

Premier League

INSTRUCTIONS

A FOOTBALL MANAGEMENT
STRATEGY GAME FROM
E & J SOFTWARE

A GAME FOR THE 48K SPECTRUM

LOADING

To load PREMIER LEAGUE type
load "" and press play on your
cassette player, then enter
on your Spectrum.

If you experience any diff-
iculty loading then adjust
the volume on your cassette
player

SET UP

At the start of each new game you will be asked to enter your name as Team Manager.

You may then select printer option as required, which will allow you to copy certain screens to your printer.

You can then select the skill level required from 1 to 5 STAR RATING.

IMPORTANT NOTES

You are Team number 1. Enter the name of your favourite team. If your favourite team is already shown in Teams 2 to 8 then enter your team as number 1 and change the second entry to another team name.

All players are given squad numbers. These squad numbers should be used for all actions, i.e. change name, pick team, transfers etc.

START GAME

From your main menu you have six options.

PRESS 1 : To change player or team name. Then select 1 (change player) or 2 (change team).

PRESS 2 : To list your team fixtures or up to date league table.

PRESS 3 : To list full squad details of any team in the league. Enter number of team selected. Details given as follows:-

Type = D efender M idfield A ttack

A = ABILITY F = FORM G = GOALS

No = Players squad number.

Also shown are the Total Ability, Form Rating, Number of players in squad and team style (i.e. 4-4-2 or 4-4-3).

PRESS 4 : To prepare for the next match. Once you have reached this point you can only return to the main menu after the match.

Training.

Before each match you will have an option for a training session which will concentrate on one section of your squad, which you will select (i.e. Attack, Midfield or Defence). Good training sessions will improve the ability and/or form of your players, but bad sessions may leave you with Injury problems.

Team Selection..

You now select your team from the players available in your squad. "P" Indicates player selected. After you have picked your team and substitute, your opponents will pick their strongest side.

You will then be shown the Hatch Programme listing both teams, showing Player name (or number), ability and position.

You will then be shown the team strengths for both sides:

1. Ability rating - Defence Midfield and Attack.
2. Total form rating
3. Total goals scored.
4. Home Team advantage.

All these factors are based on the players selected and will directly affect the Goal Scoring Ability (GSA) of both sides. Your GSA and your opponents GSA will be rated on a scale of 1 to 6, and will be displayed immediately before and during the match.

NOTE : THE GSA IS ONLY A GUIDE TO WHICH TEAM IS MORE LIKELY TO SCORE BASED ON CURRENT FORM AND ABILITY ETC. HOWEVER, THERE ARE NO CERTAINTIES IN FOOTBALL.

The Match

You are now ready to KICK OFF - so sit back and watch!

At half time and midway through the second half you will have the chance to bring on your substitute. After a substitution the GSA for each team is re-calculated.

At the end of the match the attendance and financial details will be shown. You will then return to the main menu.

PRESS 5 : To enter the Transfer Market.. Each week you may buy and/or sell 1 player.

Selling - Select the player from your squad you wish to sell and see what offers come in.

Buying - You may make an approach for any player in the league. Look at the squads of other clubs and note the player required. (DO THIS BEFORE ENTERING THE TRANSFER MARKET - Press 3)

Then make an approach to his club to see if he is available. If he is you can then submit your offer - you will be allowed 3 offers to make the best deal.

NOTE : Successful teams at the top of the league may want to hold on to their star players, so you may have more difficulty buying players from these clubs. Of course, the availability of players will vary from week to week, so a player that is unavailable one week may be transferred the following week.

Players are valued according to their ability, form and goals scored. When you buy a new player you will need to enter his name under menu selection 1 after first checking his squad number under selection 3.

PRESS 6 : For financial breakdown or Save Game option. Loan facility available .

The maximum loan balance you are allowed during a season is £2,000,000.

If you wish to save a game, prepare a cassette to record. Remove the ear socket on your SPECTRUM and press (S) to SAVE. Start recording and then press any key.

END OF SEASON

At the end of each season the following procedure will apply:-

Your full squad details and final league table will be displayed. The ability and form rating of all teams will be re-calculated with the exception of your own teams ability.

Your performance as a manager will be assessed and action taken if you have failed in any important respect.

If you survive season ticket sales will be published.

The bottom team will be relegated.

YOU ARE NOW READY FOR A NEW SEASON

PANIC BUTTON - Premier League has been written to avoid accidental crashes. However, if you do crash out then type "GOTO 300" and press ENTER to return to Main Menu.

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