



GAZZA

SQUAD SELECTION

The player must pick 10 squad members to form his starting line-up (the goalkeeper is selected automatically) and 4 for the subs bench.

- **Pick** allocates player from chosen squad position (A to T) to highlighted team position.
- **Copy** transfers player from adjacent squad position to highlighted team position.
- **Next** moves to next team position.
- **Drop** removes currently highlighted player to squad.
- **Done** fills any empty positions from adjacent squad positions. If the adjacent position is vacant then the user must pick a player manually.

ABBREVIATIONS

- **Player Classes** (A)ttacker (M)idfield (D)efender
- **Attributes** (S)tamina (R)unning (K)icking, (P)assing (C)ontrol Ball (T)tackling

MANAGEMENT DISPLAY

Pressing FIRE cycles between management screens for the two teams plus a combined statistics screen.

Player Information - In addition to the 6 attributes each player has a column for injury (I) and booking (B).

- I Column: H = Hurt: minor stamina and running reductions.
- B Column: I = Injured: major stamina and running reductions.
- W = Player Warned
- B = Player Booked

NB: If a player is sent off then he will be absent from the list.

Tactics/Subs Up/Down - moves the highlight bar.
Left/Right - changes the tactics if selected.

Substitutions are made by highlighting the desired sub, moving the joystick left, then repositioning the highlight over the player to be replaced and moving the joystick right.

Statistics screen Left/Right - moves the highlight.

PLAYING GAZZA 2 - ST • AMIGA • PC

GAZZA 2 is a largely icon-driven football simulation that allows up to 16 players to manage, coach and play for different teams in a European Super-league of 4 divisions. These icons are largely self-explanatory but a full description of each one is given below (see Icon Description).

The first icon menu that appears contains four icons: **Load Saved Game**, **Add Manager**, **Play Game** and **Exit**. If the strategy elements are not required then the player(s) can simply play a 1 or 2 player game of fast arcade-quality football by clicking on the Play Game icon (see The Match). However, to fully appreciate the depth of the game, the player should attempt to manage and control his team as well.

Once the required number of managers has been entered using the Add Manager icon the main menu will appear.

MAIN MENU

This contains 8 icons and leads off to a number of sub-menus used to control the various features in the game.

- **Manager** - The manager's role is crucial if your team is to succeed. Whether you are buying and selling players or persuading the bank to lend you money, remember: results are everything!
- **Scout** - The scout gives you an eagle eye on other teams and players currently on the transfer market.
- **Coach** - Another vital component in your success. Not only can you train the players in basic strength and tactical power, but you can create tactics for specific situations (see Tactics Editor).
- **Play Game** - When you have finished planning your strategy, get your joystick out and go for it!
- **Advance 1 Week** - When all players have played their matches, move a step closer to the end of the season.
- **Options** - Set up the match conditions the way you want them.
- **Disk** - Load and Save your game position or your tactics set-up.
- **Exit** - Restart game to reset players or play a simple match!

TACTICS EDITOR

When the coach decides to create new tactics a menu appears that allows him to define what each one of your team is doing at any given situation. In every ninth of the pitch and for every set-piece (attack and defence) you can define someone to take a position, mark a specific opposition player or follow the ball. This is possibly the most complicated and innovative feature in GAZZA 2 and will provide hours of fascination as you strive for the 'perfect' tactics.

THE MATCH

This is where the pace really hots up as the supremely fast arcade section transports you into the stadium. The pitch is laid out from left to right and control is indicated by an arrow above the player. This player may kick or tackle depending on whether he is in possession of the ball.

KICKING

The strength of a kick is determined by the power bar at the bottom of the screen. This increases as the joystick button is held down but wraps around to zero if held too long. The direction of the kick is determined by the joystick layouts given.

TACKLING

If your controlled player does not have the ball, then pressing the fire button will attempt a sliding tackle. BE CAREFUL, tackling someone without the ball is liable to get you into trouble!

GOALKEEPERS

The goalie is automatically controlled by the computer!

SPECIAL NOTES

- Remember that at half-time you change ends!
- Press "S" during a match to make a substitution!

IBM-PC AND COMPATIBLES

Insert your DOS disk and wait until you see the a: prompt on your screen. The game will perform better if you reduce to a minimum the amount of unnecessary memory used, so remove any non-important software installed in your system. Now insert your copy of GAZZA 2 and type **GAZZA2** followed by a carriage return. The software will ask you what type of graphics card you have. Once the game has loaded you may select joystick or keyboard control at any stage by hitting J for joystick or K for keyboard. Amstrad PC users may use the Amstrad joystick, but need to select the keyboard option. If you own a faster PC then at any stage you may use the = or - keys to speed up or down the game. Sound effects may be toggled on or off by pressing the S key. The game searches for an Ad Lib card and if present will play Ad-Lib sound. There is no special installation procedure required. To install on hard disk, create a new directory by typing: **MKDIR GAZZA**. Copy all the files from the game disk into this new directory by typing: **CD GAZZA** and then **COPY A:.***. The game can now be played by typing **GAZZA2**.

COMMODORE AMIGA

GAZZA 2 will run on any Amiga. Turn on your computer and insert your copy of the game disk at the Workbench prompt. (If you have an A 1000 you should insert your Kickstart disk first.) After a few moments the loading sequence will appear. If you wish to continue with the game before the loading music has completed, press the space bar or are button. To install the game on to hard disk you need to copy the file called GAZZA2 and all the files in the data directory onto your hard disk. You can do this from Workbench by dragging the GAZZA2 and data icons from the disk onto your hard disk icon. The game may now be run by double-clicking on the GAZZA2 icon or by typing GAZZA2 from a CLI.

If you are unsure of any terms, refer to your Amiga manual.

ATARI ST

GAZZA 2 will run on any Atari ST or STE system with a minimum of 512k RAM and a colour monitor. The game requires a joystick inserted into port 1. If you wish to play from floppy drive A, put the game disk into drive A and switch on your ST. From floppy drive B, switch on your ST without a disk in drive A. When the desktop appears, double click on the drive B icon. Locate the file **LOADER.PR** and double click on it. (To avoid the loading sequence you may click on **GAZZA2.TOS** instead.) If you are working from a hard disk, create a folder on your hard disk (call it whatever you wish) and open a window containing this new folder. Put the master game disk in a disk drive and then drag the disk drive icon into this new folder. To load from hard disk, boot your ST and hard disk in the usual manner. Then open a window containing the folder where you placed the Amazing Spider-Man disk. Double click on **LOADER.PR** (for the full game) or **GAZZA2.TOS** (to bypass the loading sequence.)

COMMODORE 64

GAZZA 2 on the C-64 and 128 can be controlled either with a joystick or from the keyboard. Place your disk into your drive and type **LOAD ***,8,1**. For cassette put game cassette into cassette unit and ensure that it is rewound. Now press **SHIFT/RUNSTOP** at the same time and press **PLAY** on your cassette unit. On both tape and disk versions you will be presented with an options screen.

SPECTRUM 48/128/2+3

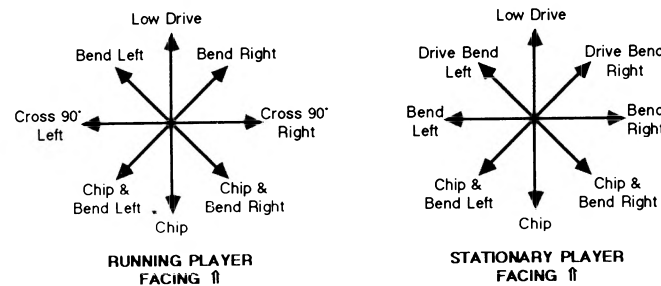
To load the game ensure that the tape is rewound and then type **LOAD ****. After the game has loaded you will see the options screen. From disk, insert disk into disk drive and press **ENTER**, the will now load.

AMSTRAD CPC

To load the game from tape, insert the tape into your tape drive and press **CONTROL** and **ENTER** at the same time. To load from disk insert the disk into the disk drive and type **RUN *disc**. After the game has loaded you will be presented with joystick or keyboard options before the game starts.

JOYSTICK CONTROLS - ALL VERSIONS

The direction of the kick is decided by the joystick direction as shown below. **NB:** The kick is decided by the joystick direction at the moment the fire button is released.



PLAYING GAZZA 2 - SPEC • AMST • C64

SPECTRUM & AMSTRAD 4 - Game Pause 8+9 together - Quit Match
1 - Scanner On 2 - Scanner Off (Spec Only)

Moving the joystick moves the highlighted player in that direction. Pressing fire if the player does not have the ball causes him to tackle. If the player does have the ball then pressing fire initiates a kick. The longer the fire button is held the more powerful the kick as displayed by the power bars at the side of the screen. The power bar wraps around if the button is held for too long.

COMMODORE 64/128

- = - Game Pause if in free play
- = - Enter Management Section if at Set Piece

The joystick control is as above but with the following enhancements:- If neither team has the ball and the ball is in the air then pressing fire will cause the player to jump to try and head the ball.

COMMODORE 64/128 - Extra features

MAIN MENU Up/Down - moves the highlight
Left/Right - Changes the current option. In the case of the Team/Control menus, Left changes the team & Right changes the control.

- **Level** determines skill of computer teams, match length default settings, pitch types available, extra time or penalties. Tournament level will select the pitch and weather randomly.
- **Team** Names may be edited via the keyboard.
- **Continue** game only if match has commenced and the teams have not changed.
- **Restart** allows you to play a new game with the same teams.

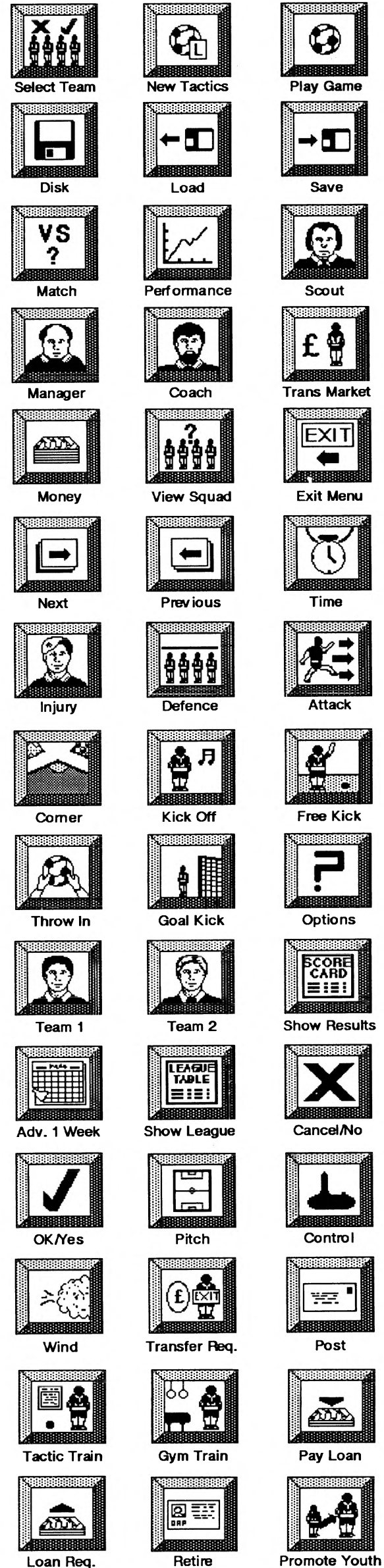
Atari ST and Amiga Implementation - Chris Pink
C64 Implementation - Paul Clansey
Spectrum and Amstrad Implementation - John Pickford
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