



PLAYING
INSTRUCTIONS

SCANATRON
LIMITED

IMPORTANT

YOU WILL BE ASKED TO REFER TO THIS DURING LOADING

RANDOM LETTER BLOCK

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
A	VFN	SFI	TKD	RCW	ZYQ	EVH	LBD	SLY	ZQQ	CQM	IBH	SPK	RGD	SCH	BDL	MMJ	BSR	JBB	LRF	BTL	ELJY	KLWJ	INQ	SGD	UZH	XIR
B	SHE	MUF	QNK	MTX	YFD	ESB	BEU	IAU	WYQ	JEJ	UZH	MWZ	PWO	XZT	HLL	HTM	PRR	IAQ	QTD	CHE	VNA	KSB	MTU	KKE	SDK	NWG
C	BNR	TYT	STM	KEU	QIN	EPE	OFR	VQJ	JHW	QRL	HPN	XXC	DBM	SJL	IEA	YDM	NLX	OGS	DMS	SWB	XXN	RAO	NSM	ELC	SMK	POT
D	FDN	CKC	ZGW	EDL	LVF	RVD	YNL	NCA	PHH	NVC	DOT	SEW	BGB	VYT	GTC	YVG	QWK	FJE	CHY	MMZ	ZWI	SME	YPP	QZR	NQF	YNA
E	TJV	YRT	QSA	MOR	YTX	BQC	RUD	AMR	WQZ	FLM	ZBY	DNB	XTX	PNQ	HTK	QTL	JES	LHQ	BON	DHR	KXW	APU	GHI	JHV	GMO	OPD
F	GIA	ACQ	LUUR	FWF	DNZ	FHL	GMK	LUU	DDO	EZP	CNE	HPQ	QSP	RPL	FAV	YBK	IKF	SGR	RBC	DGC	KFA	KPN	EFL	CZF	QZQ	MSG
G	EEB	RPH	VLO	GRM	YNL	SFS	KJR	VHA	JOO	KNS	NOO	NHG	VCZ	RJQ	UZN	GZW	IKY	QUJ	IAJ	HKY	RZB	COB	WUB	YGA	CMK	VHY
H	LLX	QDB	GSZ	USA	DMG	SPH	VKC	YMQ	DGG	AEH	COX	RKZ	PMR	WIT	SKB	FDA	LHD	GUN	XUS	YDQ	CLE	UBH	DAG	NW	AIE	ZAH
I	BDA	INV	KQY	SGI	VFD	OVE	CKO	GAO	NZO	BGZ	WUJ	KFS	TBP	XYY	DAH	RZX	HOC	VVF	FKM	PHB	WTH	YHF	UCK	KGU	RHO	SRZ
J	BZD	JNH	SGP	OPD	RBS	QWH	ERZ	JXU	GDU	ROX	YSG	ICE	ZJC	XKG	CVX	DMO	ECK	KDJ	AHU	KTY	ESE	PIM	FGW	ABN	LCL	RBH
K	XTJ	UEG	LTV	OUU	PMP	VDL	BRP	FWJ	OWF	YIU	ULA	AKQ	JBD	YYP	XHI	MRX	JSB	ICK	VQO	MJY	MYV	MMJ	UAI	OTL	WOF	FJN
L	LCZ	NXA	NQO	PGM	BWD	YGS	PDS	CIG	SND	QT	ZAG	TFW	FKS	CWN	IRX	UL	MYK	WPL	PIU	JLN	PKP	FMR	HOB	JNI	JEU	LAV
M	WKL	XLY	LJN	WQQ	DFD	LKF	GRH	RWK	YYD	UQF	OJR	HVQ	FKG	TKW	TUW	IDX	DYS	ZNC	BTY	BWY	ISO	RLP	ULIA	XFN	ECB	BSQ
N	TMA	ISH	UMH	RIT	RQQ	WOP	TRO	GMY	BZB	OOS	NGF	WHW	LEY	DU	ZCW	DOJ	IAP	KQH	GEU	KOB	LXP	RUJ	SFA	GUB	DBO	CYE
O	JIG	AQQ	JNA	YAR	DEC	KR	MHS	OYZ	BVO	SKP	PKF	LTY	FDS	NSA	JED	TQV	WV	BMU	CKD	TGZ	CUR	ITR	LPK	OCR	VDZ	AGL
P	WYC	LTL	IRD	QIA	MDG	VHW	HHK	UZT	QNW	AYI	ZUT	JR	POD	HRW	QTW	MKG	HCA	ISX	UBT	KRB	HUJ	JVS	FLA	OLU	NRT	KPL
Q	RIV	PLD	LCW	PDS	TDQ	TFN	WIX	KQN	LTH	KVO	BR	ZLL	HGG	HST	CKL	XU	WBS	PTZ	MQI	ZIA	GOZ	YFF	YUI	AYL	JHX	PAA
R	RHH	MAN	ZJK	XXY	DNL	HND	HTJ	HYG	GSL	YCX	LME	YWK	HSV	YHW	WOY	RIE	DH	YAK	HMN	KQG	KQV	WWP	DYD	SKR	OTW	EFT
S	PMW	BZH	HKJ	QDT	RGE	BBO	ESZ	GRU	IYE	ZGA	PHZ	XMO	EYE	DOF	BRF	NAT	ZGI	TAY	NDH	MIA	RAL	QPH	WIE	UMG	SAG	NQG
T	LAM	GKU	ECU	FAI	ICK	CFI	QUE	PSG	RST	QML	ZIR	JMH	RKX	HPY	RMG	GR	WVB	PMD	PRO	CQU	BWJ	VEA	TZU	XDW	ZYU	JAB
U	HUB	BPH	OPI	ODC	QYW	KSH	USG	JDH	CTN	LQG	RUT	AEJ	OLQ	SUW	PQZ	SPH	QES	RAS	DNV	ZBF	JOW	YQN	GZV	ZWZ	TWK	TBX
V	PND	VXK	HJH	MFW	JBI	YVW	WNU	GFP	NLQ	HZ	YFW	DGH	ZHU	BUJ	XCS	LXO	WVR	MLS	EG	QKA	SLU	CVD	BDZ	BZI	PWH	VLB
W	KZD	KSV	MLU	ZKC	JKA	KDQ	RUB	QVM	AQU	KCR	WBO	TOD	PKY	CKL	XGN	WSL	NUP	YDW	CPR	ENI	OFW	LWB	SBD	YPR	ABD	GRK
X	WVU	YFO	DKX	VVE	DAN	BXU	MFH	TKR	PGF	IOE	AQI	JEI	GRQ	ADW	WZO	MEY	XDW	CXB	ULW	WVI	ACR	LXZ	TJS	CCO	QRR	XDK
Y	ARU	DWT	IFE	JXC	NLW	IGD	JZY	NIT	DBE	RPP	WJF	DWO	NCC	YDV	KLY	KRO	RRH	PNV	SUD	LAC	WDQ	DXW	NBG	IAG	JYQ	NLY
Z	QHT	QZM	ETW	XTI	JHI	ZRO	KJN	FJY	MBR	ZYE	WUA	KCK	ZGC	GEX	YOD	KWU	ULQ	TSH	BYX	MUP	GTI	LBO	CUF	EBE	WYD	PEZ

SCREEN INDEX OF ENTRY CODE

Enter Code

e.g. COLUMN D (Top line across)

ROW H (Left line down)

=USA

WHAT IS THE DOUBLE?

To achieve the **DOUBLE** a football club must not only win the League Championship, a difficult enough feat in itself, but also the F.A. Challenge Cup in the **SAME SEASON**. In recent years, what with the introduction of extra competitions such as the League Cup and the many European competitions which sprang up in the late fifties and early sixties, the **DOUBLE** assumed a different meaning, and it became more frequently used as it became easier for clubs to win two trophies in a season. However, to the purist the League Championship & The Challenge Cup will always remain the true **DOUBLE**.

HISTORY OF THE DOUBLE

In England, the **DOUBLE** has been achieved only **FIVE TIMES** in it's entire history.

Yet it was accomplished in the very first season of the football league, by **PRESTON NORTH END** in 1889. **ASTON VILLA** also achieved it only eight years later. Then the fun began. Both the League and the Cup became increasingly difficult to win as over the years the competition among clubs became the most intense in the world, and the number of league clubs grew from twelve to the present day ninety two.

Many clubs came near. Newcastle Utd in 1905 and Sunderland in 1913 were both beaten in the cup final having secured the league championship. Between the wars a couple of near misses were also recorded. In 1928 Huddersfield Town were runners-up in both competitions as were Arsenal in 1932. This happened during a period when both clubs were dominating English football.

After the war 1948, 1952 and 1954 saw Manchester United, Arsenal and West Bromwich Albion come close to achieving what was

now being described as the **ELUSIVE DOUBLE**.

In 1957 came one of the unluckiest attempts, by Manchester United's brilliant 'Busby Babes'. Having won the league championship by a clear eight points (only two points for a win in those days) they went into the cup final strong favourites. But Ray Wood their goalkeeper was stretchered off and their gallant ten men (before substitutes were introduced) were beaten 2-1 by Aston Villa. Villa, ironically, were defending their proud record of being the last club to achieve the **DOUBLE**. Wolves, in 1960 missed the championship by one point in a thrilling race, then won the cup.

This was not so the following season. **TOTTENHAM HOTSPUR** ran away with the championship right from the very start and pushed aside the 'jinx' by beating Leicester City 2-0 in the final to achieve what no club had managed to do for **SIXTY FOUR YEARS . . . the DOUBLE**.

In the 1960s the pressures on the leading clubs became even more intense. The introduction of further European competitions in the wake of the now prestigious and coveted European Cup, together with the newly introduced League Cup, meant that to achieve the **DOUBLE**, clubs were expected to play approximately 64 matches a season. When compared to Tottenham's 49, Villa's 37 and Preston's 27 in 1961, 1897 and 1889 respectively, it was little wonder that nobody expected to see the **DOUBLE** achieved for at least another sixty four years.

Leeds United, under the leadership of manager Don Revie emerged as the next contenders, having built up a first team squad of approximately 17 players that were interchangeable, versatile and experienced. Only just promoted, the 1964 season saw them lose the championship on goal average then go down to Liverpool 2-1 in the final.

Their second bid in 1969 was probably the bravest, and saddest, in the history of the **DOUBLE**. Besides being **DOUBLE** contenders, they were also chasing the European Cup. But, . . . beset by injuries to key players they faltered. Falling to Celtic in the European Cup semi-finals, they then lost the championship race to Everton on goal average, and

were beaten in the Cup Final by Chelsea. After a replay. In extra time. It was one of the greatest seasons experienced by an English club, yet they ended up with nothing.

The following season ARSENAL emerged as the fourth **DOUBLE** winners. They too, had built up a strong squad. Overcoming early season injuries and a seven point deficit, they overhauled Leeds United to win the title in their last match of the season. Only five days later they beat Liverpool, who themselves were becoming a championship force, after being a goal down in extra time.

The following season the **DOUBLE** was in danger of becoming commonplace.

Leeds United came within a whisker again. Like Arsenal the previous season, they also had to play a league match five days before the final. This they did and then went on to beat Arsenal 1-0 in the Centenary final. However, due to a fixture congestion, Leeds had to play their final league match just **TWO DAYS** after their cup victory. Needing only a draw to clinch the championship and the **DOUBLE** they surprisingly lost 2-1 to Wolves. To achieve the **DOUBLE**, it seemed, a club had not only to master their opposition but also overcome a pile up of fixtures which was fast becoming an end-of-season feature.

It was Liverpool, which was no surprise to anyone, who became the next contenders. Arguably the finest club side in the history of English football, they were dominating the domestic scene as they challenged for every honour available. In 1977 they took the League Championship, which they have held no less than eight times between 1975 and 1986, only to fall at the last hurdle to Manchester United who have appeared to become cup specialists having featured in five Cup Finals during that period.

Ironically it was neighbours Everton in 1985, who for so long had been forced to live in the shadow of Liverpool's 'Red Army', who almost became the fifth club in football history to achieve the **DOUBLE**. Under manager Howard Kendall's guidance they won the championship by thirteen points clear of their nearest rivals, Liverpool,

but also failed at the last hurdle. To guess who? . . . Manchester United.

1986 saw not only the **DOUBLE** achieved after a wait of 15 years, but also the most exciting climax in its history. For the first time ever **THREE** clubs were in with a reasonable chance. West Ham United were the first to concede, falling in the sixth round of the cup and finishing third in the championship. However, Everton and Liverpool kept the excitement going when the outcome of the cup semi-finals, which had kept the two Merseyside clubs apart, showed Liverpool beating Southampton while Everton overcame Sheffield Wednesday. With the league championship showing Everton top and Liverpool second it promised an intriguing close to the season.

The final league matches showed Liverpool champions with Everton runners-up. Historically this was the first ever 'Merseyside' final and it produced one of the finest cup finals ever seen at Wembley with **LIVERPOOL** emerging triumphant with the **DOUBLE**. The popularity of this achievement was heightened by the fact that this was player/manager Kenny Dalglish's first ever managerial season.

Will we have to wait another 15 years to witness this achievement? Or can **YOU** provide the next team to claim the **ELUSIVE DOUBLE**?

THE MANAGER

A football manager once wrote "At one time during my career the pressures were so great that I used to look at the daily papers to see if I still had a job to go to".

The life of a soccer manager is not an easy one. Success can bring rewards, but failure often ends in dismissal. In football the difference between success and failure is slight. Fans have nothing but praise for the manager when their team wins promotion. But when they are relegated or sitting perilously near the bottom of the table, they will chant for his dismissal. Fans have very short memories.

Hopefully, when the manager arrives at the club he will have a reasonable squad of players to form a nucleus for success. If he is even more fortunate his club will have certain funds available enabling him to seek the right players he requires to achieve his goal.

Success, however, for the majority of league managers who have to make a living with the less 'fashionable' clubs, especially in the lower divisions, is not necessarily about winning trophies, although that is always their aim, but about survival. Usually because of finance.

The club's glory days have long passed and they face a long hard struggle on the road to success. Dwindling crowds, which means less income at a time when they need it most, forces them to rely on lotteries, league handouts, a good 'cup run' involving big clubs attracting large gates, or youth policies where hopefully a discovery of another Kevin Keegan will attract the more prosperous clubs, which will keep the club solvent. To the directors, the club is a business. If the manager cannot show a profit even if his league position is satisfactory, his future will be in jeopardy.

The knowledge that his position is only as safe as his teams performance hangs over the head of every league manager. This though, is something he cannot afford to worry about. His day is far too short. Managers work 24 hours a day, seven days a week, regardless of their division. There are coaching sessions, team talks, press and television interviews, mail to be answered as well as looking after his playing squad and backroom staff.

And when everyone has gone home and the club has closed down for the night, the manager could well be driving considerable distances to either watch a match involving forthcoming opponents, an interesting player, or appearing at a function on behalf of his club.

The manager lives amidst a world of fanatical and impatient supporters, where his every word and decision is scrutinised, dissected and debated by the Press, Television and the millions of football followers throughout the country. His achievements must not only be instant but constant. His world is a world where reasons sound like excuses, and excuses are not tolerated.

This is only natural.

After all, his job is not all that difficult . . . is it?

And we can all see where he's going wrong . . . can't we?

And it was obvious why we didn't win last week . . . wasn't it?

And goodness knows why we didn't buy that player who was for sale.

Have you ever said "What he should have done was" and "Personally I would have . . ." WELL HERE'S YOUR CHANCE!



THE GAME

The **DOUBLE** is not just a management game where you simply select players and win matches. It is designed to emulate accurately and as extensively as possible the role of a football manager as he attempts to achieve personal success by overcoming the variety of problems and situations that arise not only during a season but within the course of his career.

To achieve this we have carefully carried out extensive research involving successful league managers at all levels. None more so than former Leeds United and England defender Terry Cooper, who is currently enjoying success with 1986 Freight Rover Cup Winners Bristol City, Former Manchester City and Bristol City midfielder, Gerry Gow, who is also making a name for himself as manager of one of the countries top amateur clubs Yeovil Town. Plus of course, Howard Kendall, whose award of 'Manager of the Year' for the season 1984/5,

in which he not only brought the League championship to Everton but reached the Cup Final at Wembley, speaks for itself

OBJECTIVE

A Third Division club will offer you a managerial contract. As you do not possess a proven track record you will not be offered a choice of clubs. However, if you are able to convince other clubs that you have something to offer, who knows. You may decide your future would be better elsewhere, as opposed to remaining with your present club.

Without skill levels, computer trickery or hidden pitfalls, you will compete against 65 COMPUTER OPERATED LEAGUE MANAGERS, to build a successful team by buying, selling and competing in the transfer market. This will involve handling your clubs financial affairs, coping with injuries and attempting to improve your squads with the 1050 PLAYERS AVAILABLE, EACH WITH INDIVIDUAL ABILITIES, TRANSFER VALUES AND WAGE REQUIREMENTS.

You may have a physiotherapist and 2 scouts to assist you. You will be able to send your scouts to assess the ability of any individual player.

You will be called upon to put to the test your powers of wisdom, astuteness, courage and flair while also making decisions which could 'make or break' you. Such is the path to success.

A few might win the League, some may win the Cup.

Will anybody achieve . . . THE **DOUBLE**

PART ONE

LOADING INSTRUCTIONS

Loading

- 1 Insert 'THE DOUBLE' Cassette in your cassette unit making sure the tape has been completely rewound to the beginning.
- 2 Type in **LOAD " "**, enter.
- 3 Press **PLAY** on your cassette recorder..
- 4 After loading, the screen will display a random letter code. By consulting the random letter block on the front of this booklet, read the first letter across the top and follow the column down to the second letter, this will indicate a group of three letters.
- 5 Type in the three letters and follow instructions displayed on screen. A third division team will then be displayed —YOU ARE READY TO START YOUR CAREER AS A FOOTBALL MANAGER.

Saving Instructions

- 1 Place a blank cassette in your cassette player, make sure the tape has been completely rewound.
- 2 Select **CONTROL MENU**.
- 3 Select **SAVE GAME** option.
- 4 Enter filename.
- 5 You will be asked to start tape and press a key.
- 6 Wait until game has been saved before switching off your cassette player.
- 7 When the tape has finished recording, the **CONTROL MENU** will return to the screen

Keyboard Control

- 1 All MENUS are CURSOR controlled. To move CURSOR follow procedure.
- 2 UP---PRESS **7**.
- 3 DOWN---PRESS **6**.
- 4 LEFT---PRESS **5**.
- 5 RIGHT---PRESS **8**.

Joystick Control

- 1 If a **JOYSTICK** is to be used select **CONTROL MENU**.
- 2 Select **JOYSTICK ON** by pressing **ENTER**.
- 3 Select the type of **JOYSTICK** to be used ie. Sinclair or Kempston.

NOTE: If you are asked a question, press the appropriate key on your keyboard. e.g. **Are you sure Y/N**. Pressing **Y** or **N** actions your decision.

GETTING STARTED

ALL TEAMS, PLAYING SQUADS AND LEAGUE DIVISIONS ARE BASED ON PREPARATION FOR THE 1986—87 SEASON.

Management Contract

You will be approached by a THIRD DIVISION club offering you a managerial position. You are not offered a choice of clubs to manage only the one displayed in the management contract.

If you decline

The option is for you to LOAD A PREVIOUSLY SAVED GAME. Make sure you have inserted your cassette with the previously saved game. This will now ignore the present 'management contract' and update all data so that you may continue with the game with your original team at the exact position as you were when you last saved the game.

If you press YES

YOU WILL NOW BE STARTING THE GAME

PART TWO

YOU ARE NOW STARTING THE GAME PLEASE READ CAREFULLY

IN ORDER TO SUCCESSFULLY ACHIEVE THE **DOUBLE** YOU WILL NEED TO UNDERSTAND THE COMPLEXITY OF 'THE DOUBLE'. THIS WILL ASSIST YOU IN MAKING DECISIONS WITH MORE ACCURACY.

'THE DOUBLE' has been designed to be 'user friendly'. This means that you will be able to find and do everything quickly and easily.

Throughout your career as a manager your credibility is under constant review. You will find that your credibility rating is related to the **RESULTS OF YOUR TEAM**, your estimation of the **HOME GATES**, the **FINANCIAL POSITION** of your club, your **LEAGUE POSITION** and your **PLAYERS INJURIES**. In total a complete reflection of your **MANAGER CREDIBILITY**.

MAIN MENU

The **MAIN MENU** has been divided into **FOUR SUB-MENUS**, plus the **QUIT GAME** and **CONTINUE OPTIONS**.

1 – CLUB REPORT MENU

This menu concentrates on the **RUNNING OF YOUR OWN CLUB**. Here you will be doing your 'Hiring and Firing' of staff, handling club finances, banking, match preparation, and running your club's affairs.

CROWD PREPARATION

You will need to inform the POLICE of your estimated gate for your forthcoming HOME match. Their job is to adequately control the crowds and efficiently segregate rival supporters. A considerable under-estimation of your gate could cause skirmishes. An F.A. ENQUIRY may see your club fined for negligence. Over-estimating the gate will incur extra policing costs. This will not be tolerated by your directors too often.

If you overlook 'Crowd Preparation', your LAST estimate will be used.

HINT:

The size of a club's gate depends not only on the amount of 'home team support' in respect of the two teams' league positions, but also the away team's following. Study both teams' positions and average gates carefully before deciding

NOTE:

You may amend your estimation as often as necessary. The LAST figure recorded at the time of the match is the estimate accepted.

CLUB STATISTICS

Your Own Club

This is your personal file. Here you will be able to see your clubs GATE CAPACITY, and AVERAGE GATE. This will indicate the size of crowds you can expect at home matches. This is not a true average. It is an average of your last 40 HOME matches. This is so the averages do not alter drastically especially at the start of a season which would misguide you rather than assist.

You also have available your LAST HOME GATE. This is where you can compare the actual gates with your estimate (See Crowd Preparation). Your current LEAGUE POSITION is also listed.

SQUAD DETAILS

This shows your current squad, their wages, field positions plus the number of games played, and goals scored during the season.

You have the option to sell a player.

If you decide **YES**:

A cursor will appear allowing you to select the player you wish to sell. The other 65 league managers are then notified. They will look at their players, and by comparing the transfer listed player with their corresponding players, will decide whether to make a bid. You will be given the opportunity to accept or decline their offer.

HINT:

Before making a decision, each club will consider the transfer player's position and attributes, and their own squad and financial situation. If a club is looking for a particular bargain their offer may be below the actual value of the player. Equally, their offer may be higher if they consider the player to be an asset. Remember the highest bid may not necessarily be the wisest decision, especially if you are fighting off relegation or battling for promotion. You may end up unwittingly assisting a rival club by strengthening his squad.

STAFF DETAILS

Here you can hire and fire your assistants at the club.

For further information on physiotherapist and scouts see **INJURY REPORT** and **SCOUT REPORT** respectively.

FINANCE REPORT

This report is a summary of all your transactions, expenses and income for the **PREVIOUS WEEK**. This detailed breakdown enables you to see your profit or loss.

Gate Receipts

The income from your HOME gate is recorded here. ALL TURNSTILE PRICES are £3 PER HEAD.

HINT:

HOME teams keep the GATE RECEIPTS. This means that when you play AWAY you will NOT RECEIVE ANY GATE REVENUE. The EXCEPTION TO THIS RULE is when you play CUP MATCHES. The league ruling changes to BOTH CLUBS DIVIDING THE GATE RECEIPTS EQUALLY. This law came into force at the beginning of the 1985/86 season.

Transfers and Players Wages

A player's wage and transfer value is determined by taking the average of the players individual abilities. SEE TRANSFER MARKET.

Staff Wages

This records the weekly wages for your physiotherapist and scout(s) (if employed). These are set wages according to the club's division.

Travel and Hotel

This is a fixed sum of money depending on the club's division. This expense only occurs on AWAY fixtures, taking into account travel costs, overnight stay, breakfast and pre-match lunch.

Unfortunately, available memory space within the computer does not allow exceptions for 'local derby's' etc. As this affects only a few clubs we do not feel that this omission would detract from the game.

Fines and Damages

This is directly related to the Crowd Preparation (See CROWD PREPARATION). All fines that occur due to insufficient preparation for your last Home fixture will be recorded here.

Police Expenses

Police expenses are annual payments. However, we have altered this to a weekly basis as part of your estimated gate. If you considerably over-estimate your gate when informing the police (SEE: CROWD

CONTROL) you will receive a higher than normal policing bill due to the increase in manpower required. You are advised not to allow this to occur too often.

Ground Rent

Each club shall pay a weekly ground rent to their respective landowners. This is a fixed weekly sum of £630 irrespective of division. However this is liable to change with the rate of inflation.

Ground Improvements

Ground capacities are the MAXIMUM amount of people the ground can safely accommodate. Increasing this capacity will cost £200K per 1000 spectators, to cover building costs and the improvements to facilities and safety regulations. This will be a cash transaction NOT a weekly instalment. If you wish to alter your mind about improvements just type in zero when prompted for the amount. The amount refers to THE NUMBER OF ADDITIONAL SPECTATORS . . . NOT THE AMOUNT OF MONEY YOU WISH TO SPEND.

WARNING:

Once you have typed in the amount, construction work will take place immediately. If you are unable to afford the improvements your application will be refused.

INJURY REPORT

This is the club's TREATMENT ROOM. Injuries may occur during matches. This may affect a players selection for a period of time depending upon the injury.

You will be notified of the player(s) injuries with the ESTIMATED weeks they are likely to be affected. If you have a physiotherapist employed you will be offered the opportunity to arrange treatment for each player. If you define the correct treatment the players' injury will heal faster. However, should you prescribe incorrect treatment, then it is likely he will suffer a relapse.

HINT:

Remember . . . an injured player will not only be unavailable for selection, but also unavailable for transfer. This is because he will have failed the interested clubs' medical. HE WILL STILL BE ELIGIBLE FOR WAGES.

SCOUT REPORT

You may employ up to TWO Scouts to assist you in your search for talented players. They may be sent to any of the 65 league grounds to cover any of the 33 fixtures being played that week. They will return after the match, with their report on whichever players they were assigned to watch. Their report remains available until they are sent on another mission.

HINT:

As we have made the effort to achieve reality, we do not offer you ability ratings for the players. They are chosen from a large store of descriptive statements for each attribute held within the computers memory

The scout will assess the player and will return with what he considers to be the correct choice of statement(s) in accordance with each ability.

NOTICE:

TO AVOID ANY ACCIDENTAL EMBARRASSMENT NO DETRIMENTAL ASSESSMENTS HAVE BEEN WRITTEN.

WE WOULD ALSO LIKE TO STATE THAT THE ASSESSMENTS PROVIDED BY THE SCOUTS ARE NOT TRUE ASSESSMENTS OR OPINIONS OF ANY SPORTSMAN OR ACTUAL PEOPLE BOTH PAST AND PRESENT.

BANKS AND LOANS

This section keeps you updated with YOUR CURRENT FINANCIAL SITUATION.

All financial transactions involving Staff Wages, Transfers, Ground Improvements etc. are IMMEDIATELY UPDATED. Regardless of the size of loan, repayments are at 4% per week, and interest accumulated at 0.3% per week. There is also a provision for part-payment of loans. Each club is individually assessed. Certain clubs, therefore, are more likely to obtain higher loans than others depending upon their financial situation. The bank will take into consideration their average gates, league status plus their squad.

GROUND IMPROVEMENTS

SEE FINANCE REPORT — GROUND IMPROVEMENTS.

2 – LEAGUE DETAILS

This Menu covers ALL LEAGUE INFORMATION INVOLVING OTHER CLUBS.

LEAGUE FIXTURES . . . LEAGUE RESULTS . . . LEAGUE TABLES

Here you may see all the latest results, fixtures and tables for ALL THREE DIVISIONS.

HINT:

You are advised to monitor other clubs' progress. If after a few seasons, you have built a respectable name for yourself, other clubs

may start to show an interest in YOU. It may help you decide which clubs have the potential to assist your managerial career.

CLUB STATISTICS

Other Clubs

This option allows you to look at other club's squads. It will also show each club's goalscorers, injured players, and their AVERAGE GATE and GROUND CAPACITY.

HINT:

Make full use of this unique option. You will be able to look at other club's average gates and assess the size of support they are likely to bring when playing you at your home ground. (SEE CROWD PREPARATION).

It will also help you to assess your next opponents team before selecting your own, e.g. if you wish to try out a central defender, it would be invaluable to see whether his opponent is a prolific scorer or not.

Other managers are taking an interest in your squad . . . Do likewise. Remember a win means three points nearer promotion, and three points further from relegation.

3 – F.A. FIXTURES

F.A. Fixtures not selected until week 18 and then after each cup round.

4 – CONTROL MENU

This option allows you to **SAVE YOUR GAME** on tape, load a saved game, and use the joystick option, see **JOYSTICK CONTROL**.

5 – QUIT GAME

This option allows you to abort the game and start again from initial loading.

6 – CONTINUE

WARNING

DO NOT SELECT THIS OPTION UNLESS YOU ARE SURE YOU HAVE COMPLETED ALL YOUR PRE-MATCH PREPARATIONS.

Match Preparations

The F.A., Press and the Programme Printers wish to be notified of YOUR TEAM SELECTION.

Select your team.

ALL TEAMS PLAY IN A 4 - 3 - 3 FORMATION

They line up as follows:-

1

Goalkeeper

2

Right Back

4

Central Defenders

5

3

Left Back

7

Right Midfield

6

Centre Half

10

Left Midfield

8

Right Attacker

9

Striker

11

Left Attacker

When you have selected your team the other managers will then select theirs.

After selection of the team, select **CONTINUE**. The league match results with teams and players names, and goal scorers, will then be displayed. Each game will only take approximately TWO SECONDS to play.

NOTE:

Superb programming has enabled the computer to work at a speed of approximately 1 CLUB PER SECOND, checking every player from each club, looking for injuries, and selecting the strongest players available for each position according to their abilities.

To pause the game during the results being shown **PRESS ENTER**.

TRANSFER MARKET

You will be notified TWO WEEKS IN ADVANCE of players becoming available on the transfer market. This will give you time to either watch the player perform or send out a scout (SEE SCOUT REPORT) before deciding whether to make a bid.

TRANSFERS WILL OCCUR AFTER EIGHT WEEKS OF THE LEAGUE SEASON. This gives the clubs and the players time to assess their futures. Not all players who are currently struggling for 1st team football will request transfers. This will depend on the club's situation and the strength of their squad.

Twice during a season you MAY be approached by a club offering to take one of your players on a FREE TRANSFER.

HINT:

When a player becomes available check his 'track record'. (SEE CLUB STATISTICS). Follow the transfer market carefully, and learn how to assess a players' value.

The club selling will have the option of refusing any considered below a players expected value.

Successful squads are built by buying the right player at the right time. Do not be tempted into purchasing the first available player that comes along.

PART THREE

THE F.A. CUP

Due to memory space available within the computer, we are unable to include Fourth Division and Amateur Clubs.

The CUP will start at the 3RD ROUND stage with 64 competing clubs. This is for 2 reasons:

a). According to the Football league's F.A. Cup rules 1st and 2nd division clubs are normally exempt until this round.

b). It is at this stage of the competition that the clubs are reduced to 64 participants.

Due to the loss of relegation from division three, we have introduced a system where the BOTTOM TWO CLUBS FROM DIVISION THREE WILL BE EXEMPT FROM THE FOLLOWING SEASONS CUP COMPETITION. Should you be unfortunate enough to manage a club which fails to qualify, you will not only miss out on the challenge of the cup, but more importantly miss the opportunity of receiving additional income from a 'giant killing' cup run. Remember in cup competitions the gate money is shared equally.

ALL CUP matches will start DIRECTLY AFTER the 22nd LEAGUE MATCH then continue after every 4th LEAGUE MATCH.

The cup matches are played the same as the normal league games but there are a FEW ALTERATIONS which DIFFER FROM THE LEAGUE STRUCTURE.

1). Cup matches are played in addition to the league fixtures NOT instead of. This means that after the 22nd league match BEFORE you return to the menu section, cup matches will take place.

- 2). You will be asked to select your players from your available squad .
- 3). The statistics of all the players representing their clubs during cup matches will be updated.
- 4). Cup matches ending in a draw shall adopt the European Cup method of 'Penalty Shoot-outs'. This will involve the customary five players from each team until a result has been concluded. Each computer manager will choose his five players.
- 5). When all cup matches have been completed you will return to your menu where you can see your current league results and tables. The players statistics will have been updated.

END OF SEASON

The TOP THREE CLUBS from each division shall be PROMOTED to the next division (with the exception of the 1st division where the top club will claim the title of 'League Champions').

The BOTTOM THREE CLUBS from each division will be RELEGATED to a lower division (with the exception of division three).

You may also be offered the opportunity to manage another club if your managerial qualities have attracted any.

Think carefully before making a decision . . . GOOD LUCK.

COMING SOON ** COMING SOON ** COMING SOON

**KEEP A CLOSE WATCH ON YOUR MANAGERIAL CAREER
THROUGHOUT A 'COMPLETE SEASON' WITH OUR . . .
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Who has scored the most goals in a match, the teams . . . and when.
Who holds the largest 'transfer fee', which clubs involved . . . and when.
Which club has scored the most league OR cup goals, against who . . . and when.
The largest gate, which two teams, division . . . and when.

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FACTFILE

**A MUST FOR ALL FOOTBALL ENTHUSIASTS
THROUGHOUT THE WORLD
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