

# WORLD CUP GLORY

CHALLENGE

SOFTWARE

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## SPECTRUM 48/128K INSTRUCTIONS

### LOADING

SPECTRUM - Type LOAD""

After Loading the Main Program you will be asked to STOP THE TAPE while the game initializes (approx 1 1/2 Mins). You then Select Your Skill Level and Enter the Manager's Name. After a Short Pause you will be asked to Re-Start the tape to complete loading.

### SAVING & LOADING A SAVED GAME

SPECTRUM - Prepare a Cassette to Record. On Menu Selection INFO Press S to SAVE and then Press Play & Record on your cassette Player and Any Key. After Saving the Main program Press Any Key again when the prompt appears on screen. To Load a Saved Game Simply insert your Saved Game Tape, Type LOAD"" and Press Enter on to your Spectrum and Play on your Cassette Player. Skill Levels 1 - 5 (Level 5 = Highest Level)

You are the Manager of England Playing in European Group 1. Use Menu Selection TEAMS if you wish to Change the Team Name. NB, Whatever Team to Choose to Manage you will always Play your Qualifying Group Fixtures in European Group 1. Change Player Names under Menu Selection INFO.

Your Build-Up to the WORLD CUP FINALS is spread over 12 Months. Your Qualifying Group Fixtures are confirmed on Menu Selection INFO. Press R to confirm your Opponents and the Month number for the Match, and to list Your Results. You can arrange Friendlies for any Month where you do not already have a fixture arranged (See Option - TEAMS)

**THE FINALS** - On Month No. 12, if you have Qualified for the Finals. You Must Select Your Final World Cup Squad of 22 Players. YOU MUST DO THIS BEFORE PLAYING YOUR FIRST MATCH IN THE FINALS. YOU CANNOT SELECT PLAYERS FOR THE WORLD CUP FINALS AFTER YOU HAVE

**PLAYED YOUR FIRST GROUP MATCH.** You are advised to Select a Full 22 Man Squad to ensure that you have cover for any Players that may be Banned during the Finals - ie. 3 Goalkeepers - 7 Defenders - 7 Midfield Players & 5 Forwards.

## MAIN MENU

### MATCH - Press M

If the message "Squad not balanced" is displayed - Return to the Main Menu and Check your Squad selection under Option SQUAD (See Notes on SQUAD)

Press T to Select a Player, Enter his Squad No. and then Enter his Position in the Team. Press S to Select a Substitute. Press D to Drop a Player, Press C to Continue onto the next Group of Players. When you have Selected 11 Players and 5 Substitutes, Press E to Exit to the Match.

The Match Screen Shows your Team Formation, Both Team Strengths, and a Running Record of Possession, Free Kicks around the Penalty Area, Corners and Shots at Goal. SEE STRATEGY & TACTICS

At any Time during the Match you can bring on your Substitutes. Hold down the S Key until the Squad Details are listed. Press D to Drop a Player and then Press T to Select your Substitute. Press E to Return to the Match. The No. of Substitutes used is displayed next to the Match Clock.

### COACHING - Press C

You can only use this Option on a Month where you have a Fixture arranged. Press for your Selection and Enter the No. of Hours 1-5 for Coaching/Training/

FI: Press F for Fitness Training to improve Form & Fitness

TW: Press T to Practice overall Team Work for Improved Team Play

CO: Press C for Coaching to Improve Players Ability Rating

SP: Press S to Practice Set Pieces to Improve Success from Corners & Free Kicks

Ratings for Team Work & Set Pieces - Weak - Poor - Fair - Good - Strong - Very Strong.

### SQUAD - Press S

The number of Goalkeepers - Defenders - Midfield Players & Forwards Selected is displayed at the top of the screen. - Max. Squad = 22 Players. After Listing a Group of Players, the numbers in brackets confirm the Minimum and Maximum number of Players that must be Selected from that Group. You can only Play a Match with a Balanced Squad that falls within the Minimum and Maximum

range, but you can Select any 22 Players for Coaching/Training. Press S to Select or D to Drop and then Enter The Player Ref.

Player Status: S = Selected B = Match Ban I = Injured

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

### GROUPS - Press G

Press F for Fixtures & Results of Any Group.

Press L for League Tables of Any Group

Press E for European Groups (8) - Press A for African Groups (2)

Press M for Middle/Far East Group (1)

Press N for North American Group (1)

Press O for Ocenla group (1) - Press S for South American Groups (3)

Then Press the Group No. Required.

### TEAMS - Press T

Press O to list Other Teams. Press S for Details of any Team listed and Enter the Team No. Press P to Arrange a Friendly (NB you can only Arrange a Friendly during a Month when you have no fixture arranged). You cannot Arrange a Friendly with a Team from your own Qualifying Group. Press C to Change the Team Name. Press N to Re-list the Teams.

### INFO - Press I

CN: Press C to Change Player Names - In: Press I to Confirm Skill Level & Next Fixture etc. (QL = Qualifying Match - FD = Friendly)

RE: Press R for Full Results List - DP: Press D for Discipline Table

FI: Press F for Fitness Report - SA: Press S for Save Game

NOTE: 6 Disciplinary Pts = 1 Match Ban - Players Reaching 6 Disciplinary Pts. During the Finals are Banned for the rest of the competition.

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### STRATEGY & TACTICS

Match/Game Factors - Team Strengths for Goalkeeper, Defence, Midfield and Forwards - Team Formation - Wing Play - Form/Fitness - Quality of Set Pieces & Overall Team Play

### HOW TO ASSESS YOUR TEAM PERFORMANCE

The Strength of your Midfield will be an Important Factor in the Amount of Possession you have, and it is up to your Forwards to Convert this Possession into Shots at Goal and to Score Goals. Their Ability to do this will depend on the Strength of your Opponents Defence and the Ability of their Goalkeeper.

Midfield Players in Positions G & J will Play an Attacking role supporting the

Forwards and trying to get to wide positions behind the Opponents Defence. This may increase your chances of creating Goal Scoring Opportunities for the Forwards and of forcing Corners., but these Wide Players will not add the full value of their Ability to your Total Midfield Rating.

A Player in Position F will Play just in front of the Back Four supporting both the Defence and Central Midfield. A Player in Position K will Play just behind the Front Players supporting Central Midfield and the Forwards.

The Total Strength of Wing Play for Both Teams is listed as LEFT and RIGHT. This refers to the LEFT and Right side of YOUR Team Formation - eg. Your Opponents Rating for their RIGHT represents their Strength along Positions E, J and O. By studying the Match Commentary and noting the frequency of Attacks down the Wings for both Teams, you may be able to spot weaknesses in your Team Play and exploit any gaps in your Opponents Defence.

Practice at Set Pieces will improve your chances of converting Free Kicks and Corners into Goals. Practice at Team Play will Improve the Overall Team Performance and the Service out to the Wide Players to exploit any advantage you may have in Wing Strength. Good Team Play will also help to cover any weaknesses that you may have on the Wings. Team Play will be Stronger if you Select a consistant Squad (ie the Greater the number of caps in your Squad the better the Team Play). The quality of Team Play will decline if you are constantly introducing new players, unless you devote some Coaching time to practice Teamwork. An advantage in Form & Fitness will also play an important part in the amount of Possession gained. The greater the advantage in Fitness the better the chances of winning Possession.

NOTE: To ensure correct Input on all screens always Press the Keys firmly.



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