

WORLD CUP YEAR '90 COMPILATION

TRACKSUIT MANAGER

INTRODUCTION

You may select ANY EUROPEAN country of your choice or accept the built in squad of players provided. The month is July. You have been offered the opportunity to manage a national team and prepare for the forthcoming Nations Cup Finals in two years time. Your first qualifying match is in October and you have up to 100 players all knocking on the door for international recognition.

The game runs on a four yearly diary, two years Nations and two years World Cup. All other countries are COMPUTER managed and will be attempting to achieve the same success... so use your wits. Every player for every country will have individual abilities, talents, shortcomings etc... so treat them with respect.

Hark... the national anthems playing... time you made your way to the dug-out... the match begins.

LOADING

ST/Amiga - Insert game disk into your machine and switch on. The game will load automatically.
C64 Cass - Insert game cassette into tape deck, press **SHIFT** and **RUN/STOP** and press **PLAY**.
C64 Disk - Insert game disk into disk drive. Type **LOAD * * * ,8,1** The game will load automatically.
Spec Cass - Insert game cassette into tape deck. Type **LOAD * * * ,8,1** and press **PLAY** on the tape deck.
Spec Disk - Insert game disk into disk drive and press **ENTER**.
Amst Cass - Insert game cassette into tape deck and press **CTRL** and **SMALL ENTER**.
Amst Disk - Insert game disk into disk drive and type **RUN *DISC***

CONTROLS

All movements are controlled by the joystick or cursor keys. Press the **CTRL** key and **P** for a printout.

SAVING A GAME

ST/Amiga - When saving to disk ensure disk is in the disk drive and that it is write enabled.
C64/Spectrum/Amstrad - Insert a blank cassette, select **SAVE** and press **PLAY** and **RECORD**.

MENUS

The menus will automatically change colour and the cursor will avoid any option not available.

SQUAD SELECTION

All countries have individual maximum and minimum ability ranges which are allocated to each player in the squad. This will guarantee the players performing to their realistic capabilities.

MANAGING ANOTHER COUNTRY

You must enter a minimum of 30 players (max. 100) for your squad plus their playing positions. You may also enter his club. If you choose not to use this last option, leave it blank. The last club entered will appear for each player unless deleted or altered. To finish selection, type **EXIT** in the players name section.

DATE

The date will automatically advance to date of next fixture so as to avoid unnecessary key pressing.

SQUAD

Current squad players will be highlighted by asterisk.

SCOUT

Reports will be available for teams either watched or scouted. NOTE: Individual players throughout the game will alter according to their form, so keep a regular check. Scout reports are only valid for up to one year. Thereafter it will be deemed out of date. You are not permitted to watch other internationals on the same day as your own fixture.

TABLES AND FIXTURES

League tables plus all results and fixtures for either the **NATIONS** or **WORLD CUP** are available. To avoid unnecessary searching, the cursor will automatically appear at the group your own country is involved in. All European groups will be in groups 1-8, All South American groups 9 & 10

FOUR team groups = ONE quality
FIVE team groups = TWO quality

DIARY

This will scroll all fixtures for current month. Cup Matches are displayed in another colour.

ARRANGE FIXTURES

Only two fixtures may be arranged within any one month. The exception to this are **TOURS**. Only one tour is permitted per Calendar Year.

TOUR

Only one tour is permitted per calendar year. A tour will consist of 5 matches within ten days. Enter the date you wish the tour to commence and then enter the opposition. A maximum squad of 25 players may be available for any tour. Opponents have the right to decline a fixture if they are:-

- Unable to raise a satisfactory team.
- Committed to other forthcoming friendly fixtures.
- Requiring a rest from too many previous matches.
- Do not consider you worthy opponents.

NOTE: It is advisable to have reserves for all departments as Replacement Players are not permitted on tour should injuries occur.

HINT: If a player plays a game within a few days of a previously played match his stamina will be affected which in turn will affect his current ability. Select your team carefully and save your best players for important matches, especially if you qualify for the Finals.

GAMEPLAY

Superb programming enables all fixtures, both cup games and friendlies, to be played within a total speed of less than a second. Therefore all goal scorers, goal times and match statistics are completely genuine.

The match you play/watch has been slowed down to allow you to follow a comprehensive running commentary. This may be speeded up or slowed down by the joystick.

Tactics may only be altered during a game at either half time, full time (if extra time is applicable) or during substitutions.

Injuries will affect the players running abilities as well as his skills through the remainder of the game. If you tactically assign one of your players to be aggressive towards an opponent, a booking or sending off may occur as well as the likelihood of the opposition seeking retribution.

BOOKINGS & SENDINGS OFF

A player may be booked only once during a match. A further booking will result in a sending off. Sending off offences will incur up to a three match ban. All players stretched off or considered severely injured will be removed from the squad. A club will not release a player it considers unfit. A player sent off cannot be replaced during a match.

INTERNATIONAL SOCCER

LOADING

Insert game disk into your machine and switch on. The game will automatically load.

OPTIONS SCREEN

When the options screen shows you may alter the characteristics of the game by moving the ball over an icon pressing fire.

STARTING THE GAME

ST - Press **SPACEBAR** to start a two player game or keys 1 to 9 to play against the computer. Level 1 is the easiest and 9 the hardest.

AMIGA - Press **F6** to start a two player game or **F5** to play against the computer. When playing against the computer, enter the difficulty level. Level 1 is the easiest and 9 the hardest. **F7** selects player 1 and 2 playing against the computer. The following special modes can be obtained when using a 4 player games adaptor.

F8 - Players 1 & 2 vs Player 3 **F9** - Players 1,2 & 3 vs computer
F10 - Players 1 and 2 vs players 3 & 4

FORMATIONS

For each team there is a formation icon which allows the team to select how many defenders, mid-field players and attackers there are on the field. Team 1 formation is to the left of the players and team 2 on the right. When the computer is playing it uses Team 2 formation.

WEATHER

To the left and below the players is the ground state icon which allows you to specify whether the ground is wet, slippery or dry. If the ground is wet sudden changes of direction will cause the players to slip. A new pitch will be loaded to show the pitch conditions.

TIME

Left of centre is the time of each half, which can show 5,10,30 or 45 minutes.

NIGHT GAMES

Right of centre is the kick-off time icon. This allows you to play night games with shadows etc.

WIND

To the right and below the players is the wind icon. You can play with the wind blowing to the right, left or not at all. The strength of the winds is the equivalent to the gale force strengths.

TEAM COLOURS

The team colours can be selected by clicking on the heads or feet of the players. Click on the head of a player until the desired shade is found.

If the shade was passed, click on the feet to go back to the desired shade. The computer does not check whether the team colours are similar so it is up to the players to make sure they can distinguish between each others colours.

PLAYING THE GAME

CHANGING CONTROL

If you do not have the ball you can change the player you control by pressing the button with the joystick centred. You can only control players that are on the screen.

KICKING THE BALL

Three strengths of kick are available. Ground pass, chip and large clearance. These strengths are selected by the length of time the button is depressed.

TACKLING

When you do not have possession you may attempt a tackle by pressing fire with the joystick NOT centred. If you tackle a player in your own penalty box a penalty will be awarded.

GOALKEEPER CONTROL

The goalkeeper crouches to show he is ready to dive when the ball is near the goal. To make the goalkeeper dive, point up, up and towards the goal or down, down and towards the goal with the fire button depressed. These joystick positions make the goalkeeper do a high or low dive in either direction. If the goalkeeper saves the ball, it rebounds off him.

THROW-INS

When a throw-in is awarded a player will pick up the ball and wait till the spacebar is pressed before throwing the ball back into play.

CORNERS

Corners, like throw-ins, are taken when the spacebar is pressed.

GOALKICKS

Again, like throw-ins and corners, press the spacebar to take a goal kick.

PENALTIES

When a penalty is awarded a player is selected to take the kick and he stands behind the ball. The joystick should be pointed up, up and toward the goal, down or down and toward the goal to kick the ball high or low either side of the goal. The goalkeeper should be controlled in the normal way.

HALF TIME & FULL TIME

At half and full time the score will be shown on the electronic scoreboard.

KEY COMMANDS

AMIGA/ST

F1 - Play tune 1 **F2** - Play tune 2 **F3** - Play tune 3 **F4** - Play tune 4 (ST only)
P - Toggle game pause **T** - Show time, score, half and conditions

AMIGA ONLY

CRSR UP - Increase volume **CRSR DOWN** - Decrease volume
TAB - Toggle between music and sound effects
KEYPAD 8 - Increase vertical screen position
KEYPAD 2 - Lower vertical screen position
Q - Quit Game

KICK OFF

INTRODUCTION

KICK OFF is an accurate soccer simulation with a full size multi-directional scroll pitch with all markings and goals etc. in the correct proportions. Both teams play the game strictly in accordance to tactics decided at the start of the game by the user. Players move into position to receive passes and move directly towards the ball to intercept and gain possession. The ball travels ahead of the players, thus making tackling a matter of skill rather than just chance.

KICK OFF like the real game requires skill in order to play it. Since there is a variety of ball skills to learn and tactics to practice, there is an option to learn these skills without being harassed by the opposition. The set pieces like corners, passing, sliding tackles, dribbling can be practiced to perfection.

Each player on the teams has his own unique combination of stamina, pace, accuracy and aggression, giving international players more speed and accuracy than a youth player. The facility to set the skill levels of both teams independently greatly adds to the lasting enjoyment of the game. For a really tough game, you can select a Sunday side for yourself and play against an International side.

You can gain against the computer or a friend. You must be careful when tackling the opposition as fouling is penalised by a yellow card if the ref. sees you. Persistent fouling will mean a sending off. There are 16 different referees in the game, each with differing skills and aptitudes.

LOADING

ST/Amiga - Insert the game disk into the disk drive and switch on the machine.
C64 Cass - Insert game cassette into tape deck, press **SHIFT** and **RUN/STOP** and press **PLAY**.
C64 Disk - Insert game disk into disk drive. Type **LOAD * * * ,8,1** and the game will load.
Spec Cass - Insert game cassette into tape deck. Type **LOAD * * * ,8,1** and press **PLAY**.
Spec Disk - Insert game disk into disk drive and press **ENTER**.
Amst Cass - Insert game cassette into tape deck and press **CTRL** and **SMALL ENTER**.
Amst Disk - Insert game disk into disk drive and type **RUN *DISC***

SAVING A GAME

A pre-formatted disk or a blank cassette are required for saving the league. The disk or tape are to be used exclusively for this purpose as all other data contained on them may be erased. The league to be saved must be given a file name of not more than 15 characters. Make a note of these file names for future reference.

GENERAL CONTROLS

The 8 joystick directions are used together with the following keys on the Spectrum

UP = **Q** **DOWN** = **A** **LEFT** = **O** **RIGHT** = **P** **FIRE** = **SPACE**

MAIN MENU

Move the joystick Up or Down to highlight an option. Press the Fire Button to select the option. **PRACTICE SKILLS** allows you to learn how to control your players using the joystick and to improve passing skills, corners etc. Corners can be practiced with or without goal keepers. **PRACTICE PENALTIES** allows you to take and defend a series of 5 penalty kicks in one or two player mode.

PLAY SINGLE GAME allows you to play a game against the computer or a friend. There are 5 skill levels and these can be set for both teams independently. **PLAY LEAGUE** consists of 8 teams and lasts 14 weeks. Each team in the league has its own style of play.

DURATION sets the match duration of a game. The options range from 10 minutes to 90 minutes, with the default value being 10. The match duration must be set before selecting single or league game options.

Return to the main menu after any of these options by pressing **ESC** or **OPTION**.

SUB MENUS

If single or league game options are selected, a series of sub menus are presented and lead to the actual play without returning to the main menu.

PLAY SINGLE GAME - Select the amount of players using your joystick.
SKILL LEVEL - There are 5 levels, Sunday, Youth, Reserve, National and International, and these can be set independently for both sides. Highlight your selection and press Fire.

TOSS - The winner of the Toss decides whether to play up or down the pitch.
MATCH TACTICS - There are four tactics determined by the choice of formations.

4-3-3 Defensive Play 4-2-4 Attacking Play
4-4-2 Good Mid-field Control 5-3-2 Sweeper Defensive Play

Move joystick to select your tactics and press fire. The game will start after this last menu.

LEAGUE GAME

The league game is played at the National level and the sides contain some International standard players. Each team has its own style of play and strengths. Up to 8 players can play in a league and these leagues can be saved and recovered for future use. When the League option is selected, the league table with the names of all 8 teams is displayed. It also shows whether the team is computer or joystick controlled, as well as results of the games and the points awarded

MODIFY - Under this menu you may modify the names of the teams as well as whether the computer or joystick controls them. Press Fire and a star will appear next to the name. Use the backspace or delete keys to delete the characters and then enter the new name. Select **DONE** when all modifications are done.

LOAD - This loads a previously saved game.
CASSETTE - Type in the file name and press **RETURN** or **ENTER**.
CONTINUE - Shows the next two teams to play the next match.

PLAYER CONTROL

Control your player using the joystick or cursor keys.
HEADERS - If the ball is in the air, pressing Fire will make the player jump, move the joystick in the direction you want to head the ball.

BLOCKING TACKLE - To gain possession of the ball. Run beside the player who has control of the ball and get the ball traveling ahead to that you can gain possession.

SLIDING TACKLE (ST/AMIGA/C64 only) - Press Fire to do a sliding tackle. Move the joystick to the direction you wish to slide.

KEEPER CONTROL

The keeper is controlled by the computer during the game. You control your keeper during penalties only. Use the joystick left, right or diagonally up or down and the keeper will dive in that direction. Moving the joystick straight up will make him jump, and moving the joystick straight down will make him stoop. To catch the ball, leave the joystick centred. Press Fire to start the move, the longer Fire is pressed the bigger the movement.

BALL CONTROL

DRIBBLE - The distance the ball travels depends on how fast the player was traveling when he made contact.

SHOOT - Press Fire after touching the ball, the ball then shoots in the direction the player is facing.

PASS - You must stop the ball before you pass it. Keep Fire pressed and the ball will stick to you, move the joystick in the direction you want to pass and release Fire.

CHIP - Reverse the direction of the joystick on making contact with the ball.

SET PIECES

CORNERS - There are 9 choices of corner kicks. Use the joystick to select from the panel of moves and then press Fire.

PENALTIES - The angle and height of the shot are under user control. There is a bar with a pointer rapidly moving from left to right, and this indicates the horizontal position of the kick. The height of the kick is dependant on how long the Fire button is pressed before it is released.

GARY LINEKER'S HOT SHOT!

INTRODUCTION

Here is your chance to play in a full scale eleven a side football team complete with sliding tackles, headers, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card! Try to take your team to the top of League Division One.

LOADING

C64 Cass - Insert cassette into tape deck and press **SHIFT** and **RUN/STOP**. Then press **PLAY**.
C64 Disk - Insert disk into drive and type **LOAD * * * ,8,1** and press return.

Spec Cass - Insert cassette into tape deck and type **LOAD * * * ,8,1**. Press **PLAY** on the tape deck.
Spec Disk - Switch on computer. Put disk into drive and press **ENTER**.

Amst Cass - Insert cassette into tape deck and press **CTRL** and **SMALL ENTER**, and press **PLAY**.
Amst Disk - Insert disk into drive and type **RUN *DISC***

GETTING STARTED

When the game has loaded you are presented with a series of selections such as your team's strip colour, the playing surface and whether you want a one or two player game. Moving left or right changes the category you can affect and moving up and down makes your choice.

The category, intelligence for example, is printed below a large football. Your choice is printed above the football. The joystick is used to control this selection process although the keyboard is used on the Spectrum. (Z and X move left and right, K and M move up and down) These controls are only applicable on the options screen.

The available choices are:

PLAYERS	1 or 2
GAME TIME	Time per half
INTELLIGENCE	Division one is the hardest
JOYSTICK TYPE	Spectrum only
SURFACE	Grass or Astro-Turf (C64 only)
PITCH COLOUR	C64 only
TEAM ONE COLOUR	C64 only
TEAM TWO COLOUR	C64 only

CONTROLS

The joystick controls the direction in which the player runs. Pressing the Fire button has two functions depending on whether the player has the ball or not. If the player is in possession of the ball, pressing the Fire button starts the kick process. The longer you hold down the Fire button the more powerful the kick. If the player does not have the ball, the Fire button initiates a sliding tackle.

Keyboard Controls Spectrum:-

Q	UP
A	DOWN
ENTER	FIRE
K	LEFT
L	RIGHT

KICKING

Hot shot allows you very precise control over the ball. If the joystick is held in the opposite direction to the player's direction, then an overhead kick occurs when the Fire button is released. If the joystick is held at right angles the ball is kicked in that direction with the side of the foot.

DEFLECTIONS

When the ball hits a player it may either rebound off him or be chested down and controlled by the player depending on its speed and height. The ball, when deflected off a player, may rebound in one or several ways depending on the part of the player it struck and angle of impact.

HEADING

When a player is positioned under a descending ball such that the ball strikes the players head the ball will be headed in the direction in which the player is facing.

THROW-INS

Select the direction in which to throw the ball and the power using the joystick in the usual way.

CORNERS

Select the direction in which to kick the ball and the power using the joystick in the usual way.

GOAL KICKS

Select the direction in which to kick the ball and the power using the joystick in the usual way.

FOULS, FREE KICKS AND PENALTIES

A player is judged to have fouled when he illegally tackles a player who either is not in possession of the ball or tackles unfairly one who does have the ball.

If a player is fouled who is not in possession of the ball but another team member is, then the advantage is played. If a player is fouled who has got possession of the ball a free kick is awarded.

If a player fouls repeated he may be booked and/or sent off. He will then take no further part in the game.

GOAL KEEPERS

These are automatic and track the ball whilst in play. When a shot at goal is taken the goalie will attempt a save. When a save has been made or the keeper is in possession of the ball, he will run forward to the edge of his 18 yard box and kick the ball up the field.

WORLD CUP YEAR '90 COMPILATION

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