MATCH DAY II

MATCHDAY II is an all action arcade soccer simulation featuring variable strength volleys, lobs, backheels and ground shots, jumping headers, barging, diving keepers, variable tactics and the highly accurate diamond deflection system. You may compete against your friend or against a computer team, alternatively you and your friend may team up against the computer.

MATCHDAY II also features a league championship, cup competition, user definable keys and lots, lots more!

MATCHDAY II will run on both 48k and 128k Spectrums, and features enhanced sound on the 128k models. The game may be played with keys or the following joysticks: KEMPSTON, FULLER, INTERFACE II and the built in joysticks on the SPECTRUM + 2 and + 3. In addition any joystick that presses keys may be defined from the keyboard menu.

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

SPECTRUM + 3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

GETTING STARTED

To get started quickly, load the game and press ENTER three times, this will get you onto the pitch, you may now start playing.
The game may be played using a joystick or the following keys:
O = left   P = right   A = down   Bottom row = kick/jump.
These may all be redefined if you require.

THE MENU SYSTEM

Use any key other than ENTER to move the cursor. Use ENTER to select the entry indicated by the cursor.
Please note that when the instructions refer to TEAM 1 they mean the team that starts at the left hand end.

JOYSTICK MENU

This menu only appears when you first load the game, so try not to make any mistakes as it will mean you have to reload it.
(a) KEYS/KEY JOYSTICK
Use for keys only or key type joystick such as the Sinclair Interface 2 (or the built in joysticks of the + 3) and cursor type joysticks.
(b) KEMPSTON JOYSTICK   Use for joystick interfaces that use port 31.
(c) FULLER JOYSTICK   Use for joystick interfaces that use port 7F.

MAIN MENU

Near the bottom of the screen, the last result is displayed.
(a) 1 PLAYER MATCHDAY   You play soccer against the computer.
(b) 2 PLAYER MATCHDAY   You and a friend play against each other.
(c) TWIN PLAYER MATCHDAY You and a friend team up against the computer.
(d) MATCHDAY CUP
You and up to seven friends may take part in a three round cup competition.
(e) MATCHDAY LEAGUE
You and up to seven friends may take part in a league championship.
(f) KEYS AND OPTIONS   Access numerous options and facilities.
Before you kick off each half, you may use the handicap system.
(Not available for cup or league matches.)
(a) START HALF   Kick off.
(b) SCORE TEAM ONE 0   Give team 1, goal advantage.
(c) SCORE TEAM TWO 0   Give team 2, goal advantage.

PAUSE MENU

This menu may be selected only during the match by pressing "H", as long as "H" is held down the screen will freeze, allowing you to view the state of play or even take photographs.
(a) RETURN TO MATCH   Restart the game.
(b) QUIT MATCH   Quit match and return to main menu.
(c) TACTICS SELECTION   Select tactics menu.

KEYS AND OPTIONS MENU

This is accessed from the main menu.
(a) QUIT MENU   Return to keys and options menu.
(b) MATCHDAY OPTIONS   Access various match options.
(c) PLAYER 1 KEYS   Access the user definable key menu for player one.
(d) PLAYER 2 KEYS   Access the user definable key menu for player two.
(e) TEAM NAMES   Change the team names.
(f) TACTICS SELECTION   Select tactics menu.
(g) COLOUR SCHEME   Select team and pitch colours.

MATCHDAY OPTIONS MENU

Each option in this menu may be selected, and then changed by pressing ENTER.
(a) QUIT MENU   Return to keys and options menu.
(b) SOUND LEVEL   (HIGH/LOW/OFF)

(c) TIME EACH HALF   (5/10/15 MINUTES)
(d) KICKOMETER   (ALL/FWD/HARD/ii/iii)
    See the paragraph on the kickometer for a full explanation.
(e) COMPUTER MATCHES   (UNATTENDED/ATTENDED)
    Decide whether to watch games you are not taking part in.
(f) COMPUTER SKILL   (LOW/MEDIUM/HIGH)
(g) KEEPER 1   (HUMAN/COMPUTER)
    You may delegate control of your keeper to the computer.
(h) KEEPER 2   (HUMAN/COMPUTER)

PLAYER 1 & 2 KEYS MENU

It is important to utilise this function properly – Please read the screen prompts.
Step (a)   Move cursor to highlight the required control on which the keys are to be changed.
Step (b)   Press ENTER (clears all current keys)
Step (c)   Press all keys required for control (they will be printed on the current line as they are pressed). If you want to use the ENTER key then press it first. N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b) (This involves pressing ENTER twice).
Step (d)   When all keys are selected press ENTER
Step (e)   If you want to change more controls then start again at Step (a), otherwise move the cursor to QUIT MENU and press ENTER to return to the keys and options menu

The default controls have been defined as follows:-

PLAYER 1
LEFT   Joystick-Left, 6, O
RIGHT   Joystick-Right, 7, P
DOWN   Joystick-Down, 8, A
UP   Joystick-Up, 9, Q
KICK/JUMP Joystick-Fire, 0, Z, X, C, V, B, N, M, Shift, Symbol shift

PLAYER 2
LEFT   1
RIGHT   2
DOWN   3
UP   4
KICK/JUMP 5
ie: player two is set up for the +2 and +3 built in second joystick.

Please note that when two humans play, the keys/joysticks sometimes interact and cause problems such as kicking the ball without pressing the fire key. This is caused by the computers design and it is not possible to compensate in the program.
The default keys are pre-defined to avoid any interaction, but if you wish to change any keys, it might occur.
Look at the chart below, if player one has two keys on the same row and player two has two keys in the same columns but in a different row, then problems will occur. Another way of looking at it is to imagine a square with the keys chosen as the corners, if such a square

is present then those keys will interact
ie: if player one has keys A and S they will interact if player two has 1 and 2, however if player two uses 1 and 9, or 1 and 3, all is well.

Row	Column: 0	1	2	3	4
0	CAPS	Z	X	C	V
1	A	S	D	F	G
2	Q	W	E	R	T
3	1	2	3	4	5
4	0	9	8	7	6
5	P	O	I	U	Y
6	ENTER	L	K	J	H
7	space	sym shift	M	N	B

TEAM NAMES MENU
You may change any of the eight team names by moving the cursor, pressing ENTER, and then typing your new team name. Press ENTER again when you have finished.
The top menu option is QUIT MENU, this will return you to the keys and options menu.

TACTICS SELECTION MENU
QUIT MENU   This will return to either the pause menu or keys and options menu.
TEAM 1   (ATTACKING/DEFENSIVE)
             Push your men up front to go for goal or pull them back to shore up your defence.
TEAM 2   (ATTACKING/DEFENSIVE)

MATCHDAY CUP & LEAGUE MENUS
The menus for cup & league competitions are fairly similar, and will be dealt with together.
At the top of each menu, just under the heading, the next fixture is printed. If there is no fixture then the competition has ended and you will have to start a new one.
Near the bottom of the screen is the CUP/LEAGUE CODE NUMBER. The number may be typed back in at a later date to restore the current position in the competition.
The computer skill level only sets the minimum level for cup and league matches, ie: during the cup semi finals the minimum skill level will be MEDIUM and during the final it will be HIGH. In the league championship different teams play at different skill levels.
Please note that if the result of a cup game is a draw after extra time, you will have to play a replay.

PLAY FIXTURE
Play the current fixture. When the game has finished, the cup/league table is shown, pressing any key at this stage will return you to the main menu. This means that you may intermix league, cup and friendly matches.

CONTROL
(Comp V Comp / Comp V Human / Human V Comp / Human V Human /
2 Humans V Comp / Comp V 2 Humans)

You may select what teams you wish to control, and even change your mind mid-competition. If Comp V Comp is selected, they will not be shown unless you have changed the COMPUTER MATCH option (Matchday options menu) to ATTEND. If you do not watch, you will be shown the cup/league table immediately.

VIEW CUP/LEAGUE TABLE
This will display the appropriate table.

START NEW CUP/LEAGUE
This will wipe all results in the current competition and start a new one. A new random draw is made in the case of cup competitions. The cup/league table will be displayed after this.

START OLD CUP/LEAGUE
Access the menu that permits you to type in an old code number.

QUIT MENU
Return to main menu.

START OLD CUP/LEAGUE MENUS
QUIT MENU
Return to cup or league menu.

CODE
Selecting this will produce a screen prompt and a cursor. Type in a previously written down code number and if you get it correct you will be shown the appropriate table before returning to the cup/league menu. If you mistype it, a screen prompt will inform you and give you a chance to have another try.

PLAYING THE GAME
Deadball situations. (Centres, throws, corners, goal kicks)
The plyaer taking the kick/throw will automatically run to the ball, pressing the fire key sends the ball to one of nine positions. The positions are selected by pressing the joystick the way you want the ball to go, for instance, at a centre taken by the left team, pressing the joystick right will result in a long kick to the right, pressing left results in a short kick, pressing up sends the ball to the far side of the pitch, pressing down to the near side ect. A different set of nine is provided for each deadball situation.
Please note that the kickometer has no effect on these kicks and throws.

Controling a player. You have control of the player in the best position to get the ball, when the ball is kicked you gain control of the player nearest the landing spot, however, when control swops from one player to another, you will, for a short time, control both players to give you a better chance in the case of a rebound.
The player you control will have a miniature copy of the kickometer just above his head.

Getting possession. If the ball hits your player below his knees, he will gain possession. This means that your player will automatically dribble the ball. Please note that a player will run slower while he is in possession.
To gain possession of the ball you must judge its path and time your interception so that the ball arrives at your feet. To trap a bouncing ball, you must keep your eye on its shadow and stand where you estimate the point that the ball and shadow will meet (ie: where the ball

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bounces).
Note that the size of its shadow changes size according to the balls height.

The kickometer. The kickometer determines the kick pressure, where III is very hard, II is medium, I is very soft and –I is a backheel.
The range of the meter may be altered from the MATCHDAY OPTIONS menu.
a) All kicks   All forward kicks and the backheel
b) Fwd kicks   All forward kicks (default value)
c) Hard kicks   The meter just uses II and III
d) Kick II   The meter is fixed at II
e) Kick III   The meter is fixed at III
Please note. When you play twin player matchday, the two players under control are indicated by two different miniature kickometers. Player two controls the man with the double kickometer.

Kicking the ball while in possession. Pressing fire while in possession will kick the ball. If your player is standing still, he will kick along the ground, if he is running, he will do a lob. The final pressure is determined by the kickometer.

Locking the kickometer & volley shots. If you press and hold your fire key, you will lock the kickometer reading for your team, this means that if your player contacts the ball, he will instantly volley the ball. The volley is a low, hard shot, ideal for shooting at goal. The final pressure of the shot is determined by the locked kickometer (shown above your players head).

Jumping. If the ball is above waist height, and fairly near your player, he may jump by pressing the fire key. While in the air, he is out of your control.

The keeper. The keeper will automatically get in a good position to save any possible shot. You get control of the keeper if the ball is coming towards the goal, pressing the fire key will make the keeper dive. Pressing up on the joystick will dive him towards the far post, pressing down, towards the near post, and he will dive straight up if the joystick is left in the middle.
If playing twin player matchday, control of the keeper always goes to player one.
When you get control over the keeper, you retain control over the nearest player.
It is possible to delegate control of your keeper to the computer, this is done on the MATCHDAY OPTIONS menu

Barging. You may shoulder barge players to force mistakes, however when playing the computer team on the HIGH skill level, you will find they are very good at holding their ground and even barging back.

Diamond deflection system. (DDS). The DDS has been incorporated to provide maximum realism when the ball deflects from a player. In practice the ball responds not only to the angle the player is standing and the ball direction, but also to the direction he is moving, including if he is jumping, and also detects his forehead for extra control. The following diagrams show some sample deflections. The arrows inside the men indicate the way they are running.
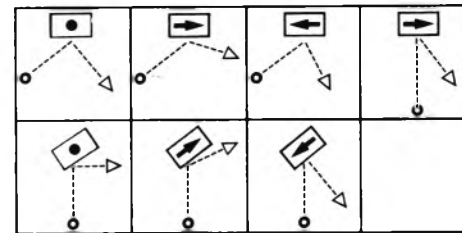
HINTS AND TIPS
Use '2 PLAYER MATCHDAY' to get the hang of passing and receiving the ball and to test the various comers, centres, goal kicks and throws.
To keep track of the ball while it is in the air, it is important to keep your eyes on its shadow.
When using the kickometer on 'ALL KICKS', try locking it on backheels when you run into a tackle.
Use the Diamond deflection system to knock the ball on to others on your team.
Get used to volleys, in particular, you may move into attack very quickly using volleys and a zig-zag route up the field.
For the ultimate challenge, play the computer team with skill set to 'HIGH', the kickometer set to 'ALL KICKS' or 'FWD KICKS', computer tactics set to 'ATTACKING' and your keeper control set to 'HUMAN'.

MATCHDAY II

CREDITS
Written by Jon Ritman and Bernie Drummond
Music and sound effects by Guy Stevens.

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