



### CONTROLS

THE GAME MAY BE CONTROLLED EITHER BY KEYBOARD OR JOYSTICK. ALTHOUGH THE KEYPSTON JOYSTICK IS THE ONLY ONE SPECIFICALLY MENTIONED THE PROGRAM CAN BE MADE COMPATIBLE WITH KEYBOARD EMULATING JOYSTICKS (E.G. SINGLAIR CURSOR) BY REDEFINING THE CONTROLS TO THE APPROPRIATE KEYS. THIS MAY BE DONE IMMEDIATELY AFTER LOADING.

### CONTROL BOXES

THE MAJORITY OF OPTIONS IN THE GAME ARE SELECTED VIA A 'CONTROL BOX' WHICH APPEARS IN THE BOTTOM RIGHT HAND CORNER OF THE SCREEN. IF IT IS THERE THEN YOU ARE REQUIRED TO SELECT SOMETHING FROM IT. THIS IS DONE BY MOVING THE ARROW CURSOR TO POINT THE DESIRED OPTION AND PRESSING SELECT. IF RETURN IS SELECTED YOU RETURN TO THE PREVIOUS CONTROL BOX.

### THE 'EDITOR' OPTION

PLAYER AND TEAM NAMES MAY BE CHANGED USING THE 'EDITOR' OPTION IN THE FIRST CONTROL BOX. THE TECHNIQUE FOR BOTH IS THE SAME. USE THE 'MORE' OPTION TO ACCESS THE REQUIRED PAGE AND THEN SELECT 'EDIT'. THE HIGHLIGHTING BAR IS MOVED USING THE UP AND DOWN CONTROLS. IT SHOULD BE BOURNE IN MIND THAT ONLY TEAMS IN THE THIRD DIVISION. (THAT IS, THOSE APPEARING ON PAGE 3) OF THE TEAM LIST) CAN BE SELECTED IN YOUR FIRST SEASON, SO IF YOU WANTED TO BEGIN BY BEING LIVERPOOL (FOR EXAMPLE) THEN THIS NAME SHOULD BE EDITED OUT OF THE FIRST DIVISION AND EDITED INTO THE THIRD.

### SELECTING YOUR FIRST TEAM AND SKILL LEVEL

EACH TEAM HAS A RATING (1, GOOD TO 5 POOR) WHICH DETERMINES THE QUALITY OF THE PLAYERS IN ITS SQUAD AND THOSE AVAILABLE TO IT ON THE TRANSFER MARKET. THIS APPEARS TO THE IMMEDIATE RIGHT OF THE NAME IN THE LIST YOU ARE PRESENTED WITH. THE SKILL LEVEL YOU SELECT EFFECTS THE GENERAL QUALITY OF OPPOSITION MANAGERS.

YOUR TEAM AND SKILL LEVEL ARE PRE SET THOUGH THEY MAY BE CHANGED USING THE 'SELECT TEAM' AND 'SELECT LEVEL' OPTIONS BY PLACING THE HIGHLIGHTING BAR OVER THE DESIRED ITEM AND PRESSING SELECT. ONCE TEAM AND LEVEL ARE SET AS REQUIRED SELECTING 'PLAY' BEGINS THE GAME.

### SCORE CARD PAGE

WHEN THE GAME BEGINS THE FIRST PAGE YOU WILL SEE CONTAINS A CONTROL BOX WITH THE OPTIONS 'PLAY', 'SAVE', 'LOAD' AND 'ACTION' BELOW YOUR SCORE CARD. THE OPTION 'PLAY' ADVANCES YOU TO THE PRE MATCH SECTION. THE FUNCTIONS OF 'SAVE' AND 'LOAD' ARE SELF EVIDENT. 'ACTION' CAN BE USED TO SWITCH OFF OR ON THE MATCH ACTION SEQUENCES. SELECTING IT TOGGLES FLASHING (ACTION ON) AND NOT (ACTION OFF)

ON THE SCORE CARD YOU WILL SEE SCORE TARGET AND TOTAL. TO KEEP YOUR JOB YOU MUST FINISH THE SEASON WITH A SCORE GREATER THAN OR EQUAL TO YOUR TARGET. THE TARGET IS DETERMINED BY YOUR TEAMS LEAGUE POSITION, CUP SUCCESS AND FORM (SEE BELOW). TOTAL IS YOUR ACCUMULATED SCORE OVER ALL THE SEASONS YOU HAVE PLAYED. THE SCORE CARD PAGE IS RETURNED TO AFTER EVERY LEAGUE FIXTURE.

### PRE MATCH SECTION

SELECTING THE 'PLAY' OPTION WILL PRESENT YOU (IF YOU ARE ABOUT TO PLAY A LEAGUE GAME) WITH A LIST OF THAT WEEKS LEAGUE FIXTURES. PRESSING SELECT AS INSTRUCTED WILL TAKE YOU INTO THE MAIN SECTION OF THE GAME.

YOU WILL A CONTROL BOX CONTAINING THE OPTIONS.

'PLAYER INFO'	'TEAM CENTRE'	'OPPOSITION'
'SCORE/TABLES'	'BUY/SELL'	'PLAY'

TO THE LEFT OF THIS IS YOUR SQUAD LIST. YOU WILL SEE THAT EACH PLAYER HAS A SQUAD NUMBER, A NAME (SURPRISINGLY ENOUGH) AND A FURTHER FIVE PIECES OF INFORMATION. THESE ARE:

1) 2) 3) IN BLUE, HIS SKILL RATINGS AS A DEFENDER, MIDFIELDER AND ATTACKER. EACH PLAYER HAS ONE MAJOR AND TWO MINOR CATEGORIES. THE MAJOR SCORING BETWEEN 11 TO 20, MINORS BETWEEN 1 AND 10. AN EXCEPTION TO THIS ARE GOALKEEPERS WHO HAVE NO MIDFIELD OR ATTACKING CAPABILITIES.

4) IN RED, HIS POSITION. 'G' FOR GOALKEEPER, 'M' FOR MIDFIELDER AND 'W' OR 'C' FOR DEFENDERS OR ATTACKERS 'W' MEANS WING, 'C' MEAN CENTRAL.

5) HIS MATCH FITNESS, IN PERCENT.

EACH PLAYER ALSO HAS HIS OWN INDIVIDUAL RECORD. IF YOU SELECT 'PLAYER INFO' A HIGHLIGHTING BAR WILL APPEAR AT THE TOP OF YOUR SQUAD LIST. THIS CAN BE MOVED THROUGH THE LIST USING THE 'UP' AND 'DOWN' KEYS. YOU CAN GET MORE INFORMATION ABOUT A PARTICULAR PLAYER BY 'HIGHLIGHTING' HIM AND PRESSING SELECT. ANOTHER CONTROL BOX WITH THE OPTIONS 'DATA', 'MEDICS REPORT', 'PLAYER INFO' AND 'RETURN' WILL APPEAR.

IF YOU SELECT 'DATA' A PAGE CONTAINING THIS INFORMATION WILL APPEAR:

- 1) THE PLAYERS AGE THE OLDER A PLAYER GETS THE MORE LIKELY HE IS TO BE INJURED.
- 2) HIS APPEARANCES FOR THE CLUB IN LEAGUE AND CUP GAMES.
- 3) THE GOALS HE HAS SCORED THAT SEASON IN LEAGUE AND CUP.
- 4) DISCIPLINARY POINTS EVERY TIME A PLAYER IS BOOKED 4 DISCIPLINARY POINTS ARE ADDED TO THIS TOTAL. WHEN HE REACHES 20 HE IS AUTOMATICALLY SUSPENDED FOR 2 GAMES.

5) HIS VALUE.

SOMETIMES YOU WILL BE INSTRUCTED TO PRESS SELECT AGAIN. THIS OCCURS WHEN A PLAYER FALLS INTO ANY COMBINATION OF FOUR SPECIAL CATEGORIES. THESE ARE:

- 1) INJURY PRONE MORE LIKELY TO BE INJURED THAN AVERAGE.
- 2) VOLATILE MORE LIKELY TO BE BOOKED OR SENT OFF THAN AVERAGE.
- 3) PENALTY TAKER VERY GOOD AT TAKING PENALTIES.
- 4) RESERVE KEEPER IF YOU LOSE YOUR GOALKEEPER DURING A MATCH THROUGH INJURY OR SENDING OFF THEN THIS PLAYER WILL MAKE AN REASONABLE REPLACEMENT.

FURTHER DETAILS ON THE PLAYERS FITNESS CAN BE ACCESSED THROUGH THE 'MEDICS REPORT' OPTION. IF A PLAYER IS INJURED (I.E HIS MATCH FITNESS IS LESS THAN 100%) THEN DETAILS OF HIS INJURY WILL BE GIVEN.

SELECTING 'PLAYING INFO' WILL REVERT CONTROL BACK TO THE HIGHLIGHTING BAR, ALLOWING YOU TO SELECT INFORMATION ON ANOTHER PLAYER.

'RETURN' WILL (AS IT ALWAYS DOES) TAKE YOU BACK TO THE PREVIOUS CONTROL BOX.

### TEAM CENTRE

THE ACTUAL SELECTION OF TEAMS FOR MATCHES IS MADE THROUGH THE 'TEAM CENTRE' OPTION. IF YOU SELECT THIS AT THE BEGINNING OF THE SEASON AN EMPTY 4 2 4 FORMATION GRID WILL APPEAR ABOVE A CONTROL BOX CONTAINING THE OPTIONS 'SELECT TEAM', 'FORMATIONS' AND 'RETURN'.

A MAJOR PART OF THE TACTICAL ASPECT OF THE GAME IS DECIDING EXACTLY WHICH FORMATION YOUR TEAM WILL PLAY IN. GENERALLY, YOU SHOULD TRY TO PICK ONE WHICH COMPLEMENTS THE STRENGTHS OF YOUR PLAYERS WHILST BEARING IN MIND OTHER FACTORS SUCH AS THE STRENGTHS OF YOUR OPPONENTS SQUAD, WHO HAS THE ADVANTAGE OF BEING AT HOME OR AT FORM AND THE OPTIONS A FORMATION GIVES YOU FOR TACTICAL SUBSTITUTION.

TO SEE THE FORMATIONS ON OFFER, SELECT THE 'FORMATIONS' OPTION. A BLOCK OF 8 FORMATION ICONS WILL APPEAR, THE ONE HIGHLIGHTED IN GREEN BEING THE ONE CURRENTLY SELECTED (YOUR CURRENT SELECTION ALSO APPEARS AT THE FRONT OF YOUR SQUAD LIST). BELOW THIS YOU WILL SEE THE OPTIONS 'CHOOSE' AND 'RETURN'. IF YOU SELECT 'CHOOSE' A YELLOW BAR WILL APPEAR BELOW THE FIRST FORMATION ICON (3 2 2). THIS BAR CAN BE MOVED UNDER ANY ICON BY MOVING THE LEFT AND RIGHT KEYS. IF YOU PRESS SELECT WHEN IT IS UNDER AN ICON, A CONTROL BOX WITH THE OPTIONS 'DETAILS', 'SELECT' AND 'RETURN' WILL APPEAR. IF YOU SELECT 'DETAILS', AN EMPTY FORMATION GRID WILL APPEAR ABOVE THE CONTROL BOX SHOWING YOU THE TYPE OF PLAYERS NECESSARY TO FILL IT. 'G' FOR GOALKEEPER, 'M' FOR MIDFIELDER, 'W' FOR WINGER, 'C' FOR CENTRAL, 'M' FOR MIDFIELDER AND SOMETIMES 'A' FOR ANY ATTACKER (IN THE CASE OF 3 2 5) OR 'D' FOR ANY DEFENDER (WHERE A FORMATION HAS A FIVE MAN DEFENCE). IF YOU SELECT 'SELECT', THE 'CHOOSE' FORMATION BECOMES YOUR CURRENT FORMATION. IT SHOULD BE POINTED OUT THAT IF YOU HAVE FILLED A FORMATION GRID AND YOU SELECT A NEW FORMATION YOUR PREVIOUS TEAM SELECTIONS WILL BE CANCELLED.

NEXT, YOU WILL WANT TO SELECT YOUR TEAM. USE THE 'RETURN' OPTIONS TO GET BACK TO THE CONTROL BOX CONTAINING THE 'SELECT TEAM' OPTION. SELECT IT. A BAR WILL APPEAR ABOVE THE FORMATION GRID WITH THE WORD 'RETURN' WRITTEN ON IT AT THE END OF THIS WILL BE A FLASHING CURSOR. YOU CAN MOVE THIS BACK AND FORWARD THROUGH THE FORMATION GRID USING THE LEFT AND RIGHT KEYS. TO FILL A POSITION PRESS SELECT WHEN THE CURSOR IS OVER IT. THE HIGHLIGHTING BAR WILL APPEAR OVER THE SQUAD LIST, MOVE IT USING THE UP AND DOWN KEYS TILL IT IS OVER THE REQUIRED PLAYER AND PRESS SELECT AGAIN TO ENTER HIM IN THAT POSITION. CONTROL THEN GOES BACK TO THE FLASHING CURSOR AND YOU CONTINUE THE PROCESS OF FILLING THE FORMATION GRID. WHEN A PLAYER HAS BEEN SELECTED HIS SQUAD NUMBER WILL APPEAR AT THAT POSITION ON THE FORMATION GRID AND HIS SQUAD NUMBER ON THE SQUAD LIST WILL BE INVERTED. YOU MUST ALSO SELECT A SUBSTITUTE. THE PROCESS OF SELECTING A TEAM CAN BE INTERRUPTED AT ANY TIME BY SELECTING AT THE RETURN BAR ALTHOUGH THE PROGRAM WILL PREVENT YOU FROM ENTERING A MATCH IF YOU HAVE NOT SELECTED A FULL TEAM.

ALTHOUGH THE FORMATION GRIDS SHOW THE BEST PLAYERS TO FILL CERTAIN POSITIONS THERE IS NO LIMITATION ON WHERE YOU CAN PLACE PLAYERS YOU COULD FOR INSTANCE (IF YOU WERE SO INCLINED) HAVE A FRONT LINE OF GOALKEEPERS. YOUR ONLY LIMITATION IS WHETHER OR NOT THE PLAYER IS ELIGIBLE TO PLAY. YOU CAN TELL THIS QUITE EASILY IF HIS SQUAD NUMBER DOES NOT APPEAR AT THE SIDE OF THE SQUAD LIST AND HIS NAME IS WRITTEN IN RED OR MAGENTA THEN HE IS NOT ELIGIBLE. IF IT IS WRITTEN IN RED THEN HE IS SUSPENDED THE 'PLAYER INFO' OPTION (DATA) WILL TELL YOU HOW MUCH LONGER. IF IT IS IN MAGENTA THEN HE IS INJURED AND HIS MATCH FITNESS IS BELOW 70% THOSE WHO ARE INJURED BUT WHOSE MATCH FITNESS IS ABOVE 70% CAN BE SELECTED ALTHOUGH PLAYERS WHO HAVE NOT FULLY RECOVERED ARE MORE LIKELY TO BE INJURED AGAIN AND MORE BADLY. (THEY ALSO PERFORM BELOW THEIR BEST). IF YOU TRY TO SELECT AN INELIGIBLE PLAYER THE PORTION OF THE HIGHLIGHTING BAR OVER HIS NAME WILL FLASH.

### OPPOSITION

BEFORE YOU SELECT YOUR TEAM FOR A GAME YOU MIGHT WANT TO HAVE A LOOK AT YOUR OPPOSITIONS SQUAD. SELECT 'OPPOSITION'. THE RELEVANT TEAMS SQUAD LIST WILL APPEAR TOGETHER WITH A CONTROL BOX CONTAINING THE OPTIONS 'PLAYER INFO' AND 'RETURN'. THE PLAYER INFO OPTION IS SIMILAR IN FUNCTION TO THAT FOR YOUR OWN TEAM ALTHOUGH THE INFORMATION GIVEN IS LESS DETAILED. WHAT YOU WILL WANT TO KNOW IS THE QUALITY OF THEIR COMPUTER MANAGER THIS IS INDICATED AT THE BOTTOM OF THEIR SQUAD LIST. YOU WILL SEE A LETTER (A TO L) AND A NUMBER (1 TO 9). THESE CAN APPEAR IN ANY COMBINATION GIVING A TOTAL OF 48 DIFFERENT POSSIBLE TYPES OF OPPONENT. THE LETTER INDICATES THE DEGREE OF BIAS TO A PARTICULAR FORMATION (A, LITTLE BIAS L, A GREAT DEAL OF BIAS) ALTHOUGH THIS FORMATION IS NOT REVEALED. THE NUMBER INDICATES HIS ABILITY AT DIFFERENTIATING BETWEEN THE SKILLS OF THE DIFFERENT PLAYERS (1 IS EXCELLENT, 4 IS POOR). FROM THIS WE COULD SAY THAT 'AL' IS THE BEST COMPUTER MANAGER AND 'L4' THE WORST ALTHOUGH YOU MAY FIND IT DIFFICULT (OCCASIONALLY) PLAYING AGAINST ONE OF THE 'WORST' COMBINATIONS AS THEIR SELECTIONS ARE UNPREDICTABLE.

### HOME & AWAY AND FORM

AS IN REAL SOCCER, THE HOME TEAM HAS A PRE SUPPOSED ADVANTAGE OVER THE VISITORS. ALSO, TEAMS PERFORMANCES IN PREVIOUS GAMES CAN SOMETIMES GIVE THEM A 'FORM' ADVANTAGE OVER A TEAM WHO HAS BEEN PERFORMING LESS WELL. TO SIMULATE THIS, EACH TEAM IS GIVEN A 'FORM' SCORE THIS RANGES BETWEEN 1 AND 20. IT IS CALCULATED FOR A GAME FROM TWO VALUES FOR HOME AND AWAY PERFORMANCES IN RELEVANT PROPERTIES IF YOU ARE AT HOME FOR EXAMPLE THEN YOUR 'FORM' WILL HAVE A HIGHER PROPORTION OF YOUR HOME FORM THAN YOUR AWAY FORM. GENERALLY, YOUR FORM IS CALCULATED FROM YOUR ACTUAL PERFORMANCE IN A GAME COMPARED TO HOW THE COMPUTER THOUGHT YOU SHOULD HAVE DONE (IT ESTIMATES ARE USUALLY QUITE MODEST). FOR EXAMPLE IF YOU ARE MANAGING A FIFTH RATED TEAM AWAY TO A FIRST RATED TEAM WITH AN EXCELLENT MANAGER AND YOU WIN 5 0 YOUR FORM WILL INCREASE MORE THAN IF YOU MANAGED TO GET A DRAW.

FORM EFFECTS A GAME BY GIVING A PROPORTIONAL ADVANTAGE TO THE TEAM WITH THE BETTER FORM.

YOU SHOULD NOW HAVE ALL THE INFORMATION TO ALLOW YOU TO GO THROUGH THE MECHANICAL OPERATION OF PICKING A TEAM. LITTLE HAS BEEN SAID ABOUT THE ACTUAL TACTICAL ELEMENT OF THIS THOUGH, CHIEFLY BECAUSE IT SHOULD BE PART OF THE ENJOYMENT OF THE GAME FINDING OUT WHAT EFFECT CERTAIN STRATEGIES HAVE, BUT ALSO FOR THE SAKE OF BREVITY. IF YOU HAVE ANY QUESTIONS YOU SHOULD KNOW WHERE TO ENQUIRE.

### SCORE/TABLES

IF YOU SELECT 'SCORE/TABLES' YOUR SCORE CARD WILL APPEAR ABOVE THE CONTROL BOX CONTAINING 'GAME LIST', 'TEAM RATING', 'LEAGUE TABLE' AND THE OBLIGATORY 'RETURN'.

IF YOU SELECT 'GAME LIST' YOUR FIXTURE LIST FOR THE SEAM WILL BE SHOWN. THE SPACE TO THE RIGHT OF EACH FIXTURE WILL BE FILLED WITH THE RESULT AFTER GAME HAS BEEN PLAYED (YOUR SCORE ALWAYS APPEARS FIRST).

IF YOU SELECT 'TEAM RATINGS' A LIST OF THE TEAMS IN ALL THREE DIVISIONS AND THEIR RATINGS WILL BE SHOWN. THE INFORMATION ON THE OTHER DIVISIONS IS USEFUL FOR CUP MATCHES.

IF YOU SELECT 'LEAGUE TABLE', THE CURRENT LEAGUE TABLE WILL BE SHOWN.

### BUY/SELL

YOU CAN DEVELOP YOUR TEAM BY MEANS OF THE TRANSFER MARKET.

YOU WILL BEGIN EACH SEASON WITH A FIXED SUM (DEPENDENT ON YOUR DIVISION) AS A 'PURCHASE FUND'. YOU ALSO BEGIN THE GAME WITH A FULL SQUAD OF 18 PLAYERS WHICH MEANS YOU HAVE TO SELL AT LEAST ONE PLAYER BEFORE YOU CAN BUY ANY.

IF YOU SELECT 'BUY/SELL' DETAILS OF THE PLAYER ON OFFER THAT WHEX WILL APPEAR ABOVE A CONTROL BOX CONTAINING 'RETURN', 'BUY' AND 'SELL'. SELLING PLAYERS IS THE SIMPLEST OPERATION SELECT 'SELL' AND THE HIGHLIGHTING BAR WILL APPEAR AT THE TOP OF THE SQUAD LIST. MOVE IT OVER THE REQUIRED PLAYER (AS DESCRIBED BEFORE) AND PRESS SELECT. THE PLAYER HAS NOW BEEN SOLD. HIS VALUE WILL BE ADDED TO YOUR PURCHASE FUND. THE RESTRICTIONS ON SELLING PLAYERS ARE THAT YOU MUST MAINTAIN A SQUAD OF 14 ELIGIBLE PLAYERS I.E. 18 WITHOUT INJURIES OR SUSPENSIONS, AND NATURALLY, YOU CANNOT SELL AN INELIGIBLE PLAYER.

TO BUY THE PLAYER ON OFFER YOU MUST HAVE A SUM AT LEAST EQUAL TO HIS VALUE IN THE PURCHASE FUND AND YOU MUST ALSO HAVE LESS THAN 18 PLAYERS IN YOUR SQUAD. IF THESE CONDITIONS ARE SATISFIED THEN IF YOU SELECT 'BUY' THE PLAYER WILL JOIN YOUR SQUAD. YOU WILL NOTICE THAT ONCE A PLAYER HAS BEEN BROUGHT THE TRANSFER MARKET IS EMPTY ONLY ONE NEW PLAYER IS GENERATED FOR EACH FREE YOU PLAY.

YOU WILL ALSO NOTICE THAT IF YOU BUY OR SELL A PLAYER YOUR TEAM SELECTIONS WILL BE CANCELLED. THIS IS BECAUSE BOTH OPERATIONS CHANGE (USUALLY) THE SQUAD NUMBERS OF YOUR PLAYERS.

"PROFESSIONAL SOCCER"  
FROM  
C.R.I.L.

FOR THE SPECTRUM COMPUTER

PLEASE NOTE: 128 K MACHINES MUST  
BE SET INTO 48 K MODE.

To Load: LOAD\*\*

## WHAT HAPPENS DURING A MATCH

AFTER YOU HAVE CHOSEN YOUR TEAM, SELECTING 'PLAY' WILL TAKE YOU INTO THE MATCH.

THERE WILL BE A SHORT PAUSE WHILE THE COMPUTER MANAGER SELECTS HIS TEAM THEN BOTH TEAMS WILL BE LISTED IN THEIR FORMATIONS ON THE LEFT HAND SIDE OF THE SCREEN. ON THE RIGHT IS THE SCORE BOARD. THE YELLOW PANEL AT THE TOP IS THE CLOCK AND NEXT TO THE SCORES YOU WILL SEE PLAYERS IN THE COLOURS OF BOTH TEAMS (YOU ARE BLUE, THE OPPOSITION IS BLACK). BELOW THE SCORE BOARD IS THE INFORMATION PANEL. DURING THE GAME INFORMATION ABOUT THE OPPOSITION APPEARS IN RED. IF YOU PRESS SELECT AS INSTRUCTED THE MATCH WILL BEGIN.

THE COURSE OF THE MATCH IS THIS:

IF PLAY BECOMES PARTICULARLY INTERESTING THEN THE WORD 'ACTION' WILL APPEAR IN THE INFORMATION IN THE COLOUR OF THE ATTACKING TEAM. A SEQUENCE OF PLAY WILL BE SHOWN THIS WILL END WITH A MISS, A SAVE OR A GOAL (IN WHICH CASE THE SCORER IS NAMED).

THE INFORMATION PANEL WILL ALSO REPORT ANY INJURIES, BOOKINGS OR SENDING OFF. IF THE PLAYER HAS TO BE REMOVED FROM THE FIELD HE HAS BEEN INJURED OFF (I.E. HIS MATCH FITNESS HAS DROPPED BELOW 70%) OR HE HAS BEEN SENT OFF THEN THE PANEL WILL FLASH. IF THIS HAPPENS TO ONE OF YOUR PLAYERS THEN A FLASHING EXCLAMATION MARK WILL APPEAR TO THE LEFT OF YOUR SCORE INDICATING THAT YOU HAVE THE OPPORTUNITY TO REARRANGE YOUR TEAM. N.B. IF ONE OF YOUR PLAYERS IS INJURED OFF AND YOU HAVE A SUBSTITUTE HE WILL AUTOMATICALLY BE SHOPPED INTO THE VACATED POSITION.

YOU CAN REORGANISE, MAKE A SUBSTITUTION OR BE GIVEN UPDATED INFORMATION ON YOUR TEAM BY 'INTERRUPTING' THE GAME WHENEVER 'PRESS SELECT TO INTERRUPT' APPEARS IN THE INFORMATION PANEL. YOU WILL BE PRESENTED WITH A LIST OF YOUR TEAM (WITH CURRENT PFS) TOGETHER WITH A CONTROL BOX CONTAINING 'PLAYER INFO', 'TEAM CENTRE' AND 'PLAY'. 'PLAYER INFO' WORKS IN EXACTLY THE SAME WAY AS DESCRIBED BEFORE BUT THE FUNCTION OF 'DATA' IS EXTENDED TO REPORT IF THE PLAYER HAS BEEN BOOKED OR SENT OFF ALSO. IF THE PLAYER HAS BEEN INJURED IN THE COURSE OF THE GAME 'MEDICS REPORT' WILL TELL YOU ALTHOUGH AN ESTIMATION OF HOW LONG IT WILL BE TILL HE IS FULLY FIT WILL NOT BE AVAILABLE TILL YOUR NEXT MATCH. (INCIDENTLY, IF A PLAYER SUFFERS A MINOR INJURY, THAT IS ONE WHICH DOES NOT TAKE HIM UNDER 70% PF, THEN HE WILL ALWAYS BE FULLY FIT FOR YOUR NEXT MATCH UNLESS HE IS CARRYING A MORE SERIOUS INJURY).

THE OPERATION OF 'TEAM CENTRE' IS SLIGHTLY DIFFERENT FROM PRE MATCH. WHAT WILL APPEAR IN THE CONTROL BOX IF YOU SELECT 'TEAM CENTRE' DEPENDS UPON YOUR CIRCUMSTANCES. YOU MAY OR MAY NOT HAVE BEEN GIVEN THE OPPORTUNITY TO REORGANISE YOUR TEAM WITHOUT USING YOUR SUBSTITUTE THIS OCCURS AT HALFTIME OR WHENEVER THE FLASHING EXCLAMATION APPEARS. ALSO, YOU MAY OR MAY NOT HAVE USED YOUR SUBSTITUTE. THIS GIVES US FEW POSSIBLE COMBINATIONS WHICH ARE LISTED BELOW:

## CONDITIONS IN CONTROL BOX

- 1) SUB USED & NO OPP CHANGE 'RETURN'  
IN THIS SITUATION THERE IS NO WAY IN WHICH YOU CAN REORGANISE YOUR TEAM.
- 2) SUB NOT USED & NO OPP CHANGE 'PLAY SUB', 'RETURN'  
THE ONLY WAY YOU CAN REORGANISE YOUR TEAM IS BY PLAYING YOUR SUBSTITUTE TO DO THIS SELECT 'PLAY SUB'. THE HIGHLIGHTING BAR WILL APPEAR AT THE TOP OF THE TEAM LIST MOVE THIS OVER THE PLAYER YOU WISH TO REMOVE FROM THE TEAM AND PRESS SELECT. THE SUBSTITUTE WILL THEN BE SHOPPED INTO HIS POSITION. IF YOU SELECT 'PLAY SUB' ACCIDENTALLY YOU CAN EXIT FROM IT WITHOUT CHANGING YOUR TEAM BY SELECTING THE SUBSTITUTE HIMSELF. AFTER COMPLETING A SUBSTITUTE THE CONTROL BOX WILL BE THE SAME AS NO.3.
- 3) SUB USED & OPP CHANGE 'SELECT TEAM', 'FORMATIONS', 'RETURN'

HERE THE OPTIONS AVAILABLE FROM THE CONTROL BOX ARE EXACTLY THE SAME AS BEFORE A MATCH WHICH GIVES YOU THE OPPORTUNITY TO RESELECT A TEAM IN THE SAME OR A DIFFERENT FORMATION.

- 4) SUB NOT USED & OPP CHANGE 'PLAY SUB', 'TEAM CENTRE', 'RETURN'  
'PLAY SUB' WORKS IN THE SAME WAY AS NO.2. IF YOU SELECT 'TEAM CENTRE' TO CONTROL BOX WILL BECOME THE SAME AS NO.3.

N.B: IF YOU ARE GIVEN THE OPPORTUNITY TO CHANGE THEN IT MUST BE USED BEFORE YOU RE ENTER THE MATCH.

THE OPTION 'PLAY' WILL TAKE YOU BACK INTO THE MATCH.

THE COMPUTER MANAGER ALSO HAS A SIMILAR OPPORTUNITIES TO REARRANGE HIS TEAM. IF HE LOSES A PLAYER OR DECIDES IT IS TIME TO MAKE A TACTICAL SUBSTITUTE THEN THE TEAM LISTS WILL CLEAR AND 'CHANGING' WILL APPEAR IN THE INFORMATION PANEL. ONCE HE HAS REORGANISED THE LIST WILL REAPPEAR (THE OPPOSITIONS IN ITS NEW FORMAT) AND AFTER A SHORT PAUSE THE MATCH WILL CONTINUE.

DURING THE COURSE OF A GAME YOU MAY ALSO BE ASKED TO SELECT A PLAYER TO TAKE A PENALTY. THIS IS DONE USING THE HIGHLIGHTING BAR IN THE NORMAL WAY.

## OTHER MATCHES

WHEN YOUR GAME IS OVER THE RESULT WILL BE PRINTED UP FOLLOWED BY THE RESULTS OF THE OTHER MATCHES IN THE LEAGUE. THIS TAKES A LITTLE TIME. THE REASON FOR THIS IS THAT ALL THE GAMES ARE PLAYED BY THE COMPUTER AT A SIMILAR LEVEL OF COMPLEXITY TO YOUR OWN WITH THE SAME TACTICAL MANOEUVRES OF MANAGERS AND THE SAME SORT OF INCIDENTS. THIS, WE FEEL, GIVES RISE TO A MORE RELISTIC DEVELOPMENT OF FORM RESULTS.

## GOLDEN BOOT

THE 'GOLDEN BOOT' COMPETITION IS TO FIND THE LEAGUES TOP SCORERS. FROM THE SECOND MATCH ONWARDS A LIST OF THE LEAGUES THREE TOP SCORERS WILL APPEAR (TOGETHER WITH YOUR OWN TOP SCORER) ABOVE THE MAIN CONTROL BOX. ANY PLAYERS FROM YOUR TEAM ARE HIGHLIGHTED IN WHITE. PREFERENCE IS GIVEN TO ATTACKING PLAYERS IN THE CASE OF A TIE.

## THE CUP

THE CUP COMPETITION BEGINS AFTER THE FOURTH MATCH OF THE SEASON AND IS PLAYED AFTER EVERY SIXTH GAME UP TILL THE FINAL WHICH IS THE LAST GAME OF THE SEASON. TEAMS FROM THE SECOND AND THIRD DIVISIONS TOGETHER WITH EIGHT NON LEAGUE TEAMS PLAY OUT THE FIRST TWO ROUNDS. THE FIRST DIVISION ENTERS IN THE THIRD. ALTHOUGH LEAGUE AND CUP GAMES ARE GENERALLY SIMILAR THERE ARE A COUPLE OF DIFFERENCES. THE FIRST AND MOST IMPORTANT IS THAT FORM IS REEVALUATED DURING THE CUP AND HAS A FIXED VALUE DEPENDENT ON THE TEAMS RATING AND DIVISION AND THE MAJOR SKILL LEVELS OF YOUR PLAYERS CHANGE SIMILARLY WHEN YOU MEET A TEAM FROM ANOTHER DIVISION THIS IS AN ATTEMPT TO SIMULATE THE DIFFERENCES BETWEEN THE SKILL LEVELS OF PLAYERS IN DIFFERENT LEAGUES. ALSO NO 'PLAYER INFO' IS AVAILABLE ON YOUR OPPOSITION IN THE CUP. IF THE REPLAY IS DRAWN AFTER 90 MINUTES THEN 30 MINUTES EXTRA TIME WILL BE PLAYED. IF IT IS STILL A DRAW THEN IT WILL BE PLAYED AGAIN AND AGAIN UNTILL THE FIXTURE IS RESOLVED.

## THE END OF THE SEASON

AT THE END OF THE SEASON (AFTER THE CUP FINAL) THE FINAL 'GOLDEN BOOT' TABLE WILL BE SHOWN THEN THE FINAL POSITIONS OF THE TEAMS IN ALL THREE DIVISIONS WILL BE SHOWN. THE TOP THREE TEAMS IN DIVISIONS TWO AND THREE ARE PROMOTED. THE BOTTOM THREE IN DIVISIONS ONE AND TWO ARE RELEGATED. THE RATING FOR EACH TEAM WILL BE RE EVALUATED AND A LIST OF THE NEW RATINGS FOR EACH DIVISION IS PRINTED. AFTER THIS YOUR RATE IS DECIDED. IF YOU HAVE SCORED EQUAL TO OR ABOVE YOUR TARGET THEN YOU WILL BE OFFERED A NEW CONTRACT AND DEPENDING HOW FAR ABOVE IT YOU SCORE YOU WILL GET OFFERS FROM TWO CORRESPONDINGLY BETTER TEAMS. IF YOU DO NOT REACH YOUR TARGET THEN YOU WILL BE SACKED ALTHOUGH YOU WILL STILL BE OFFERED THE MANAGEMENT OF THREE OTHER TEAMS (THE FURTHER AWAY FROM YOUR TARGET YOU ARE THE WORSE THEY WILL BE).

THEN EVERYTHING STARTS ALL OVER AGAIN.