
TREVOR BROOKING'S WORLD CUP GLORY

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INSTRUCTIONS

Spectrum 48/128K - Commodore 64/128K - Amstrad CPC464/6128

LOADING

SPECTRUM : Type LOAD""

After Loading the main program you will be asked to STOP THE TAPE while the game initializes (approx 1¹/₂ Mins). You then select your Skill Level and Enter your name as Manager. After a short pause you will be asked to re-start the tape to complete loading.

COMMODORE : Press the Shift and Run/Stop keys simultaneously. When the main program has loaded the tape will stop. There will be a short pause while the game initialises and you will then select your Skill Level and Enter your name as Manager. The tape will then re-start to complete loading.

AMSTRAD : Press the Control and Enter keys simultaneously. When the tape stops you will then select your Skill Level and Enter your name as Manager. The tape will then re-start to complete loading.

SAVING & LOADING A SAVED GAME

SPECTRUM : Prepare a cassette to record the full program and data. On Menu selection INFO Press S to save and then press Play & Record on your cassette player and any key. NOTE: After Saving the main program YOU WILL NEED TO PRESS ANY KEY AGAIN WHEN THE PROMPT APPEARS ON THE SCREEN. To load a saved game, simply insert your saved game tape, type LOAD"" and press any key.

COMMODORE : Prepare a cassette to record the data only. On Menu selection INFO press S to save and then press Play and Record on your cassette player. To load a saved game, first load

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TREVOR BROOKING

Trevor spent his 16 year career in professional football with West Ham United, making over 500 appearances, scoring nearly 100 goals and gaining F.A. Cup Winners' medals in 1975 and 1980. He represented England at all levels, winning his first full International cap in 1974. Trevor made a total of 47 England appearances, scoring five goals, and retired from professional football after the 1982 World Cup. In 1981 Trevor was awarded the M.B.E.

With his playing days behind him, Trevor is now a regular contributor to Television and Radio football programmes, and is one of the most respected commentators on the current International scene.

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the master tape as usual, and then under Menu selection INFO press L to load and then press Play on your cassette player.

AMSTRAD : Prepare a cassette to record the data only. On Menu selection INFO press S to save and then press Play and Record on your cassette player. To load a saved game, first load the master tape as usual, then insert your saved game tape (*do not rewind your master tape*) and select Y to load, and then press Play on your cassette player. When the tape stops replace your master tape and press play and any key to complete loading.

Skill Levels 1 - 5 (Level 5 = Hardest Level)

The Skill Level will affect the Ability ratings and Fitness ratings of your squad at the start of the game, and the number of hours available for Coaching and Fitness Training for each match.

You are the Manager of England playing in European Group 1. Use Menu selection TEAMS if you wish to change the team name. NOTE: Whatever team you choose to manage you will always play your qualifying group matches in European Group 1. Change player names under Menu selection INFO.

Your build-up to the WORLD CUP FINALS is spread over 12 months and your Qualifying group matches are listed on the INFO screen. You can arrange a friendly for any month where you do not already have a fixture arranged. (See notes on Teams).

THE FINALS - On month No. 12 if you have qualified for the Finals you must select your final World Cup squad of 22 players. YOU MUST DO THIS BEFORE PLAYING YOUR FIRST QUARTER FINAL GROUP MATCH. YOU CANNOT SELECT OR DROP PLAYERS AFTER THIS MATCH.

MAIN MENU

MATCH - Press M

If the message "Squad not balanced" is displayed, return to the

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Main Menu and check your squad selection under SQUAD (See notes on SQUAD).

Team Selection : Your Squad is listed in 4 groups - Goalkeepers, Defenders, Midfield Players and Forwards, Press T to select a player, enter his squad number and then enter his position in the team. Press S to select a substitute, Press D to drop a player, Press C to continue onto the next group of players. When you have selected 11 players and 5 substitutes Press C to advance the squad listing onto the forwards, and then Press E to exit to the match.

The match screen shows your team formation, both team strengths and their fitness rating, and a running record of Possession, Free kicks in and around the penalty area, Corners and Shots at goal. SEE STRATEGY & TACTICS.

At any time during the match you can bring on your substitutes. Press the S key until the squad details are listed. Press D to drop a player and then Press T to select your substitute. Press E to return to the match.

The number of substitutes used by both teams is displayed next to the team names at the top of the screen

COACHING - Press C

Before using this option, remember to select your squad at the start of the game. You can only train your squad on a month when you have a fixture arranged. Press for your selection and then Enter the number of hours 1 - 5.

Press F for fitness Training to improve form and fitness
Press C for Coaching to improve your players ability ratings
Press T to practice Team Work for improved team play.

Team Work Ratings: Weak - Poor - Fair - Good - Strong - Very Strong

SQUAD - Press S

You can select a maximum of 22 Players (3 Goalkeepers - 7 Defenders - 7 Midfield Players and 5 Forwards).

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INFO - Press I

Press C to change player names. Press S to save a game.

STRATEGY AND TACTICS

You have just been appointed the National Team Manager and you have inherited a squad of players that have struggled to find their form and have suffered a series of demoralising defeats.

Your first task is to restore the confidence and pride of the Country and to qualify for the next World Cup Finals. Nobody gives you a chance of winning the World Cup, but can you confound the experts and build a squad capable of beating the best teams in the World to win the ultimate prize in football - The World Cup ?

To qualify for the Finals you must finish top in your qualifying group, so before starting your first match look at your group fixtures and plan your overall strategy. For example, if you have a group of strong or very strong teams, it may be advisable to play for a draw in some matches rather than going all out for a win at every match.

You must also finish top of your quarter final group to reach the Semi-Finals. If there is a draw in the Semi-Finals or in the Final then 30 minutes extra time will be played. If the scores are still level, the match will be decided by a penalty shoot-out.

HOW TO ASSESS YOUR TEAMS PERFORMANCE

The strength of your Midfield and the overall Fitness of your team will be important factors in the amount of possession you have. Home advantage will also play a part in the level of possession.

It's up to your Forwards to 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 quality of their goalkeeper.

Midfield players in positions G & J will play an attacking role supporting the forwards and trying to get to wide positions behind your opponents defence, and their ability rating will be divided between wing strength and midfield strength. A significant advantage in wing strength will help your players get to wide positions to create more opportunities for free kicks and to force corners. These dead ball situations will increase your chance of scoring.

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The number of Goalkeepers, Defenders, Midfield Players and Forwards selected is displayed at the top of the screen. After listing a group of players the numbers in brackets confirm the minimum and maximum number of players that must be selected from that Group. You can only play a match with a balanced squad that falls within the minimum and maximum range, but you can select any 22 Players for Coaching/Fitness Training.

Press S to Select or D to Drop and then enter the Player Ref.

Player Status: S = Selected B = 1 Match Ban I = Injured (+ number of months unavailable)

Bookings = 3 Pts. 6 Pts = Match Ban.

PS = Position A = Ability F = Form/Fitness C = Caps G = Goals

GROUPS - Press G

Press F for fixtures and results of any group.

Press L for the league tables of any group.

After selecting F or L, Press for the appropriate group and then Press the group No. required.

Press E for European Groups (8)

Press A for African Groups (2)

Press M for Middle/Far East Group (1)

Press N for North American Group (1)

Press O for Oceania Group (1)

Press S for South American Groups (3)

TEAMS - Press T

You can list details of any team in the competition. Enter the team number for details of their team strength and their style of play. Press C to change the team name. (You cannot change the name of teams in your qualifying group)

Press P to arrange a friendly. You can only arrange a friendly on a month when you have no fixture arranged. You cannot arrange a friendly with a team from your qualifying group.

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Forwards playing in positions L and O will have their ability rating divided between the Wings and the Forward strength.

A Player in position F will play just in front of the back four supporting both the defence and midfield. A player in position K will play just behind the front players supporting both the midfield and attack.

The total strength of wing play for both teams is listed as Left and Right. This refers to the Left and Right sides of YOUR team formation - eg. your opponents rating for their Right side represents their strength along positions E, J and O. By studying the match commentary and noting the frequency of attacks down the wings for both teams, you may be able to spot weaknesses in your Team Play and exploit any gaps in your opponents defence. Remember, an advantage in Wing strength for either side will improve the chances of winning free kicks and corners.

Practice at Team Play will improve the overall team performance. If you have an advantage in wing strength, good team play will help to provide a better service out to the stronger wing so that you can exploit any weaknesses in your opponents defence.

Team Play will be stronger if you select a consistent squad (ie the greater the number of caps in your squad the better the team play). Your opponents can use up to 2 substitutes and they may also change their team formation during the match. For example, if they are losing they may bring on a substitute and change their formation from say 5-3-2 to a more attacking 4-3-3 style. Alternatively, if they are winning, they may change to a defensive formation to protect their lead.

TREVOR'S COMMENTS

At half time and full time Trevor will give his comments on the Match. Trevor's first comment will be based on your team's overall performance, taking into account the quality of your opponents and the venue. He will then comment on particular strengths and weaknesses in your play and on the general run of the match.

At full time he may sum up with a general remark on your Teams' performance.

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