

# TREBLE

## Champions

### INSTRUCTIONS

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

### LOADING

*SPECTRUM* – Type LOAD " " – After loading the Main Program you will be asked to STOP THE TAPE while the game initializes (approx 3½ 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 and then Press PLAY on your Cassette Player. Then Enter your Skill Level, Difficulty Level and Manager's name.

*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: To select a Player simply Enter his Squad No. When you have selected 11 Players you will be asked "Final Team Y/N?" If you Enter Y, you must then select 2 substitutes. If you want to change the team Enter N and then the Squad No. of the Player to Drop. The No. of Players picked is displayed at the top of the Screen with these prompts – P=Pick Player – S=Pick Sub. – D=Drop Player.

*The Match Screen shows the Team Strengths with a running record of MATCH FACTS* – POSSESSION (ie Quality Possession in and around the Penalty

Area) – SHOTS AT GOAL and GOALS (see STRATEGY and TACTICS). In the second half you can use your substitutes. HOLD DOWN the S key until your Team starts to list. Then 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 will have only a limited time for Club Management. The No. of Hours available is displayed on the Main Menu. Club Management Time is adjusted as follows:

Special Training/Coaching	1-5 Hours (You Select)
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 (Spectrum & Commodore)

## MAIN MENU

**CHANGE NAMES** – You can only Enter a name for a RESERVE Player after he has been promoted to the First Team Squad (See RESERVE PLAYERS).

**MAIN LEAGUE** – Only after 4 League Matches.

**SQUAD DETAILS** – Squad No. – Player Type – 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** – Interest is due once a week and does not apply to Midweek Matches. 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.

**DATA** – SPECTRUM and COMMODORE – Confirms – Skill Level, No. of Seasons Played etc. and your next F.A. Cup and/or League Cup Opponents, the Division they play in and the Match Venue.

**AMSTRAD** – The Season No., Skill Level, Difficulty Level, your current Division and the No. of League Matches played are confirmed on the Main Menu.

**OTHER TEAMS** – To view the Squads of any other Team (see *BUYING A PLAYER*).

**FIXTURE** – HOLD DOWN the Fixtue Key to list your Next Match.

**OTHER LEAGUES** – League Tables for all Divisions.

**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. (0=Off 1=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.

**Change Border Colour (SPECTRUM ONLY)** – Choice of 7 Colours.

**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 L to Load and then Press PLAY and ANY KEY. Press ANY KEY again when you see the second Prompt.

**TRAINING** – Enter F for Fitness Training or C for Coaching (1-5 Hours). 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, (eg. a Player of 3 Ability may improve through Coaching to a 7 Ability). 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. If after regular Coaching there is no improvement on a Player's Potential Counter, then he has reached his maximum Potential. 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 – Booking=3 Pts. – 12 Pts=2 Match Ban. Injuries are listed showing the No. of weeks a Player will be unavailable. AMSTRAD – See Squad Details for information regarding Injured Players.

**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** – Reserves may have Potential to improve their Ability by Coaching. If you improve the Ability of a Reserve Player he is promoted to the First Team Squad and you can then Enter his name under Menu A, and he can be sold as a Squad Player.

**TRANSFERS** – You cannot buy a Player after the Transfer Deadline which is recorded on the Data Screen (Spectrum and Commodore) or the Main Menu (Amstrad).

**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 "Other 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 and the estimated value 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 either 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. We suggest that you use the wages of your existing Squad as a guide in these negotiations.

**SELLING A PLAYER** – When you sell a Player his place in the Squad is taken by a RESERVE. You cannot sell RESERVES. Offers for injured Players are likely to be well below their normal value.

SPECTRUM and COMMODORE – From time to time you will receive offers from other Clubs for your Players. 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.

**MIDWEEK MATCHES** – Include all F.A. Cup replays and all League Cup Matches and Replays except the League Cup Final.

## **STRATEGY AND TACTICS**

**MATCH/GAME FACTORS**—TOTAL ABILITY for GOALKEEPER, DEFENCE, MIDFIELD AND FORWARDS AND TOTAL FORM AND FITNESS AND HOME ADVANTAGE.

## HOW TO ASSESS YOUR TEAM'S PERFORMANCE.

The Match Screen gives details of the Team Strengths and the MATCH FACTS listing 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.

You can select any Team from your Squad and any formation you choose, but it is important to select a balanced Team. A Team with a significant advantage in Fitness will be stronger in the later stages of the Match.

**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 and the Bottom Two Teams in Divisions 1, 2 and 3 are relegated. Only the Top Team in Division 5 is promoted and the Bottom Team in Division 4 is relegated. 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 (home and away).

**AMSTRAD and COMMODORE** - The Top Three Teams in Divisions 2, 3 and 4 are promoted and the bottom three teams in Divisions 1, 2 and 3 are relegated. Only the Top team is promoted from Division 5 and the bottom Team in Division 4 is relegated.

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