TREBLE CHAMPIONS
48/128K SPECTRUM
INSTRUCTIONS

LOADING: Type LOAD"" and Press Play on your Cassette Player. After loading the main program you will be asked to STOP THE TAPE while the game initializes (approx 3¹/₂ mins). Then follow the Screen instructions to complete loading. This does not apply to a Saved game which loads automatically (TYPE LOAD"").

The Difficulty Level is the Division you Start In (1-5). NOTE: You must finish Top in Div. 5 to win promotion.
You are Team No. 1 - use Menu Option A if you wish to Change the Team Name.

The Object of the Game is to Win the League Championship, the F.A. Cup and the League Cup to become TREBLE CHAMPIONS

THE BASICS

HOW TO PLAY YOUR FIRST MATCH: HOLD DOWN the M Key until your Next Fixture is confirmed. A Full Team is already selected from your Squad of 20 Players. To change the team Press N then Enter the Squad No. of the Player to Drop and then the Squad No. of the Player to Select. The No. of Players picked is displayed at the top of the Screen with these prompts - P = Pick Player - S = Pick Sub. - D = Drop Player. After selecting your Team you must pick 2 substitutes.

The Match Screen shows the Team strengths for you and your opponents together with a running record of MATCH FACTS ie. POSSESSION (this refers to Quality Possession in and around the Penalty Area). SHOTS AT GOAL and GOALS. For further details of this feature see Strategy & Tactics ("THE MATCH").

During the Second Half you can use up to 2 Substitutes. HOLD DOWN the S key until your Team starts to list. Then Enter the Squad No. of the Player to Come Off and then the Squad No. of the Player to Go On.

TIME MANAGEMENT SYSTEM

Each week you will have only a limited time for Club Management. The number of "Hours" available is displayed on the Main Menu. Extra Hours are available at the Start of a New Season to allow you to negotiate New Contracts with any of your Players whose Current Contract has ended. Club Management Time is adjusted as follows:

SPECIAL TRAINING/COACHING	1-5 Hours (You Select)
NEGOTIATE A LOAN	4 Hours
VIEW OTHER TEAMS	1 Hour per Team
OFFER FOR A PLAYER	1 Hour per Offer
NEGOTIATE CONTRACTS & WAGES	1 Hour per Offer

Note: You will need AT LEAST 3 hours to buy a Player (1 hour to view the Team,

1 hour to make your offer and 1 hour to negotiate length of Contract & Wages with the Player). You cannot apply for a Loan if you have less than 4 hours available.

CHANGE NAMES (Menu Option A) - To Change a Team or Player name. You can only Enter a name for a RESERVE after he has been promoted to the First Team Squad (See RESERVE PLAYERS).

MAIN LEAGUE (Menu Option B) - Only after 4 League Matches played.

SQUAD DETAILS (Menu Option C) - Details of your Squad as follows: Squad No. - Status (P=Picked, S=Sub, I=Injured, 2=2 Match Ban) - Name - Ability (1-9) - Form/Fitness (1-5) - Age - Potential Counter - Goals - Appearances. Note: Goals & Appearances are only updated for Matches watched. NOTE: Your Squad comprises - 2 Goalkeepers - 8 Defenders - 6 Midfield Players & 4 Forwards.

FINANCE (Menu Option D) - Shows the balance on your current a/c - The Amount outstanding on Loan - The Max. Loan permitted - Current Interest Rates (variable) & Your Average wage bill per game.
If your Current a/c is Overdrawn the Directors will nominate Players to be Sold to clear any overdraft by Cancelling their Contracts to make them immediately available for Transfer. They will Continue to do this until a Player or Players are sold and your current a/c is restored to a Credit Balance. NOTE: Interest Charges are due once a week and do not apply to Midweek Matches.

DATA (Menu Option E) - This confirms your Skill Level, The No. of Seasons Played, Your next F.A. Cup and/or League Cup Opponents (if applicable) the Division they Play in and the Match Venue, it also confirms the No of League Matches Played etc. NOTE: Non League Teams do not play in the League Cup. F.A. Cup Matches start with the second Rnd and the League Cup starts in the first Rnd. Teams in Div. 1 & 2 start in the 3rd & 2nd Rounds respectively.

OTHER TEAMS (Menu Option F) - To view the Squads of any other Team. (See TRANSFERS-Buying & Selling).

FIXTURE (Menu Option G) - HOLD DOWN the G Key for your Next Fixture.

OTHER LEAGUES (Menu Option H) - Enter 1-5 To view League tables for any Division. Towards the End of a Season the League Tables will highlight Teams currently occupying the Play-Off Positions for Promotion and Relegation.

OPTIONS (Menu Option I) - You have 5 Options 3 of which you can switch On or Off at any time (ie Nos. 1, 2 & 4). O=Off - 1=On

    1 Auto Results - To release the results after printing the results for each of the 5 Divisions each week, **and the pause after printing the Final League Positions for all Divisions at the End of the Season.**

    2 Result Only - If you do not want to watch your next match (You will always Watch Cup Matches even with this Option switched On).

    3 Change Border Colour - Choice of 7 Colours.

    4 Printer.

5 Save Game - Prepare a cassette to Record. You can only Save a game after at least 10 Matches have been played.

TRAINING - (Menu Option J) - Enter F for Fitness Training or C for Coaching then Enter the No. of Hours 1-5.

Fitness Training applies to the whole Squad. The Form/Fitness Rating for each Team is displayed on the MATCH SCREEN. A Team with a significant Advantage in Fitness is likely to be stronger in the later stages of The Match.

Coaching is applied to groups of Players (eg. Defenders, Forwards etc). The Younger Players & Reserves in your Squad may have Potential to Improve their Ability by up to 4 points (eg a Player of 2 Ability may Improve through Coaching to a 6 Ability). All of your Players have a Potential Counter (See Squad Listing) which records the Potential Pts. accumulated through Coaching. When Potential points exceed a Player's current Ability rating his Ability will go up. If after regular Coaching there is no Improvement on a Player's Potential Counter, then he has reached his maximum Potential.

Note: Players with Long Term Injuries may suffer with a loss of Ability, which can be recovered by Coaching, but this may not be possible with older Players.

MEDICAL & DISCIPLINE REPORT (Menu Option K) - This shows the Discipline points recorded for each Player (1 Booking = 3 Pts). A Player with 12pts will be banned for the next two fixtures.

Injuries are also listed confirming the number of weeks a Player will be unavailable. Injured Players are not included in any Training sessions and will not benefit from Fitness Training or Coaching.

CONTRACTS - (Menu Option L) - You can only negotiate a New Contract with your players when their existing Contracts expire (ie When Contract = 0) and if your Current Account is in credit. Enter N to Negotiate then Enter the No. of Years offered (1-5) and the new Wage Offer. All Players retire at age 35.

GENERAL NOTES
RESERVE PLAYERS: When you SELL a Player his place in the Squad is taken by a RESERVE. Reserves are always Young Players and may have Potential to Improve their Ability (See COACHING). If you improve the Ability of a Reserve Player he is promoted to the First Team Squad and you can then Enter his name under Menu A, and he can be Sold as a Normal Squad Player.

TRANSFERS
The TRANSFER DEADLINE applies immediately before the Quarter Finals of the F.A. Cup (after approx. 30 League Matches) and is confirmed on the Data Screen. If one of your Players demands a Transfer and you refuse to release him, his Ability will suffer due to his discontentment.

SELLING A PLAYER
During the course of a Season you may receive offers from other clubs for your Players. If you wish to Sell a Particular Player you should place him on the Transfer List. You are more likely to receive offers for Transfer Listed Players.

Using Option L on the Menu, Enter O and then the Player's Squad No. to put him on the Transfer List. Enter F and the Squad No. to take him off the Transfer List. When you Sell a Player his place in the Squad is taken by a RESERVE. You cannot Sell a RESERVE. You can Sell Injured Players but any Offers are likely to be well below their normal Value.

BUYING A PLAYER

You Can only Buy a Player if you have a RESERVE Player of the same Type in your Squad (eg. to buy a Forward you must have a RESERVE Forward). Find the Player you want using Option F. Enter the Division you want to Scout (1-5) and then the Team No. Press M to look at Other Teams in that Division or P and the Player No. for Details of the Age, Form and Estimated Value of a particular Player. If you do not wish to make an Offer Press R to Return. To make an Offer Press O and then Enter your Offer. If his Club accept your offer you can then negotiate his length of contract (1-5 years) & wages. We suggest you use the wages of your existing squad as a guide in these negotiations. NOTE: You will need a minimum of 3 hours to Buy a Player (See TIME MANAGEMENT).

MIDWEEK MATCHES - Include some League Fixtures, all F.A. Cup Replays and all League Cup Matches & Replays except the League Cup Final.

STRATEGY & TACTICS - THE MATCH

MATCH/GAME FACTORS - Total Ability for Goalkeeper - Defence - Midfield - Forwards - Home Advantage - Form & Fitness.

HOW TO ASSESS YOUR TEAM'S PERFORMANCE

The Match Screen gives details of the Team Strengths and the MATCH FACTS with a listing of QUALITY POSSESSION AROUND THE PENALTY AREA - The NO. OF SHOTS AT GOAL - and GOALS SCORED.

The Strength of your Midfield will be an important factor in the amount of POSSESSION you have and it is up to your Forwards to create chances & convert this POSSESSION into SHOTS AT GOAL and to SCORE GOALS. Their ability to do this will depend on the Strength of your Opponents Defence and the Ability of their Goalkeeper.

As Manager you can Select any Team from your Squad and any Formation you wish (eg 4-4-2, 4-3-3 etc), but, whatever formation you choose it is important to select a Balanced Team.

END OF SEASON: After completing your League & Cup programme hold down the 'G' or 'M' Key to start the End of Season and Play Off routines.

TREBLE CHAMPIONS is protected to avoid accidental crashes, but if you press the BREAK key in error you can return to the Main Menu by typing GOTO 5000.

MADE IN ENGLAND