FOOTBALL MANAGER 3

FEATURES

* Full 92 league team complement.
* Transfer Market Buy/Sell bid etc. There is a potential of 10,000 different players, each with their own mug-shots and styles of play.
* Each of the players can be trained to improve their abilities in 3 endurance and 5 skill sections.
* Filing Cabinet containing contract details on all your players. Also the most important file of all, Management History!
* Desk-top terminal, connected to the Governing bodie's central computer giving fixtures/results of every match of the season as well as current league tables for all 92 Clubs in the 4 English divisions

    2,024 League Games
      91 FA Cup Games
      91 League Cup Games
        1 Charity Shield
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    2,217 Total mimimum fixtures/results reported per Season.
      182 cup replays (theoretical maximum).
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    2,399 Total theoretical maximum fixtures/results.

* FA Cup.
* League Cup.
* Charity Shield.
* Replays, Extra time, Penalty Shoot-outs.
* Live commentary during matches.
* Match Highlights.

- At any time (exept during a match) the team formation can be adjusted.
- Detailed Diary.
- Memos to remind/advise you of current events.
- Financial System, including bank loans, running expenses and Income.
- Save game facility (It's a good, long game !)

All in a single load

PLAYING INSTRUCTIONS:

SELECTING THE CONTROLS
Upon loading the game you are asked to select your controls. The second
fire button is a 'back movement' key.(The game is joystick or keyboard controlled. The second fire
button however, is only controllable via the keyboard).

SELECTING YOUR TEAM
Select your favourite team from their 1991/'92 division! They will then be
placed at thew bottom of the 4th division.

TEAM TRAINING AND TEAM FORMATION
On arrival at your new desk, It is important to tell the coach how to
set the best training schedule for your team:
Select the poster and press fire. This takes you to the Formation
Pitch. Move over a player, press fire and release. You will get his
training record. Left/right increases or decreases the amount of
training as shown on the 'training bar'. The other bar shows his actual
abilities! Pressing fire at the same time will adjust all bars. Up/down
moves between attributes. Up/Down, with fire moves between players.

Note:- Only 11 players (max) can be placed on the pitch at any one
        time. (To move a reserve from top left to bottom right
        substitute position take advantage of wrap-round). To
        participate in a match you also need 2 substitutes.

If you press and hold fire on the Formation Pitch over a player, you
can 'drag' the player to where you want him on the pitch.

FINANCES
Behind the painting is the board room, where your current finincial status can be found.
Money is earned every time you play a match or sell a player (see TRANSFER MARKET).
You will have to make weekly payments for ground expenses, players' salaries, etc.

THE FILING CABINET
The filing cabinet contains details of your players. You come here to
select the relevant player when their contract needs renewing.(see CONTRACT RENEWAL).

THE COMPUTER
The Computer contains a complete history of all clubs, for the whole
year. (In excess of 2500 games + results.) It also contains all the league tables and all the fixtures
and results. It also contains you own club history.

THE DIARY
The diary contains many useful facts about games, past results,
contract dates, etc.

THE TRANSFER MARKET (VIA THE TELEPHONE)
The telephone will take you to the transfer market. The top part of the screen shows your players.
If you wish to put your players up for sale, select player and press fire. If you find that a player is
under offer (which will be indicated under the player, if you have selected him), you have an oppor-
tunity to sell him. This is done by pressing fire which will take you to the negotiating screen.

The bottom half of the screen shows you the players available for purchase. Simply select the player,
press fire and you will be in the negotiating screen where you have an opportunity to buy that player.

MEMOS
Memos appear on the desk to warn you of all important events e.g. a player is under offer, or a
player is available for purchase, etc.

CONTRACT RENEWAL
From time to time you will need to renew a player's contract that is expiring. You will be informed of
this via the memos and diary. To renew the contract, go to the filing cabinet and select that player.
When his file appears on the screen, press fire again and it will take you into the negotiating screen,
where you have the oppornuity to renew his contract.

RETIREMENT
Sometimes a player will choose to retire at the end of his contract. You cannot control this. On
announcement of his retirement , he will dissappear from the team within a month.

THE DOOR
Moving through the door progresses you into the next day that requires
your attention.

WARNING
if you forget that either a player needs his contract renewing or that he is retiring and you are left with
less than eleven players and two substitutes before a match, you will be sacked for fielding an illegal
team.
If you allow your expenses to exceed the overdraft limit you will sacked for bankrupting the club.
In either of these scenarios you will have to restart the game.

IMPORTANT FACTORS

On a match day you are presented with the impending matches (if you are
playing). Then after the match, the results.

During the match sequence the clock shows the time played in each half.
THE SCORE ALWAYS SHOWS YOUR SCORE ON THE LEFT.

Your initial team will be a bunch of hopless, aging individuals!

Your initial bank balance is zero! Your overdraft is based on the value
of your players! Hence initially it is small!

At times the computer will react slowly between screens this is because
there is a lot for a Z80 to do!

You will not be able to leave the Formation pitch unless you have 11
players and 2 substitutes (the substitutes are placed low left, and low
right)

Players retiring can cause insufficient players (less than 13 = game end). If they were in the first team, then just before a match the formation screen is displayed, to enable you to bring reserves into the team or on the substitutes bench.

For clarity, during the match commentary, your players are referred to by name, and your opponent by number.

Income is created primarily by gate receipts, 3/4 total home, 1/4 away. Income can also be generated by buying players cheap, training them up, and selling high!

Outgoing expenditure (wages and ground costs) is calculated every Thursday.

HINTS AND TIPS

Rememeber you need a lot of money to get through the summer season!
  Wages still have to be paid, ground refirbishment etc.
  (around three hundred thousand pounds!)

All players have natural limits, both in total ability and certain
  skills.

Attempt to buy some good players as soon as you can! Remember an
  Investment is always for the future, therefore the bank will
  increase the potential overdraft in accordance with the value of
  your team.

Keep a close eye on the accounts, money soon goes if you don't take
  care!

Well trained players, not only play better, they are worth more! GOOD LUCK!

SAVE GAME
Spectrum and Amstrad cassette
Go to the computer in the office and move down to the save game icon.
Insert your blank cassette into your cassette drive, press play and record,
then press fire.
Spectrum and Amstrad disc
Go to the computer in the office and move down to the save game icon.
Insert your separate blank preformatted disc into your disc drive and press fire.
(Amstrad users require a CPM formatted disc).

LOAD A SAVED GAME
Spectrum and Amstrad cassette
Load the original program, select LOAD A SAVED GAME, then insert your
saved game cassette into your cassette drive, press fire and press play.
Spectrum and Amstrad disc
Load the original program, select LOAD A SAVED GAME, then insert your
saved game disc into your disc drive and press fire.