



BBC
MATCH
OF THE
DAY

ZEPPELIN PREMIER



MATCH OF THE DAY

- **LOADING INSTRUCTIONS**

SPECTRUM LOADING INSTRUCTIONS

Tape: Type **LOAD""**, and then press **ENTER**. Press **PLAY** on the tape.

Disk: Type **LOAD"disk"** then press **ENTER**.

COMMODORE LOADING INSTRUCTIONS

Tape: Press **SHIFT** and **RUNSTOP** together. Press **PLAY** on the tape.

Disk: Type **LOAD"" ,8,1**

- **TEAM SELECTION**

Commodore 64:

All selections in Match of the Day are made using a **JOYSTICK** connected to the relevant port on the computer.

Spectrum:

Options in Match of the Day can be selected using one of the following methods:

1. Keyboard Control
2. Sinclair Joystick
3. Kempston Joystick
4. Cursor

Keyboard De-Fault Keys:

- Q. UP**
- A. DOWN**
- O. LEFT**
- P. RIGHT**
- M. FIRE**

A team is selected from the 20 available in Division 4 by clicking on the two arrow icons and then on Accept when the desired team is displayed.

- **MAIN PLAYING SCREEN**

Match of the Day accurately represents the daily trials and tribulations of a modern soccer team manager. All events are shown against a real time scenario, the manager only having a limited number of appointments per day of the week.

Decisions therefore need to be concise and accurate, combining all of the knowledge gained in the past with the right measure of "*gut feeling*".

Each day of the week, the manager has five appointment slots available to him. Two are in the morning and the rest are in the afternoon. The available appointment times are:

9 am

11 am

1 pm

3 pm

5 pm

The gameplay options available are shown as icons on the right hand side of the screen.

Some events are inserted by the computer, but the vast majority of the tasks and their timescales are left up to you.

Pressing the **FIRE** button allows the manager to pick up their chosen main icon and move it across to an appointment square in the Weekly Diary. Pressing Fire again above the appointment slot drops the icon in place.

To advance to the next event click on **>**. Appointments may be previewed in the coming days (up to 15) by using **>>** and return using **<<**.

- **THE SUPPORTERS CLUB**



Commodore 64:

The Supporters are the backbone of the club, bringing in liquid cash every week to invest in new talent. Supporters have their opinions on all of the players in the team, and nearly all of them think they could do a better job than the current manager! Their opinions are therefore valuable, and have to be taken into consideration at each major decision.

The Supporters Club icon reports on the popularity of each player in the team, shown as a list from best to worst. Sell a popular player, and the loss may make some members of the public stay at home rather than face the cold weather in the North Stand. A player whose romantic romps have reached the front pages of the tabloid press may also find his popularity reach rock bottom.

The overall morale of the team is given at the bottom of the table. Play careful heed to this as an indicator of how well you are performing.

- **PHYSIOTHERAPIST**

The Physio option reports on player fitness and allows you to choose which players are first in line for his attention. The Manager's requests to the Physio are given at the bottom of the screen:

**LIST PLAYERS UNABLE TO PLAY
I WANT TO RE-ORGANISE PRIORITY SCHEDULE
LIST RECENTLY INJURED PLAYERS
GOODBYE**

1. LIST PLAYERS UNABLE TO PLAY

Any members of the squad that are not fit enough to play through injury are listed. A player with a fitness below 80% is unable to play match games.

2. I WANT TO RE-ORGANISE PRIORITY SCHEDULE

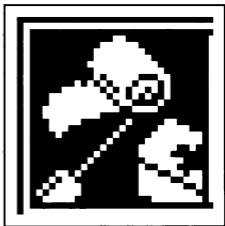
The Physio has a number of available sessions every week to work on players. Pressing Fire on a player's name allocates him a number of sessions with the Physio to improve on fitness.

3. LIST RECENTLY INJURED PLAYERS

Players that have been injured in recent matches are presented for Physio consideration and manager assessment.

4. GOODBYE

Ends the appointment with the Physio.



Through the course of Match of the Day, Physios can be purchased from other clubs. As each Physio has their own method of working, the time taken for the players to improve and the number of sessions available will alter from individual to individual. Any change in the Physio will necessitate a re-working of the priority schedule with the new member of the management team.

- **DEALING**

Dealing is a complex and time consuming procedure, only attempted after careful consideration of all possible consequences of a change in club personnel.

The following options are available:



**PURCHASE PLAYER
FREE TRANSFER MARKET
SELECT PHYSIO
SELECT TRAINER
SELECT SCOUT**

1. PURCHASE PLAYER

The negotiation for the purchase of a player can only be used after a scout has found clubs prepared to sell this week. A list of players is presented for manager evaluation. Player details can be evaluated before either accepting the asking price or exiting the option.

2. FREE TRANSFER MARKET

Once again, the Scout has to prepare this information for you prior to the selection of this option. Players are selected using the same procedure as given in option 1.

3. SELECT PHYSIO

The available Physio Name, Salary and Skill Level are given for possible addition to the Club's Management Structure. Physio posts can either be accepted or the option exited.

4. SELECT TRAINER

The same process as outlined for Physio selection is available for the Club's Trainer Position.

5. SELECT SCOUT

Scouts are employed via the same method as points 3 and 4.

Please note that the transfer markets close after week 28 of the season.

• TEAM SELECTION

Your present squad is presented for your information and evaluation for team selection. The players' names are given on the left hand side of the screen along with personal skill details.

Pressing Fire whilst above a player's name reveals the following information which can be used for squad grading:

PLAYER NAME
SKILL BARS FOR:
AK ATTACK
MF MIDFIELD
DF DEFENCE
GK GOALKEEPER FITNESS

The skill bars are of vital importance in the team selection procedure. The bars indicate the current skill level in that discipline, but some players may be able to improve their skills through training and experience.



Pressing the Fire button when the pointer is away from a player's name cycles through the possible positions including **SB** for substitute and **?** for player information. Pressing Fire whilst above a player's name adds that player to the team in the position shown on the selection pointer. A player is de-selected from the team by pressing Fire until the playing position displayed on the selection pointer matches that of the player you wish to remove. Firing on the player's name then removes them from the team.

Up to **5** players can be selected for attack, midfield or defence up to an overall total of **13** including **1** goalkeeper and **2** substitutes. Players less than **80%** fit cannot be included in the team.

Spectrum:

Individuals may be placed on the Free Transfer List, indicated by FT.

- **TRAINER**

The Trainer option reports on player and team abilities, and allows you to make various team decisions. The Manager's requests to the Trainer are given at the bottom of the screen and are selected by clicking on them:

**I WANT TO RE-ORGANISE TRAINING SCHEDULE
LIST PLAYERS RECENTLY OFF FORM
GOODBYE**

1. I WANT TO RE-ORGANISE TRAINING SCHEDULE



The Trainer has a number of available sessions every week to improve the players' abilities. Clicking on a player's name allocates him a number of sessions, indicated by a football icon, to improve on a specific discipline. The number next to the ball indicates how many more days it will take before the player's skill is raised by 1 point.

Pressing Fire away from a player's name cycles through the disciplines, and Firing on a player allocates a training session to that player.

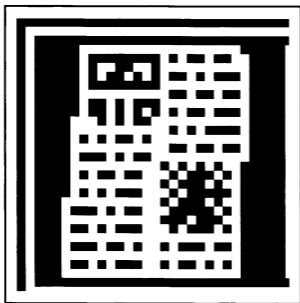
2. LIST PLAYERS RECENTLY OFF FORM

Players that have lost their form in recent matches are presented for manager assessment.

3. GOODBYE

Ends the meeting with the Trainer.

- **SPORTS PAGES**



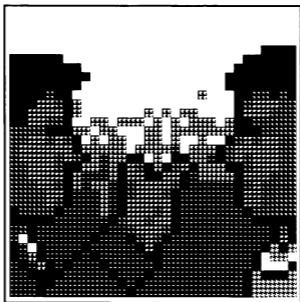
Spectrum only:

The tabloid press is essential reading for most football supporters, filled with reports on key matches, player and club gossip, sales and transfers. The press can build up all players to the level of idols, and then demolish them with in one easy stroke.

You however are not really interested in all of this gossip, so you head straight for the back pages that have details of Saturday's fixtures.

Movements in the free transfer market are also given for your information.

- **TEAM TALK**



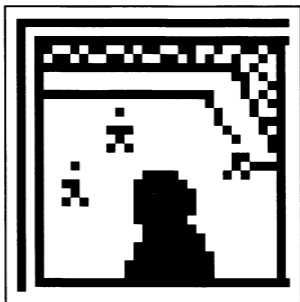
Commodore 64 only:

The Team Talk option is used to place players on to the free transfer market.

Pressing Fire whilst the pointer is on a player's name will either add him to, or take him off, the free transfer list.

The free transfer market is a valuable source of quality players, although care has to be taken to sort the good from the bad!

- **SCOUT**



The Scout is the vital element in any manager's team. Finding talented players with plenty of potential whilst they are still playing with junior sides means that you can obtain a squad of top class players at a fraction of the price paid by the big clubs. Purchasing all depends upon your management style - whether you like to develop talent, or have the large cash reserves necessary to purchase and keep the cream of the football world.

The tasks given to the Scout take approximately one day to perform, and he will book in his own appointment in the Diary to report his findings.

The Manager's discussions with the Scout are given at the bottom of the screen and are selected by clicking on them:

CONCENTRATE ON NEXT MATCH TEAMS
CONCENTRATE ON THE FREE TRANSFER MARKET
REPORT LAST FINDINGS
GOODBYE

- **SCOUT CONTINUED...**

1. CONCENTRATE ON NEXT MATCH TEAMS

The opponent's team and the manager's team are broken down for comparison in the following areas:

**TEAM
MORALE
GOALKEEPING
DEFENCE
MIDFIELD
ATTACK**

This information should be utilised for team selection and for identifying player qualities that are lacking from your own squad.

2. CONCENTRATE ON FREE TRANSFER MARKET

The Free Transfer Market can be used as a pool of talent for the Club. The Scout asks the manager what type of players he is looking for from the following disciplines:

**GOALKEEPING
DEFENCE
MIDFIELD
ATTACK**

The Scout will then get straight on with the job and report back to the manager with the names of any suitable players.

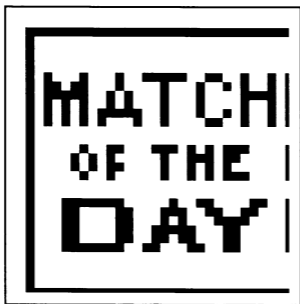
3. REPORT LAST FINDINGS

When the Scout has been allotted a task, he automatically returns with his findings within 24 hours of the initial request.

4. GOODBYE

Ends the period of time spent with the Scout at this meeting.

- **MATCH OF THE DAY**



Match of the Day is a computer inserted icon which appears on Saturdays as a League match, and from **week 24** on a Wednesday to indicate Cup matches.

The action takes place around the **BBC TV** studio, with presentation and subjective comments being provided by **Des Lynham** and **Jimmy Hill**. After a brief introduction to the show, the Highlights from the first half of the game are shown which incorporates an exciting mixture of goals, near misses and moments of high drama.

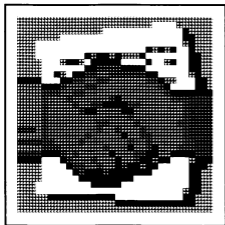
Des and Jimmy lead into the second half with a discussion of the developments in the first 45 minutes. The professional analysis of your team's performance by these two experienced commentators may give an indication of how your team is being perceived by the general public.

At the end of the programme, results from the rest of today's matches are given for your consideration and analysis.

- **FURTHER COMPUTER INSERTED ICONS**

- **THE CHAIRMAN**

As manager of the club, you are answerable to the Chairman and the Board of Directors for all of your actions. Winning matches will help you to retain your job, but other aspects of your performance will also be monitored. Keeping the Club liquid with good cashflow projections, restricting the players appearances in the Tabloid Press, building a good relationship with your team and other members of middle management are just some of the many assets you must have to retain your post. Failure to please the Chairman will result in your dismissal. The Chairman also reports when a free transfer player has been taken from your squad.



- **DEALING**

The problem with building up a good team of players is that they are also attractive to other clubs. Although this helps financially and is good for the player concerned, it does create replacement problems. When another club makes an offer for one of your squad, the Dealing Icon is automatically inserted in your Diary for your consideration.

Spectrum:

On the other hand, another Club may well be impressed by your performance and could make you an offer for the big time that you may find hard to turn down!!

- **SERVICE ICONS**

These icons do not take up any time in the diary and so may be clicked on directly at any time.

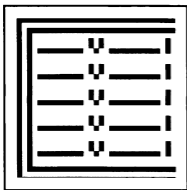
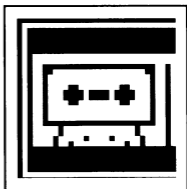


- **HIGHLIGHTS**

Allows the manager to turn the Match Highlight sequences ON or OFF.

- **TAPE/DISC LOAD & SAVE**

Allows saving and loading of game progress on a separate tape or disc.



- **FIXTURE LIST**

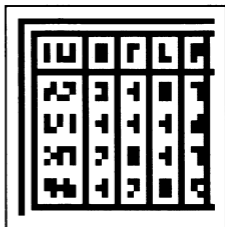
The Fixture List shows the sequence of home and away matches for the season, highlighting the next match. Remember that this information is important as your club will only receive income when playing at home.

- **FURTHER SERVICE ICONS**

- **LEAGUE TABLES**

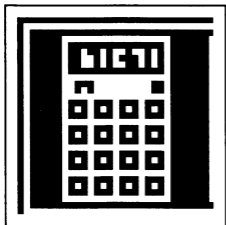
The current positions of the teams in the full four divisions are shown to monitor progress up, or down the League. Your team's current position is highlighted.

At the end of the season, the top 3 teams will be promoted and the bottom 3 teams demoted from each division where applicable.



10	■	Γ	L	Γ
23	3	4	■	7
11	4	4	4	■
37	7	■	4	7
44	4	7	■	7

- **CASH FLOW**



Many an excellent manager has been sacked due to their inability to balance the books. Evaluation of the facts presented to you on this selection will help you to avoid the same fate!

Your Club's sponsor will provide a bonus amount after the first game of each season, but after this the book balancing is completely up to you.

- **GAME TESTING RECOMMENDATIONS**

- **PICKING THE BEST TEAM**

Fitness is perhaps even more important than player skill when selecting your team. Team Morale is vital, and should always be kept as high as possible. A player will not be happy if he has not been selected in his best potential position. Bear in mind that this will be where his best potential skill lies and not necessarily his best skill of the moment

Players may go off form by the following methods:

Not being selected for the first eleven **OR** Placement on the free transfer list

- **CASH FLOW**

As a general rule, because clubs only receive income for home matches, try to keep the cost total less than half the last gate income. The gate will fall the more matches you lose, although it can be restored by a win or a draw. Gate income can be raised by playing more popular players in the team.

- **PLAYER TRANSFERS**

You are only allowed **20** players in the club at one time so if no club wants any of your players you will not be able to buy. Try to remove the weakest and very unfit players to allow space for additions. Try to be prepared for the last **10 weeks** of the season (29-38) when no more transfers can be made but the injuries keep on coming.

Program: David Sowerby (C64) & John Carlyle (Spectrum)
Graphics: Neil Hislop (C64) & John Carlyle (Spectrum)
Game Design: Gareth Briggs & David Sowerby
Game Testing: John Murphy
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Made in UK

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