SOCCER MANIA 2

FOOTBALL MANAGER 2

GUIDE AND INSTRUCTIONS
by Kevin Toms

INSTRUCTIONS FOR FM2 16 BIT
If you wish to save a game make sure you have a blank, formatted disk before you load your program.

INSTRUCTIONS FOR FM2 8 BIT
If you wish to save a game make sure you have a blank cassette.

LOADING INSTRUCTIONS FOR FM2 8 BIT

Spectrum 48K Cassette
Type LOAD"" now press ENTER.

Spectrum +3 Disk
Insert disk, press ENTER.

Amstrad 464 Cassette
Hold down CTRL and tap the small ENTER key.

Amstrad 6128 Cassette
Hold down the SHIFT KEY and press the @ key, then type TAPE, now press ENTER.
Type RUN" and then press ENTER again.

Amstrad Disk
Insert disk, type RUN"FM2.

CBM 64/128 Cassette
Hold down SHIFT and press the RUN/STOP key. On 128 Machines hold down Commodore key during power up.

CBM 64/128 Disk
LOAD"*",8,1, now press RETURN.

SAVING INSTRUCTIONS FOR FM2 8 BIT

Spectrum 48K Cassette
Insert blank C60 into your tape deck and wind past leader.

Set tape index to 000 if first save. Please keep a note of the index numbers so as not to erase a previously saved game.

Now press PLAY and RECORD on your tape deck.

Select a file number (0 to 9) and press FIRE.

Please be careful that you don't overwrite the program or any previously saved file.

Please leave a 10 second gap between each FM2 file.

Amstrad Cassette
Insert blank C60 into your tape deck and wind past leader. Set index to 000 if first save. Please keep a note of the index numbers so as not to erase a previously saved game.

Press PLAY and RECORD on your tape deck.

Select file number (0 to 9) and press FIRE.

Please be careful that you don't overwrite the program or any previously saved file.

Please leave a 10 second gap between each FM2 file.

Amstrad Disk
Place a new formatted disk into drive.

Select SAVE on management screen.

Select file number (0 to 9).

Press FIRE.

Please be careful that you don't select the same file number twice as the SAVE routine is destructive.

Spectrum +3 Cassette
Saving instructions as per Spectrum 48K saving instructions.

ALTHOUGH YOU CAN LOAD FROM DISK YOU CAN ONLY SAVE TO TAPE.

CBM 64/128 Cassette
Saving as per Spectrum saving instructions.

CBM 64/128 Disk
Saving as per Amstrad disk saving instructions.

LOADING INSTRUCTIONS FOR FM2 16 BIT

Atari ST Disk
Insert disk into drive and turn on your computer.

After you have read the message, press your SPACE BAR.

Now double click your left mouse button on the FM2 icon.

Please note that Football Manager 2 and Football Manager World Cup Edition are on the same disk.

Amiga
Insert disk into drive and turn on your computer.

Please note that Football Manager 2 and Football Manager World Cup Edition are on the same disk.

IBM PC and Compatibles
Insert your disk into drive A and turn on your computer.

SAVING INSTRUCTIONS FOR FM2 16 BIT

(Atari ST, Amiga, IBM PC and Compatibles)
Place a new formatted disk into drive.

Select SAVE on management screen.

Select file number (0 to 9).

Press FIRE.

Please be careful that you don't select the same file number twice as the save routine is destructive.

THE NEW GAME
Football Manager 2 is not just an improvement on Football Manager 1 – it is a complete re-write.

FM2 contains many improvements on FM1 yet still contains the basic ingredients that made FM1 one of the biggest selling home computer games ever.

I have completely redesigned the graphics match action and the tactics of team selection. Your team now plays to the style and formation that you select and you can actually watch and assess the performance of your individual players. There is skillful passing, tackling, crosses, lobs into the net, diving goalkeeper saves, close marking, close passing play, kick-and-rush – in fact an infinite variety of action. There are even Action Replays on 16 bit machine versions.

Tactical changes include man to man marking, choice of formations and substitutions.

Other enhancements include League Cup matches, full 92 team league, Sponsorship, Success points, Goal scorer display, Enhanced transfer market, Training etc.

There is an endless variety of techniques of playing this game and I'm sure you will enjoy developing your own Football Management style.

I have worked very hard over many months to provide you with a very entertaining game. I hope you have many, many hours of enjoyment from Football Manager 2.

QUICK START TO PLAYING
To get the best out of the game you will need to study the following instructions carefully but to help you get into the game quickly I have identified some of the instructions by these words **NOTE** and **NOTE END**. Reading what is enclosed by these will give you the basic guide to playing Football Manager 2.

CONTROLS
The whole game is controlled using joystick type movements as follows:–

Action	Joystick	Mouse	Keyboard
UP	UP	UP	Q
DOWN	DOWN	DOWN	S
LEFT	LEFT	LEFT	O
RIGHT	RIGHT	RIGHT	P
FIRE	FIRE	BUTTON	RETURN/ENTER

The use of Joystick, Mouse or Keyboard is dependent on the computer on which the game is played.

The game uses UP/DOWN/LEFT/RIGHT to select items using the displayed pointer. FIRE is used to confirm a selection.

························· NOTE ························

TEAM SELECTION CONTROLS
Team selection is carried out over three screens depicting defence, midfield and attack as follows:–

1. The reserve pool slot is at the top of the screen. Pressing FIRE when pointing to this slot will produce the FIRE TO QUIT message.

2. When FIRE TO QUIT is displayed –
a) UP/DOWN will scroll through your reserve players and pressing FIRE again will select one.
b) LEFT/RIGHT will move to the next right or left screen if possible, it is also used to place your goalie in position i.e.:– move your cursor from the player selection area down twice and depending on which end your goalie is move left/right.
c) FIRE again will end team selection if 11 players have been picked.

3. Moving the pointer to an empty slot and pressing FIRE will transfer the reserve player displayed at the top of the screen to that slot.

4. Pressing FIRE on a slot that contains a player selected will transfer him back to the reserves.

5. When team selection ends you will be allowed to select two substitutes by scrolling UP/DOWN through your reserves and pressing FIRE to select.

6. At half-time you will be able to alter your team and bring on substitutes.

7. Note that display slots are placed over the actual areas of the pitch that each individual player will cover in your team formation.

······················ NOTE END ·······················

PLAYING GUIDE
At the start of the game you will be able to choose your team.

Sponsorship
At the start of each season you will be offered sponsorship. The maximum is 50,000 per division (i.e. Division 1 = 200,000). If you reject a sponsor the chances of another offer depend on your managerial rating (MR). A MR of 100 will give you a 75% chance of another offer whilst a MR of 50 will give you a 50% chance. If your MR is 25% or less you will get no more offers.

Then choose your skill level: start at 1 until you gain experience and playing skill. The higher levels help you to maintain a challenge in playing the game.

Management Record
This is a record of your achievements. Success points are earned from your final league position at the end of a season and from Cup match success. Your Managerial rating is an average of your success points per season and is out of 100.

Load/Save Game
Before each match you will have the chance to save or load the game. This allows you to stop the game and continue another time and will allow you to work your way up the league. Save/Load instructions are given in the machine instructions.

The Match
(see Team Selection Controls for details of how to pick the team)

1. TEAM DETAIL
This is shown in three sections for your Defence, Midfield and Attack. Each team is shown with the players in their playing positions. The four paired slots on each screen show the man-to-man marking of players. That is players in slots horizontally next to each other on a screen will mark each other during the match action.

The slot at the top of the screen contains your reserve players and can be rolled through to select them.

2. PLAYING SKILL
(see Player attributes)

························· NOTE ·························

The skill of individual players affects the match action significantly. In the man-to-man marking, players with higher skill will tackle more effectively and dribble the ball more successfully past opponents of lesser skill.

For each half of the match, all of the players in the twelve marking zones are compared with their opposing players and, with a random factor thrown in, the highest value player will start a new playing action sequence in possession of the ball. If the difference between the two players is close, no action sequence will occur. Thus you can influence the whereabouts of the start of attacks and the likely number of them by the way you match the skill of your players up against the opponents with the man-to-man marking.

N.B. If the marking players are close in skill they will probably neutralise each other. If the skills are significantly different, the highest will probably win and start an attack with the ball at his feet. A player marking free space will probably start an attack from there, as the game treats him as marking a skill rating 2 player.

Players playing out of position, e.g. a Defender playing in Midfield will play as if they have a skill rating of only 2.

······················ NOTE END ·······················

The goalkeeper's skill is a measure of his ability to save shots.

3. FORMATION
There are twelve possible zones in which you can place your outfield players. These are depicted by the four playing slots for outfield players on each of the three team selection screens. Thus your team will play in many formations i.e. 4-3-3, 4-4-2, 4-2-4 etc. Since your team will play in the positions you choose you can decide to play defensively, attacking, with wingers, down the middle or however you wish.

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The team selection slots are directly over the area of the pitch which the player in that slot will play when the action starts. Any player in the horizontally adjacent slot will mark him during play and will play in the same zone. Players will also cover areas of the pitch next to their own if there is no player covering that area. Note that this zoning of players allows you to spot the performance of individual players because you can identify them by their position.

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4. OPPONENTS
The skill of your opponent's players will depend on who you are playing against. If you progress through the cup you will play more skillful teams as you advance. Top league teams will also be stronger opponents than lowly teams.

5. FITNESS
Playing in a match will affect each player's fitness. They will pick up knocks during play and may be injured.

6. FULL TEAM
You must pick eleven players before you will be allowed to end team selection. You will then be required to pick two substitutes. The substitutes may be brought on and the team formation changed at half time.

7. PLAYING STYLES
During the Extra Training part of the game, you can modify the playing style of your team. The effect of this is visible during the match action. Thus your team will use close or long passing, or high passes as you have selected. Note that different opponents will also use varying styles.

8. THE ACTION
Each half of the match will consist of several action sequences. (See Playing Skill for details of how each sequence starts). Each sequence continues until either the ball is out of play, a goal is scored or the goalkeeper saves a shot.

The match action allows you to see the result of your actions. The skill of players you have selected and how you have positioned them will visibly affect what happens!

9. THE HOME TEAM
The Home Team will always start the match playing from left to right.

10. HALF TIME
At Half Time you can bring on substitutes and later your team formation. This can be very useful. I'll give you an example:

In one match I noticed that my team was doing badly in midfield and I was one down at half time. I moved one midfielder over to mark the opponent's most successful midfield player and moved another out to the wing to give some width to the midfield play. I also moved an attacker out onto the wing. The extra width in midfield allowed my team to get round their strong midfield players and my attacking winger's crosses brought 4 goals in the second half and my team won 4–1.

MATCH RESULTS
After your match either:
a) The other league results and league table will be shown.
b) The result of your cup match shown.

INJURY REPORT
This displays a list of your injured players. Players with a fitness value less than 50% are injured and unfit to play. Players will accumulate knocks when playing in matches, and possibly sustain long term injuries. Players will recover their fitness gradually when rested from match play.

FINANCE
This shows the profitability of your club. If your club has a negative bank balance, you will be sacked.

Gate receipts are dependent on how well your team is playing at home. If you are successful as a team your home receipts will rise. Cup success also produces high gate receipts.

Player Buy/Sell is a total of your Transfer Market trading.

Player wages are dependent on the skill of your players and the number of them. In other words a lot of highly skilled players will cost a lot in wages.

Overheads are a record of the fixed costs that are incurred by your club.

Profit is measured weekly.

All financial values are higher as you rise up the Divisions.

SELL PLAYERS
All of your players are listed during the sell player routine so you can check your squad. You will be able to sell a player if you wish and an offer up to his displayed value will be made for him if you do. If you reject the offer you will have to wait to the following week to try again. Remember you are paying wages for all players in your squad even if they are not picked to play. Also if you have less than thirteen players you cannot make up a team and matches will be forfeited.

BUY PLAYER
Up to three players will be for sale. You may bid for any of them. The higher your bid, the more chance of purchase. You may even be able to buy them for less than their value. The SQUAD TOO BIG message means you must sell a player before any more will be offered for sale.

EXTRA TRAINING
This feature allows you to modify the way your players pass the ball. It is an advanced feature and is best left unaltered until you have got used to the gameplay and watched a lot of matches.

Passing Height allows you to increase/decrease the height of passes. Basically high passes will produce a Kick and Rush style which can help to, say, bypass a weak midfield. Low passing will lead to closer play.

Passing Length allows you to increase/decrease the length of passes. Short passing will suit a highly skilled team that dribbles well. Long passing may suit a side with wingers.

The tips on Passing Height and Length above are just a guide and you will be able to develop your own technique to suit your team and style of play. You will see the effect of your passing style on the pitch.

If you get the PERFECTED message it means that you have reached the maximum or minimum length or height and more of the same extra training will not have an added effect.

THE SEASON
You will play all of the other teams in your division once and play through the Cups as far as you progress. Promotion and Relegation at the end of the season is three up three down.

SUCCESS
The aim of the game is to be as successful as possible and try and win the Treble of League and Two Cups. However the game is designed to be enjoyable enough for you to play as long as you like.

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PLAYER ATTRIBUTES
Players have 5 values which are shown on the various displays:

Name – the players name is shown.

Skill – in the ranges 3 to 9. This affects his play during the match. A player out of position e.g. a defender in attack or a midfield player playing in goal will play with a skill value of 2.

Fitness – out of 100. This is reduced by playing in a match as the player receives knocks or injuries. A player who is rested in the reserves will recover some of his fitness. A player with a fitness value of less than 50 is too badly injured to play.

Position – G, D, M, A. As follows:–
G Goalkeeper
D Defender
M Midfield Player
A Attacker

These are the players correct playing positions. Note a player playing out of position is less effective (see Skill above). Playing positions are easy to identify on the team selection screen. The goalkeeper's slot is over the goal. Defender's slots are on the same screen as your pitch backdrop. Attacker's slots are on the same screen as the opposing goalkeeper.

value – 30,000 to 360,000. This is directly affected by the player's skill and the division you are playing in. It will affect his transfer market purchase and sale price.

························· NOTE END ·······················

INSTRUCTIONS FOR FOOTBALL MANAGER WORLD CUP EDITION

The aim is to manage your team through to winning the WORLD CUP FINAL. Unlike previous Football Manager games there is no requirement to deal with anything other than team tactics, positioning and individual player management.

What makes this game uniquely brilliant is the fact that you now have total control of each player in terms of instructing him on things like passing forwards, backwards, long kicks, short kicks, etc.

Another major factor is morale. This subtley affects your team's performance. So what you say to the newspaper press is important. If the reporters believe and support what you say, they will print positive information about your team and it will boost their morale.

You can also affect your team's morale by what you say to them before and halfway through a game.

HOW THE TEAM GROUPS AND LEAGUES WORK
The World Cup is split into 2 parts:

A The qualifiers. This is split into 6 regions.
    1 European
    2 South American
    3 Oceana/Israel
    4 Asia
    5 North and Central America/Caribbean
    6 Africa.

Depending on which team you wish to be, you have to play in accordance with the qualifying system of that region. Also, if you choose Italy or Argentina, you will automatically go straight through to the finals.

B The Finals.
These start with league groups and progress to knock-out competitions.

THE GAME VIEW
THERE ARE TWO GAME VIEWS, BALL ON-VIEW AND SCROLLING VIEW, WHICH YOU CAN CHANGE FROM ONE TO THE OTHER AT ANY TIME DURING THE ACTION SEQUENCE BY USING FIRE, LEFT MOUSE OR RETURN KEY.

HINTS AND TIPS
1. Player types. Strikers are better at scoring goals. Passers choose more intelligent passes. Runners can run faster. Sweeper players are better at sweeping up opponents' attacks. The more passing options you allow a player, the more likely he is to pass than run with the ball.

Please read the instructions carefully. I hope you enjoy the game. I believe it is my best one to date. Enjoy yourself. Good Luck. Kevin Toms.

16 BIT INSTRUCTIONS

IBM PC's and Compatibles
Install mouse, if you wish to use mouse (this must be Microsoft compatible as detailed in your machine documentation).

Insert disk then type: WCFM (RETURN).

Amiga and Atari ST
Switch machine off for a few seconds. Insert disk and switch machine on.

Please note that Football Manager 2 and Football Manager World Cup Edition are on the same disk.

MOUSE/KEYBOARD CONTROL
The game is controlled by mouse (except for the PC versions which can also use the numeric pad cursor keys).

WHAT TO DO BEFORE YOU PLAY A MATCH
You have a squad of 22 men from which you must select 11 players, 5 substitutes and 6 reserves. As a manager, you can manipulate your team as follows:

1. Positioning. You do this by pressing "POSITION" (the player will be highlighted on the screen, if he is playing) and moving that player to where you want him, using keyboard or mouse for left, right, up or down; after clicking the "Passing" position bar then click the pointer on the new position on the pitch display.

2. Playing, substitute or reserve.

3. Directions and lengths of passes and kicks for example backward, forwards, long, short, etc.

4. Type of play: Thru runs, sweeper play, find space, positional, wing play.

The player type, i.e. tackler, passer, striker, runner and goalie; and skill values are fixed.

You can also view the values and positions of your opponents' players by clicking the top bar. Please note you cannot change them.

You also have a menu option to see the complete teams in their formation. This shows for each player, including the opponents, the type of player, the skill value and playing tactics. For example: S5W – STRIKER, SKILL VALUE 5 AND WING PLAY.

WHAT YOU CAN DO DURING AND HALFWAY THROUGH A MATCH
At any time, during the action sequence, you can attract the referee's attention to put on a maximum of 2 substitutes. This is done by pressing your RIGHT mouse button or SPACE BAR. You will then be able to put on one or two substitutes when the ball goes out of action. You must remove a player before you can bring on a substitute.

8 BIT INSTRUCTIONS

LOADING

CBM 64/128 Cassette
Hold down SHIFT and press RUN/STOP key. On 128 Machines hold down Commodore key during power up.

CBM 64/128 Disk
Insert disk in drive. Type LOAD"*",8,1 (RETURN).

Amstrad CPC Cassette
Load in your cassette. Type RUN" (RETURN). Press PLAY then hit any key.

Amstrad CPC Disk
Insert disk, type RUN"DISC.

Spectrum Cassette
Load in your cassette. Type LOAD"" ENTER. Press PLAY on tape.

Spectrum Disk
Insert disk, press ENTER.

JOYSTICK/KEYBOARD CONTROLS
On all versions except CBM 64, when the game has loaded you will be asked to define your keys or press FIRE. If you choose to use the keyboard, you can select the letters to determine the functions. For example: Z – Fire, Q – Up, A – Down, O – Left, P – right.

All functions on the CBM 64 are controlled by the joystick, except for changing player names.

WHAT TO DO BEFORE YOU PLAY A MATCH
You have a squad of 22 men from which you must select 11 players, 5 substitutes and 6 reserves. As a manager, you can manipulate your team as follows:

1. Positioning. You do this by pressing "POSITION" (The player will be highlighted on the screen, if he is playing) and moving that player to where you want him using keyboard or joystick for left, right, up or down.

2. Alter status. Playing, substitute or reserve.

3. Alter action. Find space, positional, wing play, thru runs, sweeper play.

4. Passing. Backwards, forwards, short, long, centre and wings.

The player type, i.e. tackler, passer, striker, runner and goalie; and skill values are fixed.

WHAT YOU CAN DO DURING AND HALFWAY THROUGH A MATCH
At any time, during the action sequence, you can attract the referee's attention to put on a maximum of 2 substitutes. This is done by pressing your UP key or pushing the joystick UP. You will then be able to put on one or two substitutes when the ball goes out of action. You must remove a player before you can bring on a substitute.

PLEASE NOTE: There is no LOAD/SAVE facility on Football Manager World Cup Edition.

GAZZA'S SUPER SOCCER

ACKNOWLEDGMENTS

Atari ST and Amiga Implementations	Edward Grabowski
16 bit Graphics	Erik Casey
Spectrum and Amstrad Implementations	Brian Rogers, Allen Pendle, Colin Nichols
C64 Implementation	Paul Yates, Brian Rogers
8-bit Graphics	Kevin Ayre
Overall Game Design	Richard Yapp
Additional Criticism	Everyone else at ODE
Documentation Design and Typesetting	Antony J Bond

Special Thanks to Paul Gascoigne

Gazza's Super Soccer is Published by Empire

LOADING AND SYSTEM REQUIREMENTS

Amiga

Amiga 500, Amiga 1000(0.5Mb or more) or Amiga 2000
Single Player Joystick (port 2): Two player joysticks (ports 1 & 2)

At the workbench prompt, insert the game disk into the internal drive DF0: Please ensure that no other software is running.

Atari ST

520ST, 1040ST or Mega ST
Single Player Joystick (port 1):Two player joysticks (ports 1 & 0)

Either insert the game disk into drive A and switch on or reset the machine, or insert the game disk into any drive and double click on the GAZZA.PRG icon.

CBM 64 Cassette

CBM 64/128 + joystick ports 1 &2
Place the game tape into the cassette unit and ensure that it is rewound. To load the game press SHIFT and RUN/STOP at the same time, and then press play on the cassette unit. On 128 Machines hold down Commodore Key during power up.

CBM 64 Disk

CBM 64/128 + joystick ports 1 & 2
Place your game disk into your disk drive and type LOAD "",8,1. After a short delay the title screen will appear and the game will load.

Spectrum Cassette

Spectrum 48K, +2 or +3 with joystick ports 1&/or2 or keyboard
Place the game tape in your cassette recorder and ensure it is rewound. Type LOAD "GAZZA" and press PLAY on your cassette recorder. If you are using an external drive make sure the TONE and VOLUME levels are set correctly. When the game has loaded make sure you press STOP on your cassette recorder. If you are using a joystick press fire when required, otherwise you must define which keys you wish to use.

Spectrum Disk

Insert disk press ENTER.

Amstrad Cassette

Amstrad CPC 464,664 or 6128 + joysticks or keyboard
Place the game tape in your cassette recorder and ensure that it is rewound. Type RUN "GAZZA" and press play on your cassette recorder. If you are using an external drive make sure the TONE and VOLUME levels are set correctly. When the game has loaded make sure you press STOP on your cassette recorder. If you are using a joystick press fire when required, otherwise you must define which keys you wish to use.

Amstrad Disk

Insert disk type RUN"GAZZA.

THE MENUS

The first item of the game is the start-up menu, which allows you to start playing your first match (this gives a default selection of 2 teams), to set up one or two player mode (in one player mode you will always play against the computer), or to go into further menus to access the more complex features of the game. The actions of these further menus are self explanatory, and will allow you to set up your own custom leagues and cups (either using the available teams or with your own predefined teams). to practice various set pieces, to change the length of play during each half of the game etc. The best way to get familiar with all of the options available is to explore the different menus in the game.

Note that after you have set up a special team, league or cup you may save them at the end of any week or round. If your chosen team has performed well in the past, then the available skill and speed factors of your team will increase. One special feature that we have provided is that if you save your team, league or cup onto tape from a C64, Spectrum or Amstrad, you will be able to load the information back in again into any of the three machine types. This means that the saved data is compatible with all three machines. There is ONLY a tape save option on the C64, Spectrum or Amstrad version.

One final feature to note is that we haven't provided the names of any players in the teams available with the game. We have left these free for you to enter in the menus. This is because we don't know the transfer intentions of all of the managers in Europe over the coming season. It also means that if you've always wanted to play for your favourite team then you can easily do so!

PLAYER CONTROLS

The player you are controlling is marked on the screen by a small triangle above his head. If this player has control of the ball the triangle will be flashing. Your player will follow your joystick or keyboard movements about the pitch. There are three views of the pitch, either the middle section (which is a side-on view), or either of the two ends including your goalmouth. This means that you get a good view of the goal when you wish to take a shot. Once you are controlling a player off the ball, you will always keep control of him unless you press fire. Control will then go to your player which is nearest the ball. The exception is your goalkeeper - to get control of him at any time you must press the SPACE BAR on the 16-bit machines and ENTER on 8-bit machines. He can then be moved about in the normal way. He can be made to dive by pressing the fire button and moving in the required direction. To restore control to your other players you must press the SPACE BAR or ENTER again.

KICKING OR THROWING THE BALL

When you have control of the ball you then have the ability to kick it in the direction of your choice. You may choose the exact amount of strength, heigth and spin on your kick by the length of time you press fire, pull down on the joystick, and pull left or right on the joystick respectively. So, if you wish to kick a strong high ball with spin to the left then press the fire button and pull the joystick back and to the left. As an additional help we have provided a BOOT-o-METER in a triangle in the centre of the lowest part of the screen. If you watch how the dot moves and grows, you will be able to precisely determine the effect of your kick. Goal kicks, free kicks, penalties, corners and even throw-ins are all under BOOT-O-METER control.

TACKLING

If you wish to tackle an opposition player to gain possession of the ball then you must approach within tackling range and press the fire button. If you are up against a highly skilled player then you will have to be persistant!

MICROPROSE SOCCER

PLAYERS MANUAL

* These options not available on Spectrum and Amstrad.

CREDITS

C64 Software development sensible software

LOADING MICROPROSE SOCCER

Spectrum Cassette

Place cassette in cassette deck, label-side outwards. Type LOAD"" and press ENTER, then play on tape deck.

Spectrum + 3 Disk

Insert disk press ENTER press 1 for six-a-side 2 for eleven-a-side.

Amstrad Cassette

Place cassette in cassette deck, label-side outwards. Press CTRL and LITTLE ENTER. Start the tape and press Enter.

Amstrad 6128 Disk

Insert disk type RUN"DISC press 1 for six-a-side. 2 for eleven-a-side.

CBM 64 Cassette

Place cassette in cassette deck, hold SHIFT Key down and press RUN/STOP Key. Press play on cassette deck. On 128 Machines hold down COMMODORE Key during power up.

CBM 64 Disk

Type LOAD"",8,1 Then press 1 to load 6 a-side or 2 to load 11 a-side.

IBM

Instruct the computer to read the "A:". Then hit ENTER. To run the program, type "SOCCER". ENTER

Atari ST

Place disk 1 in drive and turn on computer. The title screen should soon appear and you will then have the option to choose the indoor or outdoor game.

Amiga

Place disk in drive at the workbench prompt the game will now load to the title screen and you will then have the option to choose the indoor or outdoor game.

GETTING STARTED

MICROPROSE SOCCER is operated using menus and a highlight bar to select the required option. Move the bar using a joystick or keys and make your selection by pressing FIRE.

Both Association football, and American rules six-a-side football uses the same basic menus as described below.

Once the game has loaded, the Main Menu screen should appear as below.

> INTERNATIONAL CHALLENGE
> * WORLD CUP TOURNAMENT
> * SOCCER LEAGUE
> TWO PLAYER FRIENDLY
> DEMO GAME
> CONTROL PANEL
> * NAME BANK
> PLEASE SELECT YOUR FAVOURITE OPTION

QUICK START

Solo players should select MICROPROSE INTERNATIONAL CHALLENGE from the Main Menu then press FIRE again to bypass the challenge table. Select PLAY BALL and press FIRE twice to begin the match. You will now play under the name of Player 1 against the first team in the challenge. Oman.

If there are two players, you should select TWO PLAYER FRIENDLY from the Main Menu, select PLAY BALL and press FIRE. Now, depending who presses the FIRE button to start the match, one person plays under the name of Player 1 and the other, Player 2

This will allow you to start playing immediately, with the minimum of fuss. However, it is advised that you skim through the section on controls as soon as possible, to familiarise yourself with the subtleties of the joystick commands.

OPERATING INSTRUCTIONS

Control Panel

Those who wish to obtain the maximum benefit from the game should now continue on to CONTROL PANEL which lets you customise the many functions of MICROPROSE SOCCER at your own discretion. Upon pressing the FIRE button, the secondary menu appears:

> SELECTION MODE - MAN/AUTO
> WEATHER -ON/OFF (OUTDOOR GAME ONLY)
> BANANA POWER - HI/MED/LO
> MATCH LENGTH - 2/4/6/8/10/ 12/ MINS
> REPLAYS - ON/OFF
> SELECT CONTROLS
> CONTROL 1 KEYBOARD 1
> CONTROL 2 KEYBOARD 2
> SAVE - TAPE/DISK
> LOAD - TAPE/DISK
> EXIT

Each option is altered by highlighting, and then pressing FIRE to cycle through the available choices.

Most of theses options are self-explanatory. However, here is a brief explanation of their individual functions:

Selection Mode

During a game, the player under your direct control can be selected automatically, in which case he's always the players nearest the ball or manually, switching between the current player and the one nearest the ball by pressing the FIRE button. The latter case allows you to kick the ball without automatically giving possession to members of your team who may be nearby.

Weather (Outdoor Game Only)

Just like in real life, it rains on MICROPROSE SOCCER matches - complete with thunder and lightning. This has serious effects upon the movement of the ball and players, so if you don't fancy the challenge of playing on a wet pitch in torrential rain, set it to OFF.

Banana Power

Adjusts the strength of the Banana Shot (described in detail later on) between High MEDium or LOw. Realistic effects are obtained by leaving the setting on MED.

Match Length

Matches can be either 2, 4, 6, 8, 10 or 12 minutes in length. It's best to choose 2 or 4 minutes for playing in a large league, unless you intend saving your position.

Replays

MICROPROSE SOCCER gives a perfect slow-motion replay of every goal scored. Unless you turn it OFF.

TWO PLAYER FRIENDLY

Select the option and press FIRE. Another screen appears showing the pending match and who the participants are, with a sub-menu beneath:

> RE-SELECT TEAMS
> PLAY BALL
> EXIT

Should there be two names in the Name Bank, both players are automatically selected to play. However, if the Name Bank selects two players who do not wish to compete, highlight RE-SELECT TEAMS and press FIRE. The correct names can now be selected in the normal way. Once the teams have been sorted out, select PLAY BALL. The match summary screen is displayed, showing the players in their strip colours and direction of play. It also prompts one person to press FIRE in order to start the game

The game can be halted at any time by pressing T + R. This allows you to RE-SELECT TEAMS if necessary or EXIT back to the Main Menu. Once the game is quit, however, it cannot be restarted: selecting PLAY BALL starts a new game from scratch.

At the end of the game, the final score is displayed: pressing FIRE then takes you back to the Match Pending screen.

Once the teams have been sorted out, select PLAY BALL. The match summary screen is displayed, showing the players, in their strip colours and direction of play. It also prompts one person to press FIRE in order to start the game.

CONTROLS

MICROPROSE SOCCER players have a wide range of movements, accessed by joystick commands with and without the FIRE button being pressed. With the joystick button un-pressed, the eight joystick positions direct the player around the field accordingly.

The control method has three different modes of operation depending upon whether:

a) The ball is in free play
b) Your player is in possession of the ball
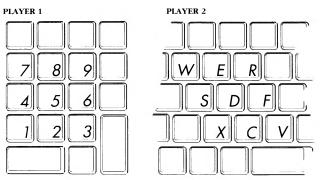c) The opposition have the ball

a) Guide your player around the pitch in an attempt to capture the ball, using the normal joystick directions. The player automatically gains possession of the ball on contact and runs with it until possession is lost. If the FIRE button is depressed when the player makes contact with the ball, it is volleyed a short distance in the direction faced by the player.

KEYBOARD CONTROL

The Keyboard controls are as follows and work identical to the joystick.

> KEYBOARD 1
> Fire Z
> Up Q
> Down A
> Left W
> Right E

SPECTRUM KEYBOARD 2	AMSTRAD KEYBOARD 2
Fire M	FULL STOP
Up O	P
Down L	L
Left U	O
Right I	I

PLAYER 1

PLAYER 2

Additional Keys - C64

F1 swap joystick key will enable you to exchange teams if one player accidentally controls the wrong team at the beginning or half time of the match.

RUN STOP Pause game
RUN STOP and Q - Quit game

ST AMIGA

P - Pause
Q - Quit game

Can also exit the demo game

IBM

"P" pauses the game. Press again to restart.
CNTRL: -Q - Quits the game
F1 (Function key) - Swaps joystick and/or keyboard control of teams in a two-player friendly match (see Two-Player Options).

ATARI ST SPEC

T - Pause game
T + R - Quit game.

LOADING AND SAVING GAMES

Tape save: the save option on the menu, mark the tape position, push RECORD and PLAY together and then press FIRE to select the SAVE option.

Tape load: get your tape ready and then select the LOAD option.

Disc save: select the SAVE option, type file name and press ENTER.

Disc load: select LOAD option and type file name.

There are a variety of different kicks available to the player, depending upon the position of the joystick and the length of time the FIRE button is depressed. A short kick is achieved by jabbing the FIRE button, while a full-strength kick is released automatically by holding the FIRE button down.

Whenever FIRE is pressed, the joystick no longer controls the direction of the player, but allows the choice of shot to be selected instead. To make a shot press the FIRE button and immediately move the joystick to the desired position:
Joystick forward - volleys the ball in straight line.
Joystick left/right diagonal - banana shot. Causes the ball to curl left or right, accordingly.
Joystick central - player performs a chip shot.
Joystick back - player performs a brilliant Pele-style backwards overhead kick. NOTE: The direction of shot is relative to the direction in which the player was moving immediately before pressing the FIRE button. For example, with your player moving in a South-West direction, a banana shot curling from left to right is initiated by pressing the FIRE button and pulling the joystick straight down.

c) If the opposition manage to get hold of the ball, you'll have to try and tackle the player in possession. Whenever your player is close enough, pressing FIRE causes him to attempt a sliding tackle. This only occurs when your player is moving however.

If your player makes contact with the ball, it is kicked into a free-play situation and can be collected; if the challenge is unsuccessful, the opposing player merely retains possession.

NOTE: Attempting sliding tackles in the wet can have unpredictable results!

Whenever an opposing player approaches the goal a buzzer sound signalling that you now have control over the goalkeeper. In this case, different rules apply: pressing the FIRE button causes the goalie to dive for the ball as below.

Joystick right - goalie dives to the right
Joystick left - goalie dives to the left
Joystick centred - goalie jumps up in the air

The goalie also has a higher priority in ball collection; any contact with the ball gives him possession over other players.

Corners

Pressing the button releases the ball in a diagonal direction only.

Throw-ins

Throw-ins may be directed in one of three directions: diagonally left and right, plus forward.

Goal Kicks

Whenever the goalkeeper gains possession of the ball, play is restarted by a goalkick from the correct section of the goal area. The kick is directed forwards only.

Kick-Off

When play is first started, or restarted after half time or a goal, a press of the FIRE button causes one player to tap the ball to the other, who then has full control over the ball.

NOTE: Players can only join the Championships as a late entry if their name is already in the Name Bank.

The first round of the World Cup is completed when each team has played three games each. Progress is measured in points, each team receiving 2 for a win. 1 for a draw and 0 for a lose. Goal difference is also calculated, enabling tied positions to be settled without replays.

The top two teams from each group then go through to the second round, which takes the shape of a sudden death competition. Draws are made at random, and the six winning teams plus the two best runner-up progress to the quarter finals. The sudden death competition continues through the semi finals and into the final: drawn matches at full time go into unlimited overtime, with the first team to score being the winner.

DEMO GAME

In the event that you want a quick look at the game, but don't want to actually compete. MICROPROSE SOCCER will play through a demonstration game between two randomly chosen teams. Highlight the option, press FIRE twice, and sit back and watch...

When you've seen enough, select quit causes the Main Menu to reappear.

MICROPROSE INTERNATIONAL CHALLENGE

The MICROPROSE INTERNATIONAL CHALLENGE is designed for the solo player, or for people who wish to compete against the computer rather than each other.

Initially, a high score table appears displaying the level reached and score achieved for each player entered into the Name Bank. This constantly alternates between it, and the Pending Match screen containing a further sub-menu.

> RE-SELECT TEAM
> PLAY BALL
> EXIT

If the Pending Match is okay, select PLAY BALL and continue as usual. However, RE-SELECT TEAM allows challengers to be chosen at will from those players already in the Name Bank.

The MICROPROSE INTERNATIONAL CHALLENGE is a structured league which allows competition against 16 computer-controlled teams of increasingly high standard, taken from World Cup line-up. Every time a team is defeated your position in the high score table increases: every time you lose, it goes down. However, you cannot go below the bottom of the league, and if a draw occurs, the match is replayed until a result is obtained.

The ultimate aim is to progress through all 16 levels, with Brazil being the team to beat. Your current standings may be saved to tape or disk, and the challenge re-entered at the last level played.

The following options are not available on Spectrum and Amstrad tape versions.

Name Bank

To make proper use of MICROPROSE SOCCER's various options, it is essential that all the players names are first entered into the program. To do this, highlight NAME BANK and press FIRE. The Name Bank then appears, with another menu below...

> INSERT NAME
> DELETE NAME
> EXIT

Player 1 and Player 2 names are used throughout the various leagues unless they are deleted. If you wish to do this, go to DELETE, press FIRE, then highlight the names you wish removed. Another tap on the FIRE button deletes the name.

Names may be removed in this way at any time during play. For instance, if a player has to finish play early just DELETE NAME, and he's removed from all further competitions.

Now, select INSERT NAME, and press FIRE. Type in the first player's chosen name (up to 8 characters) and press RETURN.

The Name Bank also acts as a progress screen, showing at a glance how players are faring in the different competitions.

When all of the players names and strips have been entered, EXIT back to the Main Menu.

SOCCER/INDOOR LEAGUE

On selecting this option, the SOCCER LEAGUE table appears showing all the players in the Name Bank, their win differences and current position in the league, alternating between it, and the Pending Match screen with the sub-menu beneath:

> RE-SELECT TEAMS
> PLAYBALL
> EXIT

The SOCCER LEAGUE allows up to 16 players included in the Name Bank to compete against one another in competition. The players taking part in each match are selected using the RE-SELECT TEAMS options, and play is started in the same way as for the TWO PLAYER FRIENDLY.

It's up to those taking part to make a note of who has played who. However, the computer does keep track of the win differences of each player. Starting with Ø, a win earns 1 point; a draw results in no change and a loss, minus 1 (although win difference never fall below 0). Thus the player with the highest win difference at the end of the contest is deemed to be the winner.

The league may be re-entered at any time during play and the current standings saved to tape or disk. Thus a large league may be continued over several days, if need be.

WORLD CUP/ALL STAR TOURNAMENT

Entering the WORLD CUP TOURNAMENT brings list of names, and a secondary menu, thus:

> START NEW TOURNAMENT
> RE-SELECT TEAM
> CONTINUE OLD TOURNAMENT
> EXIT

The names displayed are those currently residing in the Name Bank, and are all Excluded from play until selected. Go to RE-SELECT TEAM and highlight the first participant. On pressing the highlight stops glowing and allows you to choose that player's preferred nationality: move the joystick up or down to cycle through the 29 available and press FIRE to select one. Repeat this process for all those taking part.

Once the teams have all been selected, START NEW TOURNAMENT. A World Cup table is then drawn up by the computer, with 24 countries represented, including those previously selected to play.

Each team is graded according to their apparent talent. This affects their position in the table, since there are four seed levels, and also alters the quality of the computer controlled opposition. For instance, if you're drawn in a group with Oman, Northern Ireland and Mexico, you're onto a winner straight away. Accordingly, if you choose to play as Brazil you stand a better chance of winning than if you represent Cameroon.
NOTE: The tournament table acts just like the real thing - no teams from the same Ocean group are drawn against each other in the first round.

	1st Seed		2nd Seed
1	Brazil	7	France
2	Italy	8	Uruguay
3	Argentina	9	Spain
4	W Germany	10	England
5	Holland	11	Poland
6	USSR	12	Denmark
		13	Mexico

	3rd Seed		4th Seed
14	Sweden	22	Algeria
15	Hungary	23	USA
16	Scotland	24	Australia
17	Austria	25	Canada
18	Ireland	26	Cameroon
19	Wales	27	Japan
20	Chile	28	N Zealand
21	N Ireland	29	Oman

The table also acts as an itinerary for the tournament, telling you which matches are to be played that day, and so on.

Whenever two non-human controlled teams are drawn together, the final scores are simply displayed. These are carefully calculated scores weighted toward the team of greater prowess. Continually pressing FIRE cycles through those matches that do not require a human participant.

Draws that DO depend upon a human player (either versus the computer, or another player) are displayed accordingly on the pending match screen. Play is then started in the normal way by selecting the PLAY BALL option, and pressing FIRE to start the match.

If during the tournament, players wish to change teams for political reasons (i.e. they've been knocked out), or wish to drop out of the tournament (before they get knocked out), or wish to enter the tournament after it has started (they suddenly fancy their chances), then highlight RE-SELECT TEAM rather than PLAY BALL. Players can then choose a nationality that is still in the championships and not already selected by another player, or be Excluded altogether.