4 3JW, or phone 0392 52004. We will pay instant cash for a complete game that we think is publishable. Please include S.A.E. for return of your tape or disk.

© GTi SOFTWARE 1990. Written by Steve Bye. Produced by Bernard Gurnard. Playtested by Shaun (Yes! Rift!!!) Helman.

