

MANCHESTER UNITED

INTRODUCTION

When Michael Knighton tried to buy Manchester United for twenty million pounds in 1989 it was world news. The most famous football club in the world, with its magnificent stadium and unrivalled tradition has captured the footballing imagination of the whole globe.

Yet the beginnings of this great club could scarcely have been more humble. A group of Manchester railway workers who played in their lunch hours formed Newton Heath Football Club in 1878. Amateurs all, they played straight from their shift, and things were very different from the splendour of Old Trafford today. Changing rooms were in a local pub and the shirts they pulled on were not red but green and gold!

But they were good and led by the Doughty brothers, Roger and Jack, the Heathens as they were known, were soon joining the professional ranks, being admitted to the Football League in 1892.

There were still problems, however. The ground that they played on was owned by the church who refused the club permission to charge any admission! With no income the club were forced to move to a ground in Bank Street, next to factories belching out so much noxious smoke it was reckoned to be worth a goal start.

Newton Heath were soon in trouble despite the fervour for the sport locally and in 1902 the club was verging on bankruptcy. A local businessman, J. H. Davies saw the attempts to raise the money to save the club, and was so impressed with the dedication of those involved that he set up a consortium to take over the clubs debts, and on April 28th 1902 Manchester United was born.

Success soon followed and in 1907/8 United won the League title for the first time, largely due to the play of Billy Meredith, the Welsh international signed from local rivals Manchester City by manager Ernest Mangnall after a bribes scandal.

The following season the team won the FA Cup for the first time when Sandy Turnbull scored the only goal of the game against Bristol City at Crystal Palace. In 1911 the League Trophy returned to United.

Yet a more significant event, the building of the Old Trafford Stadium, at a cost of almost £600,000 alongside the Manchester Ship Canal. FA Cup winner Turnbull, later tragically killed with the Manchester Regiment during the First World War, scored the first ever goal there, against Liverpool, in 1910.

Between the two wars were lean times for United, the club spending more time in the Second Division than the First, and at one stage, in 1930-31, only avoided relegation to Division Three North by winning their last game of the season.

Even worse, Old Trafford was hit by German bombers in 1941 and the main stand destroyed. It was after the war that a new man took over the manager's chair at United. His name Matt Busby.

Busby stamped his authority on United and quickly built, with deputy Jimmy Murphy, a team of unrivalled attacking skill. The attack led by Arthur Rowley and Stan Pearson, and prompted by the mercurial and versatile Johnny Carey delighted the fans and in 1948 won the FA Cup, sweeping aside Blackpool.

But Busby wanted to build his own team, not improve on the one he inherited. That he did so is legend. The Busby Babes, the finest young players of their generation, were fashioned into a Championship winning side. The names are as fresh today as they were then: Ray Wood, Eddie Colman, Bill Foulkes, Jackie Blanchflower, Liam Whelan, Bobby Charlton, Dennis Viollet, Mark Jones, David Pegg, Roger Byrne, Tommy Taylor and the legendary Duncan Edwards, an England international at 18.

The League title was won in 1956, and the following season United went for the treble, only the might of Real Madrid stopped United in the European Cup semi-final, and a cruel injury to goalkeeper Wood cost United cup glory at Wembley, going down 2-1 to Aston Villa. The League Title retained seemed like an anti-climax, but it gave access to Europe once again. Surely nothing could stop United this time?

They swept past early opponents Borussia Dortmund, Honved and Bilbao, and after a titanic struggle in Belgrade knocked out Red Star to set up a semi-final tie with AC Milan.

It was not to be. On the 6th of February 1958, on a slush covered Munich runway their aircraft never left the ground, eventually hitting a house beyond the runway. Byrne, Bent, Colman, Jones, Pegg, Taylor and Whelan died along with club officials Walter Crickner, Tom Curry and Bert Whalley and eight journalists including Frank Swift. Of the injured players John Berry and Jackie Blanchflower never played again. Duncan Edwards battled against his injuries for two weeks before he too died.

The world grieved the loss of the Busby Babes. We have never seen their like again.

The season continued, under the guidance of Jimmy Murphy, United were carried on a wave of popular sympathy to another Cup Final, but were beaten 2-0 by Bolton. In the European Cup AC Milan were 5-2 aggregate winners after a 2-1 defeat at Old Trafford.

Busby returned to rebuild United once again. In 1963 they once again won the FA Cup, beating Leicester City 3-1 with one of the goals being scored by Dennis Law, the Scottish striker persuaded by Busby to return from Italian soccer with Torino. Along with Munich survivor Charlton, Law was instrumental in United's resurgence.

Another factor was the emergence of an Irish winger described by United's Irish scout as a genius. George Best was to win the hearts and minds of the United faithful, and these three players formed the nucleus of the side that clinched the League title once again in 1965 and 1967.

In 1968, before 100,000 people at Wembley and ten years after Munich, Matt Busby saw his side win the European Cup with a 4-1 extra time win against Benfica. Goals by Aston, Kidd and two from Bobby Charlton sealed United's greatest triumph. Busby was made Manager of the Year, and in 1969 he stepped down as team manager to become General Manager.

In the following years United lost their way. A spell under Wilf McGuinness, a United player who joined the backroom staff when injury cut short his career was followed by a similarly unsuccessful spell with Frank O'Farrell. When he was sacked six days before Christmas in 1972 United were bottom of Division One.

In came Tommy Docherty, a larger than life figure whose witty style and bold transfer swoops endeared him to the United faithful. He kept them up in his first season, but despite the ever open chequebook, United dropped into Division Two the following season, ironically relegated by a Dennis Law goal for close rivals Manchester City.

United bounced straight back at the first attempt, and then set about the First Division with a bold attractive style including two wingers, Coppell and Hill. Although the League challenge faded, United reached the Cup Final against Second Division Southampton. Yet Southampton triumphed 1-0, and United were empty handed.

The following year United were back at Wembley, and this time triumphed over Liverpool with goals by Jimmy Greenhoff and Stuart Pearson. Shortly after this Docherty was sacked, after revelations about his private life, and was replaced by Dave Sexton.

Sexton changed the mood at Old Trafford, and his more cautious style of play was not to the liking of the Old Trafford fans. He left in 1981 to be replaced by Ron Atkinson, a flamboyant figure in the Docherty mould. Atkinson thought big, acted big and bought big. Bryan Robson and Remi Moses came from his old club West Bromwich Albion, Frank Stapleton from Arsenal and Dutchman Arnold Muhren from Ipswich.

In his second season United lost the Milk Cup final to Liverpool, but in 1983 they were back at Wembley to beat Brighton in the FA Cup in a replay.

United were also back in Europe and the Cup Winners Cup campaign of 1983-84 saw them into the semi-final against Juventus. It was a last minute goal by Italian star Paulo Rossi that finally knocked them out.

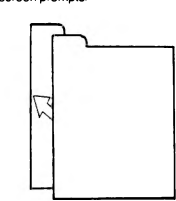
In both of the next two seasons United made a bright start in the League only to fade away at the end. Mark Hughes emerged as a striker of huge talent, and players like Strachan and Olsen joined United. Once again the FA Cup was their prize in 1985, despite having Kevin Moran sent off while the score was 0-0, the first player to be dismissed in a Cup Final.

The following season United started like a train with nine straight wins and only one defeat in their first 16 games. But they ran out of steam and Atkinson paid the price in the next season for a poor start, when he was dismissed in November.

United's eighth postwar manager is Alex Ferguson, the former Aberdeen boss who broke the Glasgow stranglehold on Scottish football with his exciting young side. He joined United in preference to Tottenham and the Scottish national side, and since his arrival has built an enterprising team, with signings such as Brian McClair, Steve Bruce, Viv Anderson and the recapturing of Mark Hughes from Barcelona. This season has seen the departure of some favourite faces such as Norman Whiteside and Paul McGrath, as well as the arrival of Neil Webb, Mike Phelan, Gary Pallister, Paul Ince and Danny Wallace.

Loading Spectrum

CASSETTE (ALL)—Insert Tape "ENGLISH MANAGEMENT" 48K Type "LOAD" and press Enter 128K use tape loader as usual—follow any on screen prompts. DISK—Insert Disk "ENGLISH MANAGEMENT" Press Reset. Press Return when menu appears. Follow on screen prompts.



CLICK ON THIS ICON TO EXIT CURRENT MENU

TEAM SQUAD

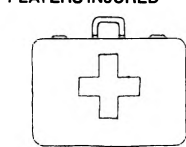


This gives you details of the current available first team squad for United. Players that are unavailable through injury or suspension are not shown in this section.

By moving the cursor over the players name and press Fire on joystick, the players details will be displayed. This will include the players ratings. These ratings are derived from the computer records of the players attributes in sixteen categories, and which are then converted to a rating for the player relevant to his actual position in the team. These ratings will change throughout the season due to injury, form and results, as well as by the successful use of training.

You start the season with a fully fit squad and no suspended players, a luxury that few modern day managers enjoy!

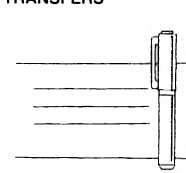
PLAYERS INJURED



PLAYERS SUSPENDED



TRANSFERS



you can adjust the bid price by changing the players valuation up or down in tens of thousands using the mouse cursor.

Once you have made a bid then the decision of the club is given. If you are successful in buying a player then that player is immediately included in the first team squad.

If you elect to scout for a player the computer will then display a list of potential players for purchase. The price of the player will be higher this way as the selling club will not be so willing to sell.



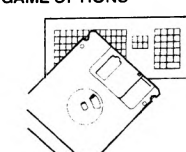
TRAINING



that over the season the benefits will show themselves in the player ratings. In certain circumstances, however, training can have a negative effect, both on fitness and morale. Heavy training also increases the risk of incurring injuries during training.

Training requires balance and thought. Too little and the players will lose fitness and form. Too much and the players will be tired and injury prone.

GAME OPTIONS



Set Difficulty Level—this unique feature allows the player to set how well the computer will play, either as United, their opponents or as both. This will enable him to play the computer opponent at varying levels until he can win at 100%, at which point he can reduce his own efficiency.

Change Game Type—allows the player to choose between a full management simulation, or a pure arcade game.

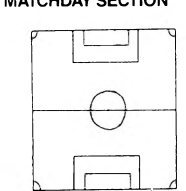
PROGRESS CHART



THE MATCHBALL



MATCHDAY SECTION



This section contains the players who are unavailable for selection due to injury. It also contains details of the injury and the number of weeks the player will be out for. Once a player is available for selection, however, he may need a good deal of training to regain match fitness particularly after a serious injury.

This gives a list of players suspended, if any together with how many more weeks they have to serve in their ban.

This section allows you to buy and sell players to strengthen your squad.

Buying a Player: To try to buy a player you position the cursor over the icon of figures and press Fire. You may then select either to view the transfer list of players available, or scout for a player.

The transfer list is the list of players currently being circulated by their clubs that are available for transfer. This information is being circulated to all clubs, not just United. The player has a club valuation, which is based on his actual player ratings. If you wish to try to buy a player at the asking price then simply select the buy option in the usual way. If you wish to bid for a player in tens of thousands using the mouse cursor.

Once you have made a bid then the decision of the club is given.

If you are successful in buying a player then that player is immediately included in the first team squad.

If you elect to scout for a player the computer will then display a list of potential players for purchase. The price of the player will be higher this way as the selling club will not be so willing to sell.

Selling a Player: To sell a player you must click on the Player Leaving icon. You can then indicate which player you wish to put on the transfer list. Once a player is on the list other clubs may bid for him.

If another club is interested in one of your players, either on the transfer list or not, then one of these icons is displayed. If you click on this icon then he will make you an offer on a player. You may then elect to accept, refuse, or if you so wish, insult the chairman for his desecration, in your view, offer.

Selling players will generate funds for you to strengthen the team in other areas, or simply look for a replacement.

Training takes place on the days between matches and follows a set schedule. As manager you are free to alter the training schedule of any or all of the players according to their needs.

Each player is assigned training to certain aspects of his game, and may train on any four in each week. The manager may change either the content or the emphasis of the training for each and every player. Throughout the season the players needs in training will alter as their fitness and form varies with results.

Each session has a positive effect on the players attributes that is designed to affect so show themselves in the player ratings. In certain circumstances, however, training can have a negative effect, both on fitness and morale.

Heavy training also increases the risk of incurring injuries during training.

Training requires balance and thought. Too little and the players will lose fitness and form. Too much and the players will be tired and injury prone.

This section allows you to save off partially completed seasons. This is accomplished by following the on-screen prompts after selecting the relevant SAVE/LOAD option.

The icon represented by the Question Mark allows you to adjust the game parameters.

Set Game Time—allows the player to set the arcade game duration to any time between 10 and 90 minutes in 10 minute steps.

Change Name of Manager—the default setting is, of course, Alex Ferguson, but this allows the player to change the manager to any name he likes.

Choose Control Method—Follow on screen prompts.

Change Names of Players—allows the player to change the name of players in the United Squad, although not their rating, to allow him to play alongside Bryan Robson.

Set Difficulty Level—this unique feature allows the player to set how well the computer will play, either as United, their opponents or as both. This will enable him to play the computer opponent at varying levels until he can win at 100%, at which point he can reduce his own efficiency.

Change Game Type—allows the player to choose between a full management simulation, or a pure arcade game.

The player can keep his eye on the results and tables as well as his own popularity through the Daily Sport newspaper. Good or bad—the news is the first!

This takes the player to the matchday section of the game. The player can also review the league tables and fixture list at this point. This may affect the team selection, and show how well future opponents are doing.

The player may change the name of any team in the Division to a team of his choice. That team will then be automatically included in the fixture list.

Once the player has decided to go to the next match then the manager's job really begins. First he must decide his formation and the players he wishes to play.

Formation
To choose formation click on the number representing your choice of the following formations:

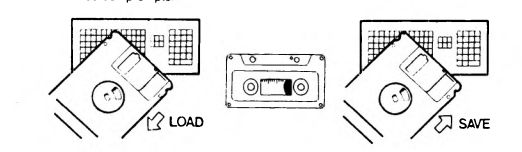
- 4-4-2
- 4-3-3
- 4-2-4
- 1-3-3-3
- 2-3-5

After you have made your choice of formation a list of players available for selection will appear, and you will then be asked to select your team by clicking on the name of the player. Once the match is over then the computer will update both the fixture list and the league table with the other results from the days fixtures. In addition the Daily Sport will give the press verdict on the result of the seasons progress in typical tabloid fashion.

On completion of the match, the manager is returned to the Management section of the game, where he can check on the progress of the team in the league, or the health of his squad.

Any players injured during the match will be added to the injury list, as will any players who have gained suspension through yellow or red cards. He can then begin again the process of strengthening his squad, and adjusting the players training schedule.

During the season the manager may wish to save his progress to date, so as to return to his position later. He can do this by clicking on the game options icon. This will allow the player to enter the section of the game that allows him to save out or load in a previously saved position. To perform any of these operations the manager simply has to select the appropriate icon and follow the on-screen prompts.



ARCADE SECTION

On entering the arcade section the player will be in view mode. To enter play mode use joystick after kick-off.

In view mode the computer will play the game so that player can watch and suffer just like a real manager. The players will carry out their instructions to the best of their ability. In play mode the manager controls the team either through the joystick or keyboard.

(C64 Joystick Only)
The player nearest the ball at any time is highlighted. This changes as the ball moves around the pitch. By moving the joystick the highlighted player moves in the chosen direction.

Once in possession the player can run with the ball using the method above or kick it, either to pass or shoot. The ball is kicked in the direction the player is facing by pressing the fire button, and the duration of the press dictates the power of the kick. A rapid, quick press of the button will kick the ball along the ground with a reasonable strength. Two quick presses will chip the ball with a reasonable strength. Holding fire down will set the strength of the kick depending on how long the fire button is held. If the fire button is pressed again the ball will be chipped, otherwise passed along the ground.

When not in possession the player can challenge for the ball by interposing a player as the opponent runs with the ball. A sliding tackle may be performed by pressing the fire button.

CORNERS

For corners in play mode a cursor will appear on the screen which you must position where you want the ball to land. There is a strict time limit which you are allowed to take corners before the computer will take them for you. This will stop any time wasting.

FREE KICKS

For free kicks in play mode a cursor will appear on the screen which you must position where you want the ball to land. There is a strict time limit which you are allowed to take free kicks before the computer will take them for you. This will stop any time wasting.

PENALTIES

If you have been awarded a penalty move the joystick in the direction you wish the ball to go as viewed from behind the player who is taking the penalty. Press fire to take.

If a penalty has been given against Manchester United hold the joystick in the direction you wish the goalkeeper to dive as viewed from behind the goalkeeper. After the ball is struck you cannot change direction.

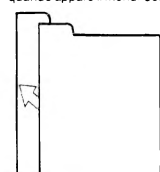
The season can be played with any combination of View and Play matches, as the player requires.

MANCHESTER UNITED

Caricamento Spectrum

CASSETTA (TUTTE)—Inserisci la cassetta "ENGLISH MANAGEMENT" 48K digita "LOAD" e premi ENTER 128K Usa il caricatore di cassette come al solito—Sequi le istruzioni sullo schermo.

DISCO—Inserisci il disco "ENGLISH MANAGEMENT" Premi RESET Premi RETURN quando appare il menu. Sequi le istruzioni sullo schermo.



METTERE UN TICK SU QUEST'IMMAGINE PER USCIRE IL MENU CORRETTE

TEAM SQUAD (LA SQUADRA)

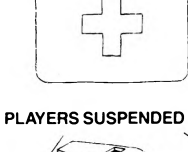


Questa vi dà i particolari della prima squadra correntemente disponibile nel United. I giocatori non disponibili perché infortunati o sospesi non vengono mostrati in questa sezione.

Se spostate il cursore sul nome del giocatore e premete il pulsante fuoco sul joystick, vi saranno mostrati i particolari del giocatore, compresa la classificazione del giocatore. La classificazione è derivata dai precedenti sul computer degli attributi del giocatore in sedici categorie, che sono poi convertite in una classificazione del giocatore relativa alla sua posizione attuale nella squadra. La classificazione cambierà durante la stagione a causa di infortuni, condizione fisica e risultati, come pure a cause dell'addestramento inadatto.

Iniziate la stagione con una squadra in buona salute e senza giocatori sospesi: un lusso che pochi managers moderni possono permettersi!

PLAYERS INJURED (GIOCATORI INFORTUNATI)



Questa sezione contiene i giocatori che non sono disponibili per la selezione a causa di infortunio. Contiene anche particolari dell'infortunio e il numero di settimane per cui il giocatore sarà assente. Quando un giocatore è disponibile alla selezione, però, potrebbe aver bisogno di parecchio addestramento per riguadagnare le condizioni necessarie ad un incontro, specialmente dopo un infortunio grave.

PLAYERS SUSPENDED (GIOCATORI SOSPESI)



Questo è un elenco dei giocatori sospesi, insieme al numero di settimane per cui saranno squalificati.

Come comprare un Giocatore:
Per cercare di comprare un giocatore, posizionare il cursore sull'immagine delle figure e premete il pulsante fuoco. Potete poi scegliere di vedere l'elenco dei trasferimenti dei giocatori disponibili, oppure cercare un giocatore.

L'elenco di trasferimento e l'elenco di giocatori che è circolato correntemente da club i cui giocatori sono disponibili al trasferimento. Queste informazioni sono circolate a tutti i club, e non solo all'United. Il giocatore ha una valutazione del club, basata sulla sua classificazione attuale. Se volete cercare di

comprare un giocatore al prezzo di domanda, basta scegliere l'opzione di comprare nel modo usuale. Se invece volete fare un'offerta per il giocatore, potete regolare il prezzo cambiando la valutazione del giocatore in su o in giù in decine di migliaia usando il cursore del mouse. Quando avete fatto un'offerta, vi viene data la decisione del club.

Se siete riusciti a comprare un giocatore, egli viene incluso immediatamente nella prima squadra.

Se scegliete di cercare un giocatore, il computer vi mostrerà un elenco di acquisto di potenziali giocatori. Il prezzo del giocatore sarà più alto, perché il club venditore non sarà tanto desiderosa di venderlo.



Come vendere un Giocatore:

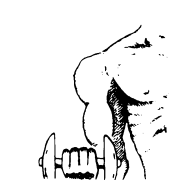
Per vendere un giocatore dovete ticchettare sull'immagine del Giocatore Uscente. Poi potete indicare quale giocatore volete mettere sull'elenco di trasferimento.



Quando un giocatore si trova nell'elenco altri club possono fare delle offerte per lui. Se un altro club è interessato in uno dei vostri giocatori, che sia sull'elenco o no, sarà visualizzata una di queste icone. Se ticchettate su quest'immagine, egli vi farà un'offerta su un giocatore. Voi potete scegliere di accettare, di rifiutare o di insultare il presidente. Se credete che la sua offerta sia irrisoria.

La vendita di giocatori genera finanziamenti per rafforzare la squadra in altre aree, o per cercare un sostituto.

TRAINING (ADDESTRAMENTO)



L'addestramento ha luogo nei giorni tra gli incontri e segue un programma stabilito. Come manager, siete libero di modificare il programma d'addestramento di qualsiasi o tutti i giocatori, secondo i loro bisogni.

Ogni giocatore deve addestrarsi su certi aspetti del gioco e può addestrarsi su quattro ogni settimana. Il manager può cambiare il contenuto o l'intensità dell'addestramento per ogni giocatore. Durante la stagione i bisogni dei giocatori, all'addestramento cambieranno con la variazione della loro forma, salute e risultati.

Ogni sessione ha un effetto positivo sugli attributi dei giocatori su quali deve avere effetto, di modo che durante la stagione i benefici saranno riflessi nella classificazione del giocatore. In certe circostanze, però, l'addestramento può avere un effetto negativo, sia sulla forma che sul morale.

L'addestramento pesante aumenta anche il rischio di infortuni. L'addestramento richiede equilibrio e considerazione. Se è troppo poco i giocatori perdono la loro forma e idoneità fisica, se è troppo i giocatori saranno stanchi e suscettibili agli infortuni.

DISC OPTIONS (OPZIONI DEI DISCHI)



Questa sezione vi permette di salvaguardare stagioni parziali complete. Ciò si ottiene seguendo i suggerimenti che appaiono sullo schermo dopo aver selezionato la rilevante opzione SAVE/LOAD.

L'immagine rappresentata dal punto interrogativo vi permette di regolare i parametri del gioco.

Impostazione del Tempo di Gioco—permette al giocatore di impostare la durata del gioco per qualsiasi periodo tra 10 e 90 minuti, in stadi di 10 minuti.

Cambio del Nome del Manager—l'impostazione "per diletto" è, naturalmente, Alex Ferguson, ma potete cambiare il suo nome come desiderate.

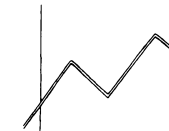
Scegli il metodo controllo—seguì le istruzioni sullo schermo.

Cambio del Nome del Giocatore—permette al giocatore di cambiare i nomi dei giocatori nella squadra United, man non la loro classificazione, per permettergli di giocare insieme a Bryan Robson.

Impostazione del Livello di Difficoltà—quest'opzione vi permette di impostare il livello di difficoltà, di United, del rivali, e di entrambe. Questo vi permetterà di giocare con l'oppositore del computer a diversi livelli finché potete vincere al 100%, al qual punto potete ridurre la vostra efficienza!

Cambio del Tipo di Gioco—permette al giocatore di scegliere tra una simulazione completa della gestione e il puro gioco.

PROGRESS CHART (DIAGRAMMA DI PROGRESSO)



Il giocatore può verificare i risultati e le tabelle, come pure la sua popolarità, tramite il quotidiano Daily Sport. Buone o cattive, le notizie si trovano prima qui!

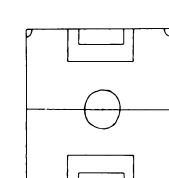
THE MATCHBALL (LA PALLA DELL'INCONTRO)



Questa porta il giocatore alla sezione dell'incontro del gioco. Il giocatore può anche controllare le tabelle della lega e l'elenco degli incontri a questo punto. Ciò può avere influenza sulla selezione della squadra, e mostrare il rendimento degli opponenti futuri.

Il giocatore può cambiare il nome di qualsiasi squadra nella Divisione con una squadra di sua scelta. La squadra sarà poi automaticamente inclusa nell'elenco degli incontri.

MATCHDAY SECTION (SEZIONE DEL GIORNO DELL'INCONTRO)



Quando il giocatore ha deciso di andare all'incontro seguente, inizia il lavoro del manager. Prima egli deve decidere la sua formazione e i giocatori.

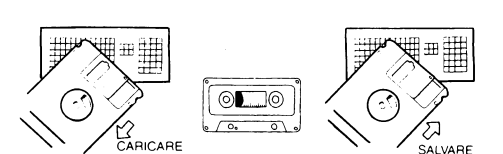
Formazione
Per scegliere la formazione, mettete un tick sul numero rappresentante la vostra scelta tra le seguenti formazioni:

- 4-4-2
- 4-3-3
- 4-2-4
- 1-3-3-3
- 2-3-5

Dopo aver scelto la formazione apparirà un elenco di giocatori disponibili a fermaggio, e vi sarà chiesto di scegliere la squadra mettendo un tick sul nome del giocatore.

Quando la partita è finita, il computer aggiornerà sia l'elenco degli incontri che la tabella della lega cogli altri risultati degli incontri. Inoltre il Daily Sport darà il verdetto della stampa sul risultato o il progresso della stagione nel tipico modo da giornale scandalistico. Al termine della partita il manager ritorna alla sezione Gestione del gioco, dove può controllare il progresso della squadra nella lega, o lo stato di salute della sua squadra. I giocatori infortunati durante la partita saranno aggiunti all'elenco degli infortunati, come pure i giocatori che sono stati sospesi con cartellini gialli o rossi. Egli può poi iniziare di nuovo il processo di consolidare la sua squadra, e preparare il programma d'addestramento dei giocatori.

Durante la stagione il manager potrebbe volere salvaguardare il suo progresso corrente, per ritornare alla sua posizione più tardi. Può farlo mettendo un tick sull'immagine del opzioni di gioco. Ciò permetterà al giocatore di entrare nella sezione del gioco che gli permette di salvarla o ricaricarla in una posizione salvata precedentemente. Per fare una di queste operazioni, il manager deve semplicemente scegliere l'immagine appropriata e seguire i suggerimenti sullo schermo.



ARCADE SECTION SEZIONE GIOCO (SALA GIOCHI)

Quando entra nella sezione del gioco il giocatore sarà nel modo di visualizzazione. Per immettere il modo di gioco bisogna usare il gioco dopo il calcio d'inizio.

Nel modo di visualizzazione il computer giocherà il gioco di modo che il giocatore possa osservarlo e soffrire proprio come un vero manager. I giocatori ubbidiranno alle loro istruzioni al meglio delle loro capacità.

Nel modo di gioco il manager controlla la squadra col comando a cloche o colla tastiera (Solo Joystick C64).

Il giocatore più vicino alla palla in qualsiasi momento viene identificato. Questo cambia quando la palla si sposta sul campo. Muovendo il comando a cloche il giocatore identificato si sposta nella direzione prescelta.

Quando è in possesso della palla il giocatore può correre colla palla usando il metodo sudamericano o può tirare un calcio, per passarla o tirarla. La palla è lanciata nella direzione in cui guarda il giocatore premendo il pulsante "fire", e la durata della pressione del pulsante determina la potenza del calcio. Una pressione rapida e veloce lancerà la palla lungo il terreno con una forza adeguata. Due pressioni veloci daranno alla palla un colpo d'approccio di forza adeguata. Se tenete il pulsante premuto la forza del tiro dipenderà dalla durata di tempo per cui lo tenete premuto. Se il pulsante è premuto nuovamente, la palla riceverà un colpo d'approccio, altrimenti passerà lungo il terreno.

Quando un giocatore non è in possesso, egli può opporsi per guadagnare la palla mettendosi tra il giocatore mentre corre colla palla. Si può fare un piaccaggio di scivolo premendo il pulsante "fire".

CORNERS (ANGOLI)

Per gli angoli nel modo di gioco un cursore apparirà sullo schermo che dovete posizionare dove volete che atterri la palla. Vi è un limite di tempo ristretto per prendere gli angoli, prima che il computer li prenda per voi. Ciò evita la perdita di tempo.

FREE KICKS (CALCI LIBERI)

Per i calci liberi nel modo di gioco il cursore apparirà sullo schermo e dovete posizionarlo dove volete che atterri la palla. Vi è un limite di tempo ristretto per prendere gli angoli, prima che il computer intervenga e lo faccia per voi. Ciò evita la perdita di tempo.

PENALTIES (RIGORI)

Se vi è stato accordato un rigore, spostate il comando a cloche nella direzione in cui desiderate che vada la palla, vista da dietro il giocatore che sta prendendo il rigore. Premete "fire" per prenderlo.

Se un rigore è stato accordato all'opponente di Manchester United, tenete il comando a cloche nella direzione in cui volete che si butti il portiere, vista da dietro il portiere.

Dopo che la palla è stata colpita non potete cambiare direzione.

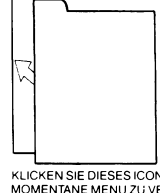
Si può giocare la stagione con qualsiasi combinazione di incontri Visualizzati e Giocati, come desiderate il giocatore.



AMIGA & ST

L'addestramento Spectrum:
Kassette - Legen Sie das Band "ENGLISH MANAGEMENT" ein. 48K Geben Sie "LOAD" ein und drücken ENTER 128K - Benutzen Sie den Kassetten-Lader wie gewohnt und folgen Sie den Bildschirmanweisungen.

DISKETTE - Legen Sie die Diskette "ENGLISH MANAGEMENT" ein. Drücken Sie RESET Und wenn das Menü erscheint drücken Sie bitte RETURN. Folgen Sie den Bildschirmanweisungen.



KLICKEN SIE DIESES ICON, UM DAS MOMENTANE MENU ZU VERLASSEN

Ladeanweisung C64:
DISKETTE - Legen Sie die Diskette ein und geben dann LOAD ein und drücken RETURN. Folgen Sie den Anweisungen auf dem Bildschirm.

Kassette - Legen Sie das Band "ENGLISH MANAGEMENT" ein und drücken Sie SHIFT RUNSTOP. Folgen Sie den Anweisungen auf dem Bildschirm.

Ladeanweisung Amstrad:
DISKETTE - Legen Sie die Diskette ein, ICPM und drücken RETURN Folgen Sie den Anweisungen.

KASSETTE - Legen Sie das Band "ENGLISH MANAGEMENT" ein, drücken Sie CONTROL und ENTER Taste Folgen Sie den Anweisungen auf dem Bildschirm MSX BLOAD "CAS".

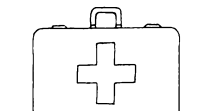
TEAM SQUAD (DIE MANNSCHAFT)



Dies gibt Ihnen Angaben über die momentan zur Verfügung stehende erste Mannschaft für United, Spieler, die nicht verfügbar sind aufgrund von Verletzungen oder Spernungen, werden nicht aufgeführt.
Indem Sie den Cursor auf den Namen des Spielers setzen und den Feuerknopf drücken, werden die Angaben über diesen Spieler angefordert. Der Rang des Spielers wird auch angegeben. Der Rang setzt sich zusammen aus den Computerdaten der Spielerigenschaften in 16 Kategorien, die dann in einen Rangplatz umgewandelt werden, der der tatsächlichen Position des Spielers in der Mannschaft entspricht. Diese Rangestufungen ändern sich während der Saison durch eventuelle Verletzungen, Kondition und Spielergebnisse wie auch durch den erfolgreichen Einsatz von Trainern.

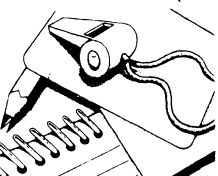
Sie starten in der Saison mit einer Mannschaft in guter Kondition, in der niemand gesperrt ist, heutzutage eine Seitenhieb für die meisten Trainer.

PLAYERS INJURED (VERLETZTE SPIELER)



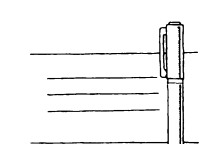
Dieser Abschnitt enthält die Spieler, die wegen einer Verletzung nicht gewahrt werden können. Die Art der Verletzung und die Anzahl der Wochen, die der Spieler aussetzen muß, werden auch angegeben. Steht ein Spieler wieder zur Verfügung, so kann es sein, daß er viel Training braucht, um für ein Spiel wieder fit genug zu sein, besonders, wenn es sich um eine schwere Verletzung handelt.

PLAYERS SUSPENDED (GESPERRTE SPIELER)



Eine Liste der gesperrten Spieler wird gezeigt, mit der Angabe der noch verbleibenden Wochen.

TRANSFERS



In diesem Abschnitt können Sie Spieler anwerben oder an andere Mannschaften verkaufen, um die Leistungsfähigkeit Ihrer Mannschaft zu erhöhen.

Einen Spieler kaufen:
Plazieren Sie den Cursor über dem Figuren-Icon und den linken Feuerknopf drücken. Sie können entweder die Liste der verfügbaren Spieler ansehen oder einen Spieler anwerben.

Die Transfer-Liste enthält die Spieler, die momentan von ihren Vereinen zum Transfer zur Verfügung gestellt werden. Diese Informationen werden an alle Vereine weitergegeben, nicht nur an United. Der Spieler hat eine Vereinsbewertung (club valuation), die auf seinem tatsächlichen Rang basiert. Wenn Sie einen Spieler zum geforderten Preis kaufen möchten, so wählen Sie einfach die Kauf-Option (buy option) in der üblichen Weise. Wenn Sie für einen Spieler bieten möchten, so können Sie Ihren Bietpreis ändern, indem Sie mit dem Maus-Cursor den Wert des Spielers in Einheiten von Zehntausend nach oben oder unten verändern.

Haben Sie ein Angebot gemacht, so wird Ihnen die Entscheidung des Vereins mitgeteilt.

Haben Sie einen Kauf erfolgreich abgeschlossen, so wird der entsprechende Spieler der ersten Mannschaft sofort zugeteilt.

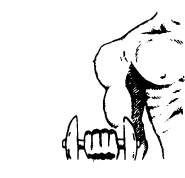
Wenn Sie nach einem zum Kauf geeigneten Spieler Ausschau halten, wird der Computer Ihnen eine Liste der zum Kauf verfügbaren Spieler geben. Der Preis des Spielers wird höher sein, da der Verein vielleicht nicht so verkaufswillig ist.

Einen Spieler verkaufen:
Um einen Spieler zu verkaufen, müssen Sie das Player-Verkauf-Icon klicken. Dann zeigen Sie an, welchen Spieler Sie auf die Transfer-Liste setzen wollen. Befindet sich ein Spieler auf der Liste, so können die anderen Vereine Angebote machen.

Ist ein anderer Verein an einem Ihrer Spieler interessiert, ob dieser sich nun auf der Transfer-Liste befindet oder nicht, so wird ein dieser Ikon, das den Vereinsvorsitzenden mit einer Aktenmappe voller Geld darstellt, gezeigt. Klicken Sie dieses Icon, so wird der Vorsitzende Ihnen ein Angebot machen. Sie können nun wählen, ob Sie annehmen oder ablehnen, oder sogar den Vorsitzenden wegen seines beschämend niedrigen Angebots beschimpfen wollen.

Der Verkauf eines Spielers bringt Gelder, die der Mannschaft in anderen Bereichen helfen können oder Ersatz für andere Spieler.

TRAINING



Das Training findet an Tagen zwischen den Spielen statt und folgt einem Plan. Als Trainer bleibt es Ihnen überlassen, ob Sie den Trainingsplan der Mannschaft oder einzelner Spieler ändern wollen, entsprechend den Erfordernissen.

Jeder Spieler trainiert bestimmte Schwächen seines Spielverhaltens, bis zu vier pro Woche. Der Trainer kann für jeden Spieler entweder den Inhalt oder den Akzent der Übungen ändern. Während der Saison werden sich die Trainingsbedürfnisse der Spieler ändern, je nach Kondition und Form.

Jede Trainingsrunde hat eine positive Auswirkung auf das jeweilige Spielverhalten, so daß während der Saison die Ergebnisse sich auf den Rang des Fitness und Moral des Spielers.

Spielers auswirken. In bestimmten Situationen kann sich das Training negativ auswirken, auf Schweres Training erhöht auch die Gefahr einer Verletzung während des Trainings.

Training erfordert Ausgewogenheit und Planung. Zu wenig Training und die Spieler verlieren an Fitness und Form; zu viel und die Spieler sind müde und es besteht größere Verletzungsgefahr.

DISC OPTIONS SPIEL-OPTIONEN (OPTIONEN)



Diese Option erlaubt es Ihnen, eine teilweise beendete Saison zu speichern. Dabei folgen Sie den Anweisungen auf dem Bildschirm, nachdem Sie entweder SAVE, LOAD oder gewählt haben.

Das Icon, das Fragezeichen, erlaubt Ihnen, die Spielfassung zu ändern.

Set Game Time - Hier können Sie die Dauer des Arkadespiels in Einheiten von 10 Minuten von 10 bis zu 90 Minuten wählen.

Change Name of Manager - Die ursprüngliche Einstellung des Trainer-namens lautet natürlich Alex Ferguson, aber Sie können den Namen auch beliebig ändern.

Wählen Sie Kontrollmöglichkeiten Befolgen Sie die Bildschirmanweisungen.

Change Player's Name - Sie können die Namen der Spieler in der United-Mannschaft ändern, aber nicht ihren Rang, so daß Sie neben Bryan Robson spielen können.

Set Difficulty Level - Diese einmorgige Funktion erlaubt es Ihnen, die Spielstärke des Computers zu ändern, entweder als United, deren Gegner oder beides. Sie können so auf unterschiedlichen Schwierigkeitsstufen gegen den Computer spielen, bis Sie 100% erreichen; dann können Sie Ihre eigene Spielstärke verringern.

Change Game Type - Wählen Sie hier zwischen der vollständigen Trainer-Simulation oder dem reinen Arkade-Spiel.

PROGRESS CHART (FORTSCHRITTSBERICHT)



Behalten Sie die Ergebnisse und Tabellen im Auge, zusätzlich erhalten Sie Informationen über Ihre Beliebtheit durch die Sportzeitung Daily Sport. Ob gut oder schlecht, alle Nachrichten werden Ihnen sofort übermittelt.

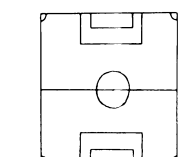
THE MATCHBALL (DER SPIELBALL)



Diese Option bringt Sie zum Spieltag. Sie können jetzt die Tabellen und den Spielplan ansehen, da dies die Auswirkungen auf die Mannschaftswahl haben könnte. Sie können auch verfolgen, wie es den zukünftigen gegnerischen Mannschaften ergangen ist.

Sie können den Namen jeder Mannschaft in der Liga zu Ihrer gewünschten Mannschaft ändern. Dies wird dann automatisch in den Spielplan aufgenommen.

MATCHDAY SECTION (DER SPIELTAG)



Haben Sie sich entschlossen, zum nächsten Spiel weiterzugehen, so fängt die Arbeit des Trainers erst richtig an. Zuerst müssen Sie über die Zusammensetzung und die Wahl der Spieler entscheiden.

Zusammensetzung
Klicken Sie die Zahl, die Ihrer Wahl aus den folgenden Zusammenstellungen entspricht:

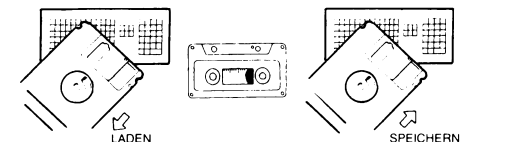
- 4-4-2
- 4-3-3
- 4-2-4
- 1-3-3-3
- 2-3-5

Danach erscheint eine Liste der zur Verfügung stehenden Spieler, und Sie werden gebeten, eine Mannschaft aufzustellen, indem Sie den Namen der gewünschten Spieler klicken.

Ist das Spiel entschieden, so bringt der Computer den Spielplan und die Tabelle mit den Ergebnissen der restlichen Spiele des Tages auf den neuesten Stand. Zusätzlich wird die Daily Sport das Ergebnis und den Verlauf der Saison in gewohnter Weise kommentieren.

Nach beendetem Spiel kehrt der Trainer zum Management-Abschnitt zurück, wo er den Stand der Mannschaft in der Liga oder den Zustand der Mannschaft überprüfen kann. Spieler, die während des Spiels verletzt wurden, erscheinen auf der Liste der Verletzten, wie auch die Spieler, die durch gelbe oder rote Karten gesperrt wurden. Der Trainer beginnt nun erneut, seine Mannschaft für das nächste Spiel leistungsstark zu machen und stellt einen entsprechenden Trainingsplan auf.

Im Laufe der Saison kann es vorkommen, daß der Trainer den bis dato errichteten Stand speichern möchte, um zu einem späteren Zeitpunkt eine Position wieder einnehmen zu können. Dies geschieht, indem das Spiel-Optionen-Icon geklickt wird. Dadurch wird der Spiel-Abschnitt angefordert, in dem eine Diskette für den Speichervorgang formatiert wird, damit Spielpositionen gespeichert oder vorher gespeicherte Positionen geladen werden können. Wählen Sie das entsprechende Disketten-Icon und folgen Sie den Anweisungen auf dem Bildschirm.



ARCADE SECTION (ARKADE-ABSCHNITT)

Zu Beginn des Arcade-Spiels befinden Sie sich im Sicht-Modus. Um in den Spiel-Modus zu gelangen, benutzen Sie den Joystick nach dem Anstoß.

Im Sicht-Modus spielt der Computer das Spiel, Sie können zusehen und leiden, wie ein richtiger Trainer. Die Spieler folgen ihren Anweisungen so gut wie möglich.

Im Spiel-Modus steuert der Trainer die Mannschaft entweder mit der Tastatur oder dem Joystick.

C64: Nur Joystick
Der Spieler, der dem Ball am nächsten ist, wird hervorgerufen. Diese Hervorhebung ändert sich mit der Ballbewegung auf dem Spielfeld. Wenn der Joystick bewegt wird, läuft der hervorgerufene Spieler in die entsprechende Richtung.

Ist der Spieler im Ballbesitz, so kann er mit dem Ball laufen, wie oben beschrieben, entweder zu schießen oder den Ball an einen anderen Spieler abzugeben. Der Ball wird in die Laufrichtung des Spielers getrieben, indem Sie den Feuerknopf drücken, wobei die Dauer des Knopfdrucks die Stärke des Schusses bestimmt. Ein schnelles Drücken des Knopfes bewegt den Ball mit mittlerer Stärke über das Feld. Ein zweimaliges, kurzes Drücken chppt den Ball mit mittlerer Stärke. Wenn Sie den Feuerknopf gedrückt halten, bestimmt Sie die Stärke des Schusses durch die Dauer des Drucks. Wenn der Feuerknopf nochmals gedrückt wird, wird der Ball geschuppt, sonst auf dem Boden gehalten.

Ist der Spieler nicht im Ballbesitz, so kann er versuchen, den Ball zu bekommen, indem er sich zwischen Spieler stellt, während der Gegner mit dem Ball läuft. Ein Angriff kannausgeführt werden, indem Sie den Feuerknopf drücken.

CORNERS (ECKEN)

Bei Ecken im Spiel-Modus erscheint ein Cursor auf dem Bildschirm, den Sie dort plazieren müssen, wo der Ball auftreffen soll. Es gibt eine zeitliche Begrenzung, in der Sie den Freistoß ausführen können. Bei Überschreitung führt der Computer die Ecken für Sie aus. Dadurch wird keine Zeit verschwendet.

FREE KICKS (FREISTÖßE)

Bei Freistößen im Spiel-Modus erscheint ein Cursor auf dem Bildschirm, den Sie dort plazieren müssen, wo der Ball auftreffen soll. Es gibt eine zeitliche Begrenzung, in der Sie den Freistoß ausführen können. Bei Überschreitung führt der Computer den Freistoß für Sie aus. Dadurch wird keine Zeit verschwendet.

PENALTIES (ELFMETER)

Wenn Sie einen Elfmeter bekommen, bewegen Sie den Joystick in die Richtung, in die der Ball gehen soll, gesehen aus dem Blickwinkel des Spielers, der den Elfmeter ausführen soll. Drücken Sie dann Feuer.

Wenn die gegnerische Mannschaft einen Elfmeter bekommt, so halten Sie den Joystick in die Richtung, in die der Torwart tauchen soll, gesehen aus dem Blickwinkel des Torwarts. Nachdem der Ball geschossen wurde, können Sie die Richtung nicht mehr ändern.

Die Saison kann mit einer Kombination aus Spielen im Sicht- und Spielmodus gespielt werden, ganz wie Sie es möchten.