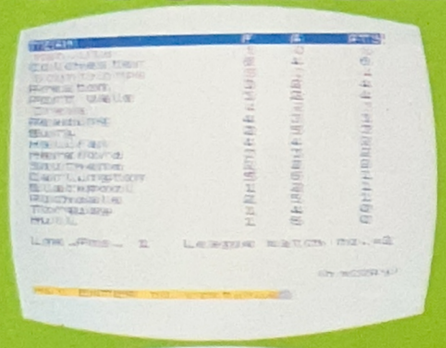
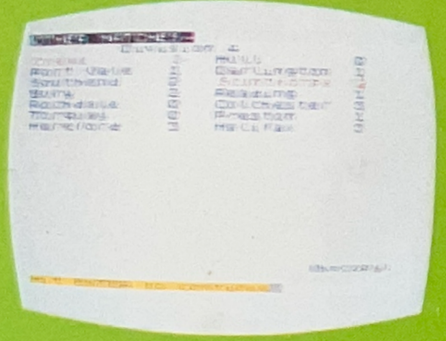
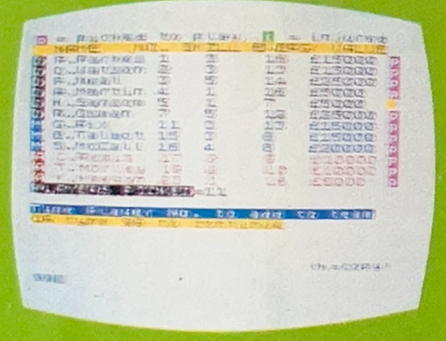
FOOTBALL MANAGER









Actual Spectrum screen shots —Layout may alter according to format.

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REVIEWS

"Absorbing and realistic—highly recommended" *Sunday Times.*

"An amazingly engrossing game"—*(Crash Micro Magazine)*

"The originator. Addictive Games, certainly deserve the name"—*Practical Computing.*

Features include:

● Transfer Market ● Full League Tables ● Injury Problems! ● Save Game Facility ● Promotion and Relegation ● FA Cup Matches ● Managerial Rating ● 4 Divisions ● As Many Seasons As You Like ● Pick Your Team For Each Match ● 7 Skill Levels

Addictive

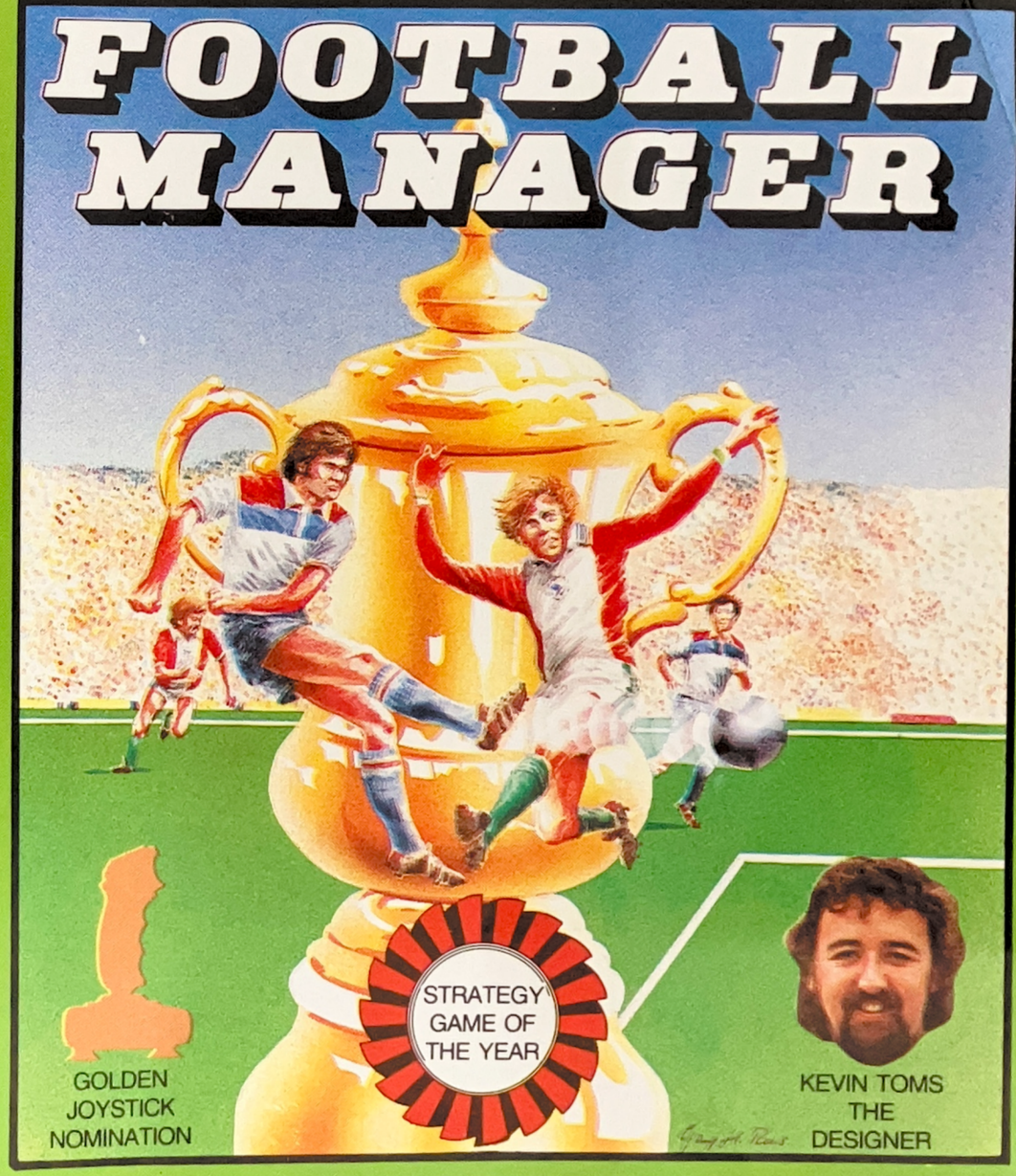
FOOTBALL MANAGER

SPECTRUM 48K

Addictive

COMBINED SALES OF OVER
300,000 UNITS
THE No1 FOOTBALL GAME

FOOTBALL MANAGER



ZX SPECTRUM 48K

FOOTBALL MANAGER
for ZX Spectrum 48K

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FEATURES OF THIS GAME:
● Transfer Market ● Full League Tables ● Injury Problems! ● Save Game Facility ● Promotion and Relegation ● FA Cup Matches ● Managerial Rating ● 4 Divisions ● As Many Seasons As You Like ● Pick Your Team For Each Match ● 7 Skill Levels

Playing Instructions

LOADING
First, enter NEW, then load the program using LOAD""
There are 3 main parts to the game. On first loading, the game will start at Part 1.
When restoring a previously saved game it will restart at Part 2.
The following notes will guide you through the various parts of the game:-

Part 1 STARTING THE GAME
a) When your name is requested, type your full name as Team Manager.
b) No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 64 included, choose any as you will be able to change the name later on.
c) Start at the Beginner's level and progress as you become more skillful.
e) You may have noticed (h=copy) in the bottom right of the screen. When this is displayed, entering h will give a hard copy of what is on the screen on your ZX printer. DO NOT use this option unless you have a printer connected.

Part 2 THE MAIN GAME
This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS
a) Sell or List players. - a list of players in your squad is displayed. See IMPORTANT NOTES - PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him.
b) Obtain a Loan. - You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£ 750,000
3	£ 500,000
4	£ 250,000

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Addictive Games

c) Change Team or Player names - first you have the option to change team names. If taken, the teams are displayed by division. You may change any team names including your own. Take care not to duplicate an existing team name. Colour control codes may be included to give your team name a colour. This is done by pressing CAPS SHIFT and SYMBOL SHIFT together to give an E cursor, then pressing CAPS SHIFT and one of the number keys 0, 1, 2, 3, 4, 5 to set the colour (Black to Green) shown above the keys, then typing the team name.

Next you have the option to change player names. If taken you can type your own choice of player names or perhaps even make yourself player manager!
d) Saving the game - to save the game to be continued at a later time take the KEEP option. Now prepare your tape recorder to record on a blank tape and press any key to commence saving. After about 3 and a quarter minutes the computer will ask if you want to play some more. Type yes to continue where you left off or not to stop the game.

PHASE 2 PLAYING A MATCH
a) Team attributes.
Energy, Morale, Defence, Midfield, and Attack have a minimum value of 1 and maximum 20. They are calculated as follows:-
Energy - is the average energy rating of all the players picked to play in your team.
Morale - is 10 at the start of the season and increases when you win and decreases when you lose.
Defence - is the total skill rating of all the Defenders picked to play in your team.
Midfield - is the total skill rating of all the Midfield players picked to play in your team.
Attack - is the total skill rating of all the Attackers picked to play in your team.

b) You may select your team - see IMPORTANT NOTES - PLAYER ATTRIBUTES.
c) The match is played with a running commentary of the score. The team with the best attributes will often win but there is always a chance of shock results or Giant-killings, like real football.

PHASE 3 RESULTS OF MATCH
Note your home gate money increases when you win and decreases when you lose. Your away gate money depends on the quality of your opponents.

PHASE 4 WEEKLY BILLS
a) Wage bill - the higher your division, the higher the wage bill, and the greater the total skill of your players, the higher the wage bill.
b) Loan interest - is 1% of your outstanding bank loan.
c) Weekly balance - is the profit or loss for the week.

PHASE 5 BUY PLAYER
a) You are given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player will increase.
b) If the "NO PLAYERS FOR SALE" message appears you will have to sell one of your squad in order to regain access to the transfer market.

The 5 phases are repeated until 15 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3:-

Part 3 END OF SEASON
a) The final league table is printed.
b) Your league success money, which is in relation to how high you are up the league, is allocated to you.
c) The top 3 teams are promoted, and the bottom 3 are relegated from your division.
d) A new Managerial rating is calculated for you depending on your success so far.
e) New Skill and Energy ratings are generated for all players.
f) The new season starts at Part 2.

IMPORTANT NOTES

Restoring a saved game.
Load the program from your data tape using LOAD "" The program will restart at Part 2.

Player Attributes
When players are listed, several details are shown:
a) Defender, Midfield player, or Attacker - is indicated by an inverse video D, M or A respectively in the far left hand column.
b) Player's name.
c) Player's number - used when selecting the player for various purposes.
d) Skill rating - highest is 5, lowest is 1.
e) Energy - in the range 1 to 20. The energy rating of each player reduces by one for each match he plays in. It will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the skill ratings of the complete team.
f) Value in £ - relates directly to the skill rating of the player and the division your team is in.
g) Picked to play, Injured, Available for selection, - indicated by P, I, and yellow space respectively in the far right hand column. N.B. injured players cannot be selected to play.