

Following the success of last year's FA Cup Football, Virgin Games now presents the up-dated version, FA Cup 87, fully endorsed by the Football Association.

This new version incorporates all the league clubs current form for the 1986 season and new manager's questions to test your judgement.

Sportswriter Tony Williams has teamed with Virgin Games to produce a game based on the FA

Competition which gives extremely accurate results. The game is a text simulation of the FA Cup competition and you lead 10 teams to success. You decide which tactics they should employ in each game and answer managerial questions, input from both of these effects your team's result. A local, non-league team of your own choice can be included and with the help of in-built 'Giant-Killers' you may even achieve a dream cup run!

- The OFFICIAL F.A. game
- One to eight players can play - a true family game!
- Fun for all football fans, whether form experts or not
- Study the accurate results for real F.A. Cup prediction!
- Keyboard control only



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THE OFFICIAL
F.A. CUP FOOTBALL

AMSTRAD
CPC

THE OFFICIAL

FA Cup 87

FOOTBALL



AMSTRAD CPC

YOU BECOME MANAGER TO 10 TEAMS in a simulation of the exciting F.A. COMPETITION. You can begin at the First Round when 32 Non-League clubs join the 48 clubs from the Third and Fourth Divisions. Alternatively, you can go in at the THIRD ROUND when the FIRST and SECOND DIVISIONS join with the successful teams from the first two rounds and then it's the battle to the CUP FINAL!

A club of your own choice can be included in your selection of teams in the First Round, so your local team could have a "DREAM CUP RUN"!

AUTHENTIC CUP DRAWS present cup ties in which real life form decides the winners but a shrewd choice of tactics from you may just turn the tables and provide a result, while "GIANT-KILLING" is always a possibility.

If your clubs reach the later rounds of the competition, you will have to take some MANAGERIAL DECISIONS which, if decided wrongly, could end your teams' hopes of success. If your knowledge of true F.A. CUP form is good it will help you steer your clubs to new SUCCESS but SHREWD MANAGEMENT is also very important.

All League clubs in the competition have a home and away real form rating decided upon by:

- Their best performances ever in the competition
- Their performances in the last ten years
- The division in which they are currently playing
- Their past five home F.A. Cup results and attendances
- Their past five away F.A. Cup results and their estimated away following

Non-League club's F.A. Cup history, recent results and attendances have provided their up-to-date form ratings.

Thanks to Tony Williams Editor of "F.A. League Club Directory" and "F.A. Non-League Club Directory" Thanks to Adrian Titcomb, Glen Kirton and the two Davids at the F.A. Head Office, Tony Adams and Kerian UK Ltd for programming and to Ian Mathias for all his help.



INSTRUCTIONS

To begin the game, type in the Number of Players (from 1 to 8), the computer also plays. Each player, in turn, must type in Two initials to identify him or her for the rest of the game. Each player then may choose to add a team by typing in the name. The DEL key allows you to correct mistakes. Now you are ready to select which 10 teams each player will manage. There are 124 teams altogether, pressing X will show you more. Each player must type in the number the team is listed under (if the number is 12 or less you will have to press ENTER, higher numbers are accepted automatically), the computer chooses its own teams. You may opt at any stage to "Pass" in which case the computer chooses all or remaining teams for you. The computer reminds you whose turn it is in the Box at the top. Next you have the option of passing to Round 3. If you do so you will begin the Round where the First and Second Divisions come into the competition, and some of your teams will have been defeated in the first two rounds.

The next section of the game is the Draw. The Red screen displays all that Round's matches, your initials are displayed after your team. The game

goes straight into Tactic Selection next. The box at the bottom indicates which player goes next. You may choose A (defensive), B (balanced) or C (attacking). The computer makes its choices automatically. A tactical decision is taken for every team and this is an important part of the Manager's work.

The State of Play screen shows the Round's matches in progress, pressing X will show you more matches. There is a Clock on the upper left of the screen. Pressing the Spacebar will speed up play (the clock will speed up). The game will stop when the clock is at Full Time, so you have time to study the results. Hold down the Q key to continue. You will have to choose tactics for any of your teams involved in replays, if you are playing away you will have the option of looking at a Newsflash which may or may not help your team's morale.

As the Rounds get nearer to the Final, your decisions become more important and frequent. In the first 3 Rounds play carries on uninterrupted, by Round Four you must decide your tactics at half-time. You will be reminded of your previous tactics and you can choose new tactics without your choice being printed to the screen, in case you wish to keep it a secret from your

opponents. Round 5 requires you to answer a question, this will test your managerial experience, and you will have to decide whether to use a substitute at $\frac{3}{4}$ time. In the remaining three Rounds you will have to answer an increasing number of questions as well as decide tactics at quarter and mid-time and decide whether to substitute or not.

The game continues Round by Round until it is time for the Final! After the Final is played the result will be displayed until the BREAK key is pressed. Then you will be ready to start another game if you wish.

You may completely restart during play by pressing SYMBOL SHIFT and BREAK.



LOADING INSTRUCTIONS

Press CTRL and small ENTER key. Press PLAY on tape player.

Please remove any Interfaces before you load this game.



GENERAL POINTS

This game plays exactly like the F.A. Cup

competition with the exception of two things. There is no extra time and the draw for the First and Second Round is usually on a regional basis, but we have made it a nationwide draw.

The results of matches are determined firstly on the teams' F.A. Cup form rating and also on the tactics used in each match. Stance A is a defensive and stable approach, B is a confident one and C an aggressive stance, goal-getting, but not without its risks. Additionally a separate "strength" factor can be

built up by good managerial decisions, the morale effect of Newsflashes and also successful matches.

Built in "Giant-Killers" can randomly occur in the first few rounds. This is when a highly rated club suffers unexpected defeat by a lesser club.

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