

SOCCER SPECTACULAR

FOOTBALL MANAGER

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WORLD CHAMPIONS

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PETER SHILTON'S HANDBALL MARADONA!

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SOCCER SUPREMO

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WARNING

DO NOT LEAVE COMPUTER CASSETTES NEAR ELECTRICAL OR MAGNETIC OBJECTS, E.G. TV, TELEPHONE, POWER PACKS, CALCULATORS
ETC. AS THIS CAN CORRUPT THE COMPUTER PROGRAMME.

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FOOTBALL MANAGER

Part 1 STARTING THE GAME

- a) When your name is requested, type your full name as Team Manager
- b) No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 64 included choose any as you will be able to change the name later on
- c) Start at the Beginner's level and progress as you become more skillful

Part 2 THE MAIN GAME

This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS

- a) Sell or List players — a list of players in your squad is displayed. See IMPORTANT NOTES — PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him. You will see why!
- b) Obtain a Loan. You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£ 750,000
3	£ 500,000
4	£ 250,000

- c) Change Team or Player names — first you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you have the option to change player names. If taken you can type your own choice of player names or perhaps even make yourself player manager!
- d) Saving the game — to save the game to be continued at a later time take the KEEP option. Now prepare your tape recorder to record on a blank

tape and follow screen instructions to commence saving.

PHASE 2 PLAYING A MATCH

- a) Team attributes
Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum 20. They are calculated as follows:
Energy — is the average energy rating of all the players picked to play in your team.
Morale — is 10 at the start of the season and increases when you win and decreases when you lose
Defence — is the total skill rating of all the Defenders picked to play in your team
Midfield — is the total skill rating of all the Attackers picked to play in your team
Attack — is the total skill rating of all the Attackers picked to play in your team.
b) You may select your team — see IMPORTANT NOTES — PLAYER

ATTRIBUTES

- c) The match highlights are shown in 3D graphics. The home team always plays from left to right and your team always plays in its own colours. The team with the best attributes will often win but there is always a chance of shock results or Giant killings, like real football.

PHASE 3 RESULTS OF MATCH

Note your home gate money increases when you win and decreases when you lose. Your away gate money depends on the quality of your opponents.

PHASE 4 WEEKLY BILLS

- a) Wage bill — the higher your division, the higher the wage bill, and the greater the total skill of your players, the higher the wage bill.
b) Loan interest — is 1% of your outstanding bank loan
c) Other bills and purchases
d) Weekly balance — is the profit or loss for the week

PHASE 5 TRANSFER MARKET

You are given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player will increase
The 5 phases are repeated until 15 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3:-

Part 3 END OF SEASON

- a) The final league table is printed
b) Your league success money, which is in relation to how you are up the league, is allocated to you and displayed
c) The top 3 teams are promoted, and the bottom 3 are relegated from your division
d) A new Managerial rating is calculated for you depending on your success so far
e) New Skill and Energy ratings are generated for all players
f) The new season starts at Part 2

IMPORTANT NOTES

Restoring a Saved Game

- a) Place saved game cassette in recorder, and from the Optional Actions menu, press R and follow the instructions on the screen
The game will re—start at Part 2 Phase 1

Player Attributes

When players are listed, several details are shown:

- a) Defender, Midfield players or Attacker — is indicated by a D, M or A respectively in the far left hand column.
b) Players name
c) Players number — used when selecting the player for various purposes.
d) Skill rating — highest is 5, lowest is 1.
e) Energy — in the range 1—20. The energy rating of each player reduces by one for each match he plays in. It will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the skill ratings of the complete team.

- f) Value in £ — relates directly to the skill rating of the player and the division your team is in.
g) Picked to play, Injured, Available for selection — indicated by p,i and space respectively in the far right hand column.
N.B. injured players cannot be selected to play.

WORLD CHAMPIONS

SET UP

At the start of each new game you will be asked to enter your name as Team Manager. You may then select printer option as required, which will allow you to copy certain screens to your printer. You can then select the level required from 1 to 7 STAR RATING.

IMPORTANT NOTES

You are Team Number 1. Enter the name of your favourite team. If your favourite team is already shown in Teams 2 to 20 then enter your team as number 1 and change the second entry to another team name.

All players are given squad numbers. These squad numbers should be used for all actions, i.e. change name, pick team and substitutions.

START GAME

From your main menu you have 6 options.
PRESS 1: To change player name. (Screen 1) will list players no's 1 to 11. Press enter for: (Screen 2) player no's 12 to 25. Press (Y)es to change Team name follow same procedure for change player name.

NOTE: Highlighted No's (1—3) on right of team name indicate team strengths.
3 = Strong 2 = Good 1 = Fair
Press 3: To list full squad details of your Team.
(SCREEN 1) Will list players 1 — 11

(SCREEN 2) Will list players 12 — 25

These Screens will give the following details from each player. Details from left to right.

Squad No.

Name

(T)ype (i.e. Goalkeeper, Defence, Midfield, Attack).

(A)bility Rating 1 — 5

(F)orm Rating 1 — 5

(C)aps No. of International Matches previously played.

(G)oals No. of Goals scored (in current World Cup Campaign).

PRESS D: For Discipline Table. This will list players facing match suspension based on the following:—

Sending Off 6 PTS

Booking 3PTS

6PTS Automatic 1 Match ban. Press enter to continue.

PRESS 4: For fixture details. At the start of the Game you will also be shown your qualifying group. You will also be shown a list of teams available for friendly matches (to be played at home).

You must select 2 teams from this list before proceeding. **CAUTION** take care to enter team no's only. Type in TEam No. and press enter.

After qualifying for the finals you must select 3 teams for four matches (away games).

You will also be shown your Quarter Final Group. You will have the option to press your opponents Team details and will indicate if your Team are playing at home, away or on neutral ground.

You will have the option to press (R) for full Results Table and/or (L) for current League Table (If applicable).

PRESS 5: To play next game

(SCREEN 1) will display your opponents Team details and will indicate if your Team are playing at home, away or on neutral ground.

(SCREEN 2) will display the pre-match report.

(SCREEN 3) will display your squad details for player No's 1 — 11 Press (N)ext to list players 12 — 25.

Players not available for team selection because of injury, suspension or because they have not been released by their clubs, will be highlighted in black.

At the top of both screens the number of players and substitutes selected will be displayed.

Important this display is only updated each time you press L to re—list.

PRESS C: To choose player, then (P)layer or (S)ubstitute and then enter player No.

After selecting your squad press L to re—list. The Screen heading will confirm the number of players and substitutes picked.

For each match you must select 11 players and 5 substitutes.

(SCREEN 4) will list your final team and substitutes.

Your total team strengths will be displayed as follows:—

M = MORALE

E = EXPERIENCE

D = DEFENCE

M = MIDFIELD

A = ATTACK

F = FORM

All these factors are based on the players selected and will directly affect the Goal Scoring Ability (GSA) of both sides. The GSA will be displayed immediately before and during the match. The higher the GSA the greater the chance of scoring.

NOTE: THE GSA IS ONLY A GUIDE TO WHICH TEAM IS MORE LIKELY TO SCORE BASED ON CURRENT FORM AND ABILITY ETC. HOWEVER, THERE ARE NO CERTAINTIES IN FOOTBALL.

(SCREEN 5) The Match

You are now ready to kick off. Highlights form the game will be displayed including corners and free kicks in and around the penalty area, and you will have opportunities to make substitutions. Goal times will be displayed along with the goal scorer for your team.

At the end of the match the other result in your group will be displayed if applicable.

PRESS 6: To save game.

SAVE GAME AMSTRAD

If you wish to save a game, prepare a cassette to record. Press (S) and then start recording, then press any key. N.B. you can only save a game after 3 matches have been played.

To load a saved game — Load the Master tape as above, then under Option 6 on the Main Menu press (L). Put your saved game cassette in and press play.

Prepare a cassette to record, remove the ear socket form your

SAVE GAME COMMODORE 64

If you wish to save a game, prepare a cassette to record. Press (S) and then start recording. The game and data will save in approximately 14 minutes.

SAVE GAME SPECTRUM

If you wish to save a game, prepare a cassette to record. Remove the ear socket on your SPECTRUM and press (S) to SAVE. Start recording and then press any key.

STRATEGY AND TACTICS

Before starting your World Cup Campaign you may wish to note the following points:—

Before deciding on your overall game strategy it is advisable to check both the strength of the squad you have inherited and the strengths of the other teams in the competition, particularly those in your qualifying group.

Your players ability rating will vary during your World Cup Campaign. For example, after playing three matches (i.e. 3 caps) a players ability rating will increase by one (subject to a max of 5). These do not have to be consecutive matches, and the players do not have to play a full match. Of course, an injury or loss of confidence and/or form will also affect a players ability.

GSA Rating (Displayed during the match). This indicates the attacking strengths of the teams. When choosing your Team you should consider the strength of your opponents team and your match tactics. You can reduce defensive, but this will also reduce your own chances of scoring. As manager you can choose any players you wish and select any style of play 4—3—3, 4—4—2 or some other style. However, you will find it best to choose a balanced team. For example, you will obviously increase your opponents chances of scoring if you do not play a recognised goalkeeper. The overall Strength and weaknesses of your Team will affect the final GSA rating of **Both Teams**.

MORALE

The morale rating of your team (1—9) will, of course, depend on your results. A home win against a strong team (strength 3) will improve morale, as will an away win against a weaker team. Defeats will, of course, lower your team morale. You will find that by careful team selection and the skilful use of substitutes you can improve the morale rating of your team and/or strengthen the ability rating of your weaker players, and so improve the overall strength of your squad. Of course, Team morale will not improve if you are losing matches.

EXPERIENCE: The experience rating (1—9) is based on the total no. of caps of the players selected.

FORM: (1—9) This rating is also based on the players selected.

REMEMBER: THE FINAL GSA RATING FOR EACH TEAM IS BASED ON MORALE — EXPERIENCE — ATTACK — MIDFIELD — DEFENCE — FORM AND VENUE (i.e HOME, AWAY OR NEUTRAL GROUND).

WHEN CHOOSING YOUR PLAYERS YOU SHOULD CONSIDER ALL THESE FACTORS AND TRY TO ACHIEVE A BALANCED TEAM SELECTION SUBJECT TO THE STRENGTHS AND WEAKNESSES OF YOUR OPPONENTS.

PANIC BUTTON C64, AMSTRAD AND SPECTRUM

World Champions has been written to avoid accidental crashes. However, if you do manage to crash out then type GOTO 305 and press enter to return to the menu.

PETER BEARDSLEY'S INTERNATIONAL SOCCER

GAMEPLAY

Peter Beardsley's International Football is the new all action soccer game which allows you to enjoy all the thrills of a top European International Tournament — from qualification right through to the finals. To give the maximum realism, you will qualify for the knock-out semi-final stage. Win this and you'll be through to the final and the chance to be **Champions of Europe!**

OPTIONS FOR TEAM SELECTION

Select Team for Player One/Two
The first two options allow the players to select their teams from the European sides listed. Using the joystick or key-board the player can move the highlight over the selection he requires. The player then makes his selection by pressing the fire button. The player shown in the top left hand corner shows the team colours for Player 1. The player shown in the top left hand corner shows the team colours for Player 1. The player in the top right hand corner of the screen shows the team colours for Player 2.

You can scroll through the teams in groups and change your selection of team. The computer will then alter the team colours as appropriate.

Selecting the Match Duration

Move the cursor over "Match Time" and press fire. The screen will then give the choice of 5 minutes, 10 minutes, 15 minutes or 20 minutes per match. Move the cursor over the over the desired time and press fire. The default time is 2.5 minutes each way. The time selected will apply throughout the tournament.

One or Two Player League

This allows the player to enter the match situation once all the teams and groups have been selected.

Before the kick-off you will be shown the results of the other group matches as simulated by the computer.

Computer Result Simulation

The computer will simulate all the results of games not featuring the participating players in realistic fashion. Don't expect Iceland to win many games! Hence the fate of your side could depend on the outcome of the two other teams in your group.

Group Selection and Alteration

These commands allow the player moves the highlighter to the group he wants to alter. From this list of all teams he can select his choice. He can then confirm his selection by p pressing the fire button. Once you have selected the team to be included in the tournament as above the existing group is displayed. You can then move the highlighter over the team you wish to replace, and swap the teams by pressing the fire button.

View Group One/Two

This allows the player to view the composition of the two groups.

Show status

This shows the status of Players One and Two, and the match duration.

PLAYING THE GAME

The first named side kicks off in the first half, and the players line up automatically for the kick-off. Obviously after the kick-off your objective is to score as many goals as possible — ideally more than your opponent!

The player in possession can dribble the ball, which he does by moving in the direction he wishes to travel. The player can move in any of the eight compass directions of the joystick. To pass or shoot, the player must press the fire button until the

required power level is reached. Releasing the button then makes the player kick the ball in the direction he is running. The longer the button is held down then the more power there is in the pass or shot.

If the ball goes out of play, the referee will appear at the top of the screen, and indicate either a throw in, a goal kick or a corner. The referee also signals for kick-offs once a goal is scored.

Once a goal is scored the match commentator will also appear to add to the commotion being caused by the celebrating fans.

When in play, the nearest player from each side to the ball is highlighted by a small arrow above his head. The arrow will change position as the ball moves during the run of play. If the ball goes out of play the referee will signal and a player of the relevant team will take the resultant goal kick, corner or throw-in.

In the case of throw-ins the player has the choice of a forward, sideways or backward throw, as well as the distance he can throw it. To take the throw-in, press the fire button as for a normal kick and release it when the player is ready to throw.

TOURNAMENT FORMAT

Once the two groups of teams have been selected each team plays three "group" matches, one against each group member. Two points are awarded for a win, and one point for a draw.

At the end of the three matches the two teams with most points go through to the semi-finals. In the event of a tie on points the team with the highest goal difference is placed higher. In the event of an equal goal difference the team with the most goals is placed higher. If this still results in a tie then extra time is played until a result is determined!

In the semi-finals the winner of Group One plays the runners-up in Group Two and the winner of Group Two, plays the runners-up in Group One.

These matches are straight knock-out games with extra time being played if necessary.

The two winners then play in the final to see who are **Champions of Europe**. Should this match end in a draw then extra time of 2.5 minutes each way will be played.

Extra Time

This is played at the end of any semi-final or final that ends in a draw. A standard period of 2.5 minutes each way will be played. If there is still a draw at the end of this period then a further period will be played until a result is achieved.

Your skills could make your team **CHAMPIONS OF EUROPE**

AMSTRAD CONTROLS

Player One Player Two
Z = LEFT JOYSTICK
X = RIGHT PAUSE = F9
O = UP UN—PAUSE = F8
K = DOWN
SPACE = KICK

SPECTRUM

Player One Player Two
Z = LEFT JOYSTICK
X = RIGHT PAUSE = P
O = UP UN—PAUSE = ENTER
K = DOWN
SPACE = DICK

COMMODORE C64

Player One = Keyboard or Joystick Port 1
Player Two = Joystick Port 2 only
Players Goalkeeper
Z = LEFT 2 F1 = MUSIC ON
X = RIGHT 1 F3 = MUSIC OFF
P = UP P F5 = PAUSE
L = DOWN L F7 = CONTINUE GAME

Each keypress moves the player currently highlighted in the appropriate direction. Pressing combinations of keys allows the player to move diagonally which provides full eightway scrolling.

To change player priority, centre the joystick or release the keyboard and the computer will select the appropriate player.

PETER SHILTONS HAND-BALL MARADONA

Game Control

Skill configuration on set up
Up Q
Down A
Left O
Right P
Dive up Q plus enter
Dive up left Q plus Q plus enter
Dive centre left Q plus enter
Dive centre right P plus enter
Dive down left A plus O plus enter
Dive down right A plus P plus enter
All keys are redefinable on set up or joystick

Menu Selection

Options on the menus are selected by using the up and down keys to position cursor and fire to select the required choice.

Skill Code

A skill code may be entered to start a game from a previously attained level. This determines the type and speed of shots you are required to save. All skill codes are compatible between machines — you can play your friend on his machine with your own code.

Modes of Play

1. Practice
2. Play game
3. Skill upgrading

Practice:

Attempt to save a random selection of five shots.

Play game:

A game consists of two halves. Each half comprises of four shots, either against the computer or against an opponent. In a two player game the shots you are required to save are related to your opponents skill level.

Skill upgrading:

There are 16 skill levels A—P. During the skill upgrading you are required to save four shots at your present skill level. On doing so you will be presented with another skill level and a corresponding skill code, which you may use in a later game.

N.B. Skill levels and codes are related to the players previously entered initials.

SOCCER SUPREMO

Have you ever fancied yourself as a football manager? Ever thought you could do a better job than the top professionals? If so, then here's your chance! The ultimate challenge for any aspiring football manager.

Soccer Supremo will test your management skills to the full. Your success or failure will not be measured by money but by how well you fare as the manager of a given team: whether you can take a team from the 4th division all the way to complete with Liverpool at the top of the 1st division. Can you motivate and drive your team to a Cup victory. You may decide to stick with just one club during your career or move about, the choice is yours —

just one of the many tough decisions you will be required to make. The pitfalls are there — but so are the rewards — in the exciting, competitive, no holds barred world of the Soccer Supremo.

CURSOR CONTROL

Throughout the game you will be shown screen prompts:

By moving the cursor keys you can either answer questions — "Do you want to sell a Player?" — YES or NO. Or move the SELECTION BAR to indicate your choice (e.g. the player you wish to sell) then move the cursor to OK.

When you have finished with a screen move to OK.

GAME BACKGROUND

Having loaded, you are told the name of your team, what year and what division you're in. When finished you will be taken to the MAIN MENU.

MAIN MENU

The right hand side gives you information about your next match, whether you're playing home or away, who your opponents are, if it's a League Championship, League Cup or F.A. Cup game. Also what season you're in and your match chances, which are based upon your current position in the League.

The lefthand side gives you information about your next match, whether you're in and your match chances, which are based upon your current position in the League.

The lefthand side lists the options available.

SELECT TEAM

The SELECT TEAM option lists:
NAMES of all of your players in your current squad
POSITION: G — Goalkeeper, D — Defender, M — Midfield, S — Striker

GAMES PLAYED this season

GOALS SCORED this season

RATING — 9 being the highest, 1 being the lowest

STATUS which is either: P — Picked (playing in the next game)

A — Available to play in the next game

I — Injured (cannot play)

S — Suspended (cannot play)

You're also given the teams RATING in: Defence
Midfield
Strike

and also the teams total rating — all based on the picked players individual rates. You're then given the teams line up, number of players in Defence, Midfield and number of Strikers. As you know, you must have a team of eleven player and only have one goalie.

HINT — You will find throughout the season players will become injured so you must have cover in all positions. A successful team is built from a strong squad — do not be afraid to buy good players that sit in the reserves.

Use SELECT TEAM to produce a line-up of eleven of your best players.

PLAY A GAME

Assuming you have eleven players selected, the match results screen will appear showing you how you fared. If your team scored any goals the goalscorers of your team will also appear.

If you just played a league match you will also see the results of the other teams in your league. If, as a result of playing in the game, a player becomes injured or suspended a message will appear.

HINT — Keep an eye on how the teams that are close to you in the league are doing — it may help other decision you make such as whether to buy more players or not.

LEAGUE TABLE

This will show you the League Table of the division you are currently in. It shows you:

GAMES PLAYED GAMES DRAWN GOALS FOR

GAMES WON GAMES LOST GOALS AGAINST

POINTS — 3 points for a win, 1 draw, 0 for a defeat.

HINT — Keep an eye on your position because bad managers don't stay in their job for too long. You may have to buy yourself out of the problem rather than wait for your team to mature.

BUY A PLAYER

You decide whether to buy a Professional or an Apprentice. By selecting Professional it will switch to Apprentice and vice versa. Apprentices are free but, have the lowest rating.

You're asked what position you want to buy, Goalkeeper, Defender or Striker.

HINT — Only buy apprentices if you feel you will be at this club for a long time!

SELL A PLAYER

This screen shows your squad, their position and, most important, their career record to date: number of games played, number of goals scored, current rating, age.

Select the player you wish to sell and you will then be shown an offer, the amount of money you will receive for that player.

HINT — This screen is also very useful for seeing how your team is developing. Players once past a certain age — towards their thirties — will start to deteriorate in ability, whereas younger players will improve.

FINANCES

This will show you your clubs financial status, how

much money is left, your current loan, your weekly interest on that loan and weekly wages. You will then be asked if you want to increase or decrease your loan.

HINT — If you get too much in debt you will find yourself sacked. The higher the division you are in, the more money you can borrow.

Your weekly wages are based on the players ratings, the better your team the more you pay.

CAREER RECORD

This shows you for every year you've been a manager, the club you have managed, what division they were in, what position they are in the league, how many games they have won in the league, how they fared in the F.A. Cup and League Cup.

HINT — This is your guide to how successful you've been. NOTE — Your career will only last for so long, just over the year 2000.

SAVE/LOAD GAME

Follow screen prompt instructions. You can save onto the game disk. You can create a new file name to indicate your Save/Load game. Click in file area and type in selected file name. You then have option OK or Cancel.

EDIT NAMES

This allows you to modify the names of the players in your squad, the football team names and the spare player names, which appear when you buy players for your team. Select which one you wish to choose then use UP and DOWN to move through the list of names. When you come across the name you wish to change EDIT it; you then can type in the new name, then click on OK or Cancel.

HINT — Having done this you can then, save the

game — this will save all the name changes as well!

PLAYING THE GAME

You spend your time selecting team players, building up your squad by buying players and then playing games.

There are 21 teams in each division and you will play 40 games in each season plus F.A. and League Cup matches. At the end of the season you will either be promoted or relegated or if you've done sufficiently well you may be asked to manage a different team. If you accept the offer you will start again at another club, in a new league, with different players and a new financial situation.

HINT — Only move if you are unhappy.

TACTICS

Build up a good squad of players by buying and selling. Watch your players ratings as at the end of the season they may change — based on how well they've done this season and their age.

HINT — It is worth developing young players by giving them first team experience.

Best Wishes and GOOD LUCK in your new career as a SOCCER SUPREMO.