

INSTRUCTIONS

SPECTRUM 48/128K
COMMODORE 64/128K
AMSTRAD CPC464

LOADING

SPECTRUM- Type LOAD " " After loading the Main Program you will be asked to STOP THE TAPE while the game initializes (approx. 3 1/2 mins). Then select your Skill Level, Difficulty Level and Manager's Name. After a short pause you will be asked to Re-Start the tape to complete loading.

COMMODORE- Press the SHIFT AND RUN/STOP KEYS.

AMSTRAD- Press the CONTROL and ENTER Keys. When the tape stops Press the CAPS LOCK and ENTER Keys (Note: all input should be in Upper Case - Capitals). After Entering your Skill Level and Difficulty Level Press ANY KEY to complete loading. Skill Levels- 1-3 Star Rating (Level 3 = Highest Level of Play). The Difficulty Level is the Division you Start In. You are Team No 1 in your Division- use Menu option A to change the Team Name.

HOW TO PLAY YOUR FIRST MATCH

HOLD DOWN the "Next Match" Key until your next fixture is listed. When you have selected your Team you must then select 2 substitutes. The No. of Players picked is displayed at the top of the Screen with these prompts- P=Pick Player, S=Pick Sub, D=Drop.

In the second half you can use your substitutes. HOLD DOWN the S key until your Team starts to list. Enter the Squad No. of the Player to Come Off and then Enter the Squad No. of the Player to Go On.

TIME MANAGEMENT SYSTEM

Each week you have a limited time for Club Management. Management Time is adjusted as follows.

Special Training/Coaching	1-5 Hours
Negotiate A Loan	4 Hours
View Other Teams	1 Hour per Team
Offer For A Player	1 Hour per Offer(Amstrad =2 Hours)
Negotiate Contract & Wages	1 Hour per Offer

MAIN LEAGUE - Only after 4 League Matches.

SQUAD DETAILS - Status P=Picked, S=Sub, I=Injured, (Spectrum and Commodore 2=2 Match Ban) -Ability (1-9) - Form/ Fitness (1-5) - Age - Potential Counter - (Amstrad - Heading I=No. of weeks unavailable) - Goals - Appearances: SPECTRUM and COMMODORE NOTE. Goals and Appearances are only updated for Matches watched).

FINANCE - SPECTRUM and COMMODORE NOTE - If your Current a/c is overdrawn the Directors will nominate Players to be Sold by Cancelling their Contracts to make them available for Transfer. They will continue to do this until a Player or Players are sold and your Current a/c is restored to a Credit Balance.

OPTIONS - (SPECTRUM and COMMODORE ONLY) - Auto Results - Releases the pause after the results for each of the 5 Divisions, and the pause for the Final League Positions at the End of the Season Enter 1 to Switch On or Off (O=Off I=On). Results Only - If you do not want to watch your Next Match (You will always watch Cup matches). Enter 2 to Switch On or Off.

SAVING AND LOADING A SAVED GAME.

SPECTRUM - Prepare a Cassette to Record. Under Menu "Options" Press 5 to Save and then Press Play and Record on your Cassette Player and then ANY KEY. You can only Save a Game after you have played at least 10 Matches. A Saved Game Loads Automatically - Simply Insert your Saved Game and Type LOAD " ".
COMMODORE - Prepare a Cassette to Record. Under Menu "Options" Press 3 to Save and then Press Play and Record on your Cassette Player. To Load a Saved Game - Load the Master Tape as usual and then insert your Saved Game and under Menu "Options" Press 4 to Load and then Press Play on your Cassette Player.

AMSTRAD - Prepare a Cassette to Record. Under Menu Option H Press S to Save and wait for the prompt "PRESS REC. AND PLAY AND THEN ANY KEY". The Data will save in two parts. You will need to Press ANY KEY again when you see the second prompt. To Load a Saved Game first Load the Master Tape as usual and then Insert your Saved Game tape and under Menu Option H Press 1 to Load and then Press PLAY and ANY KEY. Press ANY KEY again when you see the second Prompt.

TRAINING - Fitness Training applies to the whole Squad. Coaching is applied to groups of Players (ie. Defenders, Forwards etc.). The younger Players and Reserves in your Squad may have potential to

improve their Ability by up to 4 pts. All Players have a Potential Counter (See Squad Listing) which records the Potential Pts. accumulated through Coaching. When the Potential Pts. exceed a Player's current Ability rating his Ability will improve by 1. NOTE: Players with long term injuries may suffer with a loss of Ability, which can be recovered by Coaching, but this may not be possible with older Players. Injured Players will not benefit from Fitness Training or Coaching.

MEDICAL and DISCIPLINE - SPECTRUM and COMMODORE - 12 Pts=2 Match Ban.

CONTRACTS - (SPECTRUM and COMMODORE ONLY) - You can only negotiate a new Contract with your Players when their existing Contracts expire (ie. when Contract=0) and if your Current a/c is in Credit. Enter N to Negotiate then Enter the No. of years offered (1-5) and the new wage offer. If one of your Players demands a transfer and you refuse to release him his Ability will suffer due to his discontentment.

GENERAL NOTES

Non-League Teams do not Play in the League Cup. The F.A. Cup starts in Round 2 and the League Cup Starts in Round 1. Rounds 1 and 2 and the Semi Final of the League Cup are played over 2 legs.

RESERVES - If you improve the Ability of a Reserve Player he is promoted to the First Team Squad and you can Enter his name under Menu A.

BUYING A PLAYER - You can only buy a Player if you have a RESERVE Player of the same type in your Squad (eg. to buy a Forward you must first sell a Forward and his place in the Squad will be taken by a RESERVE). You will need AT LEAST 3 HOURS of Management Time to buy a Player. Find the Player you want using Option " Teams". Enter the Division you want to scout (1-5) and then the Team No. Press R to Return, or Press M to look at other teams in that Division or P and the Player No. for details of a particular Player. To make an Offer Press O and then Enter your Offer. If you Press O and there is no response, you have run out of Management Time, or you do not have a Reserve Player of the same type that you are trying to buy, or you have passed the Transfer Deadline.

SPECTRUM and COMMODORE ONLY - If your offer is accepted you can then negotiate the length of Contract (1-5 years) and wages.

SELLING A PLAYER - When you sell a Player his place in the Squad is taken by a RESERVE. You cannot sell RESERVES. SPECTRUM and COMMODORE - You are more likely to receive offers for Transfer Listed Players. Using Option L, Enter the Players Squad No. to put him on the Transfer List Enter F and the Squad No. to take him off the Transfer List.

AMSTRAD - Each Week (until the Transfer Deadline) you will receive an offer for one of your Players.

STRATEGY AND TACTICS.

The Match Screen gives details of QUALITY POSSESSION IN AND AROUND THE PENALTY AREA, SHOTS AT GOAL and GOALS SCORED.

The strength of your MIDFIELD will be an important factor in the amount of POSSESSION you have and it is up to your FORWARDS to create chances and convert this POSSESSION into SHOTS AT GOAL and to score GOALS. Their ability to do this will depend on the strength of your opponents DEFENCE and the Ability of their GOALKEEPER.

END OF SEASON - After completing your League and Cup programme HOLD DOWN the Fixture or Next Match Key to Start the End of Season Routines.

SPECTRUM - The Top two Teams in Divisions 2, 3 and 4 are promoted. Only the Top Team in Division 5 is promoted. The Play-Off positions are highlighted on the "Other Leagues" Option towards the end of the season. The Play Offs are played over two rounds and each round is played over two legs.

AMSTRAD and COMMODORE - The Top Three Teams in Divisions 2, 3 and 4 are promoted. Only the Top team is promoted from Division 5.

Cover design by Kings Road Art Works, Romford.

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