

WORLD
CHAMPIONS
©

I N S T R U C T I O N S

A Football Management
Strategy Game From
E & J Software.

LOADING

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

If you experience any difficulty loading 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 7 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 20 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, and substitutions.

START GAME

From your main menu you have 6 options.

PRESS 1: To change player name. (Screen 1) will list players No's 1 to 11. Press enter for: (Screen 2) player No's 12 to 25. Press (Y)es to change players name. Enter player number (i.e. 1 - 25) and then enter new name. Press (N)o to return to menu.

PRESS 2: To change Team name follow same procedure for change player name.

NOTE: Highlighted No's (1 - 3) on right of team name indicate team strengths.

3 = Strong 2 = Good 1 = Fair

PRESS 3: To list full squad details of your Team.

(SCREEN 1) will list players 1 - 11.

(SCREEN 2) will list players 12 - 25.

These Screens will give the following details for each player. Details from left to right.

Squad No.

Name

(T)ype (i.e. Goalkeeper, Defence
Midfield, Attack).

(A)bility Rating 1 - 5

(F)orm Rating 1 - 5

(C)aps No. of International
Matches previously
played.

(G)oals No. of goals scored (in
current World Cup
Campaign).

PRESS D: for Discipline Table. This will list players facing match suspension based on the following:-

Sending Off 6 PTS

Booking 3 PTS

6 PTS Automatic 1 Match ban. Press enter to continue.

PRESS 4: for fixture details. At the start of the Game you will also be shown your qualifying group. You will also be shown a list of teams available for friendly matches (to be played at home).

You must select 2 teams from this list before proceeding. CAUTION take care to enter team No's only. Type in Team No. and press enter.

After qualifying for the finals you must select 3 teams for four matches (away games).

You will also be shown your Quarter Final Group.

You will have the option to press (R) for full Results Table and/or (L) for current League Table (if applicable).

PRESS 5: To play next game.

(SCREEN 1) will display your opponents Team details and will indicate if your Team are playing at home, away or on neutral ground.

(SCREEN 2) will display the pre-match report.

(SCREEN 3) will display your squad details for player No's 1 - 11 Press (N)ext to list players 12 - 25.

Players not available for team selection

because of injury, suspension or because they have not been released by their clubs will be highlighted in black.

At the top of both screens the number of players and substitutes selected will be displayed. Important this display is only updated each time you press L to re-list.

PRESS C: to choose player, then (P)layer or (S)ubstitute and then enter player No.

PRESS D: to drop- then player No.

After selecting your squad press L to re-list. The screen heading will confirm the number of players and substitutes picked.

For each match you must select 11 players and 5 substitutes.

(SCREEN 4) Will list your final team and substitutes.

Your total team strengths will be displayed as follows:-

M = MORALE

E = EXPERIENCE

D = DEFENCE

M = MIDFIELD

A = ATTACK

F = FORM

All these factors are based on the players selected and will directly affect the Goal Scoring Ability (GSA) of both sides. The GSA will be displayed immediately before and during the match. The higher the GSA the greater the chance of scoring.

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.

(SCREEN 5) The Match

You are now ready to kick off. Highlights from the game will be displayed including corners and free kicks in and around the penalty area, and you will have opportunities to make substitutions. Goal times will be displayed along with the goal scorer for your Team.

At the end of the match the other result in your group will be displayed if applicable.

PRESS 6 : To save game.

Prepare a cassette to record, remove the ear socket from your Spectrum and press (S)ave, start recording and then press any key.

After saving the main program press any key to save final section of program. You will then return to the main menu.

STRATEGY AND TACTICS.

Before starting your World Cup Campaign you may wish to note the following points:-

Before deciding on your overall game strategy it is advisable to check both the strength of the squad you have inherited and the strengths of the other teams in the competition, particularly those in your qualifying group.

Your players ability rating will vary during your World Cup Campaign. For example, after playing three matches (i.e. 3 caps) a players ability rating will increase by one (subject to a max of 5). These do not have to be consecutive matches, and the players do not have to play a full match. Of course, an injury or loss of confidence and /or form will also affect a players ability.

CSA Rating (Displayed during the match). This indicates the attacking strengths of the teams. When choosing your Team you should consider the strength of your opponents team and your match tactics. You can reduce your opponents chances of scoring by playing defensive, but this will also reduce your own chances of scoring. As manager you can choose any players you wish and select any style of play 4-3-3, 4-4-2 or some other style. However, you will find it best to choose a balanced team. For example, you will obviously increase your opponents chances of scoring if you do not play a recognised goalkeeper. The overall strength and weaknesses of your Team will affect the final CSA rating of Both Teams.

MORALE

The morale rating of your team (1 - 9) will, of course, depend on your results. A home win against a strong team (strength 3) will improve morale, as will an away win against a weaker team. Defeats will, of course, lower your team morale. You will find that by careful team selection and the skilful use of substitutes you can improve the morale rating of your team and/or strengthen the ability rating

of your weaker players, and so improve the overall strength of your squad. Of course, Team morale will not improve if you are losing matches.

EXPERIENCE: The experience rating (1 - 9) is based on the total no. of caps of the players selected.

FORM: (1 - 9) This rating is also based on the players selected.

REMEMBER : THE FINAL GSA RATING FOR EACH TEAM IS BASED ON MORALE - EXPERIENCE - ATTACK - MIDFIELD - DEFENCE - FORM AND VENUE (i.e. HOME, AWAY OR NEUTRAL GROUND).

WHEN CHOOSING YOUR PLAYERS YOU SHOULD CONSIDER ALL THESE FACTORS AND TRY TO ACHIEVE A BALANCED TEAM SELECTION SUBJECT TO THE STRENGTHS AND WEAKNESSES OF YOUR OPPONENTS.

WORLD CHAMPIONS uses the full available memory of your 49K Spectrum.

PANIC BUTTON: You will have no difficulty playing World Champions if you follow the screen instructions. However, if you should crash out simply type GOTO 500 and press ENTER to return to the main menu.

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