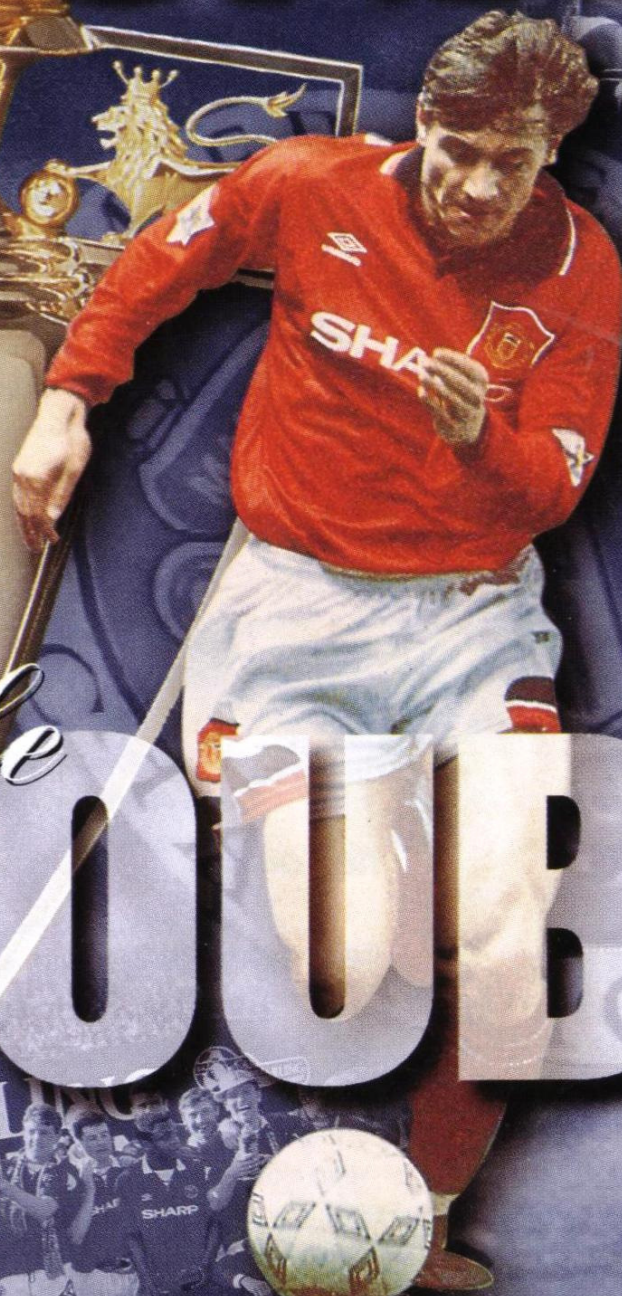




MANCHESTER UNITED



the DOUBLE





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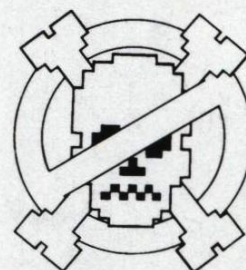
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General INFORMATION

Manchester United - THE DOUBLE can be played as a full arcade simulation or as a simple management game. The full game consists of two main sections, these being the 'arcade' part, where the actual football matches are played out on the pitch, and the 'management' part, in which the user selects the type of game to be played, sets up his team and formation and may view various statistic screens regarding his and other teams.

During play within the management section the user controls a small 'cursor' to make selections. This is the small on-screen graphic which normally looks like an arrow. Occasionally, the cursor will change to look like a clock face, in which case the computer will either be busy thinking, or accessing the disk drive, in which case you must wait until the arrow returns.

Note- during disk access, the disk must NOT be removed from the drive or the game will crash, and irreversible damage may be caused to your disk.

The user controls the cursor using the joystick or mouse and must click over the on-screen icons (these are the coloured, rectangular text boxes which look like buttons) to access areas of the game.

To do this you must position the cursor over the desired icon, using your joystick/mouse and press the left mouse button or joystick fire button to access a different area within the game. Icons may also be highlighted (given a white overlay) to show selection, or stippled

out (given a black overlay) to show that the option is unavailable for selection.

Most commonly these icons will contain the words 'OK', 'DONE' or 'CANCEL' and these self explanatory icons either enable the user to proceed (OK, DONE) or to disregard a selection (CANCEL).

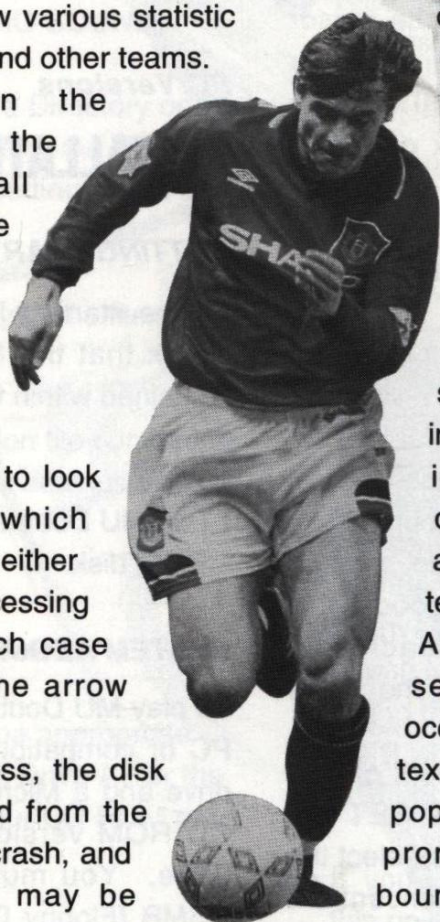
On screens which contain the words DONE, OK or PROCEED clicking on the right mouse button will often select these icons, thus negating the need to constantly locate these icons with the mouse button or joystick.

During the Tacti-Grid™ section you will encounter another type of icon, showing a small picture instead of text. Although these icons do not appear to depress upon selection, they are essentially the same as text icons.

Also within the management section, the user may occasionally be asked to enter text or numbers. If a grey box pops up containing a flashing prompt within a rectangular boundary then the user is expected to make a textual or digital entry. This is achieved by typing in the desired text and confirming using either the 'return' key or clicking on the 'OK' icon.

When viewing information lists within the game, the user may encounter instances where all the information will not fit within a single screen, in which case there will be a white bar placed to the right of the text window.

By positioning the cursor over this bar, and moving the control device up or down whilst holding down the mouse or



fire button, more information will be revealed as other text moves out of the window. Alternatively, moving the cursor to a point within the shaded grey area of the bar, and pressing your button will cause the bar to 'jump' to that position.

On many screens, where both a text window and icons appear, a name must be highlighted before the icon will have an effect. To do this position the cursor over the desired text and press your button. The line of text will appear inverse, and a further click over the relevant icon will take you to a different screen. Examples are the team selection screens within the Season and Single Match sections of the game.

On statistic screens, a bar graph system is used to represent a player's abilities. Each bar is displayed in a certain colour to give the user an 'at a glance' idea of the player's standard. The colours range from blue, showing a low grade, through green and yellow to red for good. Only the coloured portion of each bar represents player skill level, the white being 'empty'.

To play the simple management option, clicking on ARCADE in the SET UP section will allow the user to de-select the arcade section and thus to concentrate solely on buying and selling players in order to assemble the best team possible.

Loading THE GAME

All Amiga Disk versions.

Insert the PROGRAM disk into any disk drive and reset your computer. Note that if you have an external drive attached to your computer the PROGRAM and DATA disks may be placed in any drive simultaneously, negating the need for further disk

insertion. Otherwise the user must replace the PROGRAM disk with the DATA disk in the disk drive when prompted, and the 'OK' icon clicked on.

To edit the existing database boot from the DATA disk and follow the on-screen prompts. For a full explanation, turn to page 27.

PC Versions

INSTALLATION

GETTING STARTED:

Before starting INSTALLATION, please check that the following items are also contained within this package:

- Two MU Double PC disks or one CD ROM disk.

SYSTEM REQUIREMENTS:

To play MU Double, you will need an IBM PC or compatible computer with a Hard drive and a Microsoft compatible mouse. CD ROM versions require a CD ROM drive. You must have a minimum of 4.5MB (Floppy Disks) or 0.5 MB (CD) free hard disk space and your system must be running DOS Version 3.3 or higher. The minimum amount of DOS base memory must be 500k or higher. A memory manager is not required, but MU Double can be played with one installed (eg: EMM386). However, some memory managers may not allow MU double to run properly, if this is the case, please disable the memory manager before attempting to run MU double.

Installing MU DOUBLE

The INSTALL program does five things:

- 1 Allows selection of a Joystick and calibration, if one is connected.
- 2 Allows you to select a Soundblaster or Gravis Ultrasound. If no sound card is fitted, please select NO SOUND.
- 3 Allows you to create a Directory on your Hard Disk for the game. There is a preset Drive/Path setting, if you do not want to do this.
- 4 Copies the necessary game files into the chosen directory.
- 5 Creates a configuration file containing the sound and control settings for your computer system.

TO INSTALL MU Double:

- 1 Insert disk one into the appropriate floppy disk drive (e.g. Drive A), or the CD ROM disk into your CD ROM drive (eg: Drive E:).
- 2 PC Switch to the floppy drive you inserted your disk one into. For example, if you inserted disk 1 into Drive A:

Type: A:\ and press ENTER.

NOTE: You must switch to the floppy drive, before you execute the INSTALL command - you CANNOT simply type A:\INSTALL.

CD ROM Switch to the CD ROM drive you inserted your CD ROM disk into. For example, if you inserted the CD

ROM disk into Drive E:

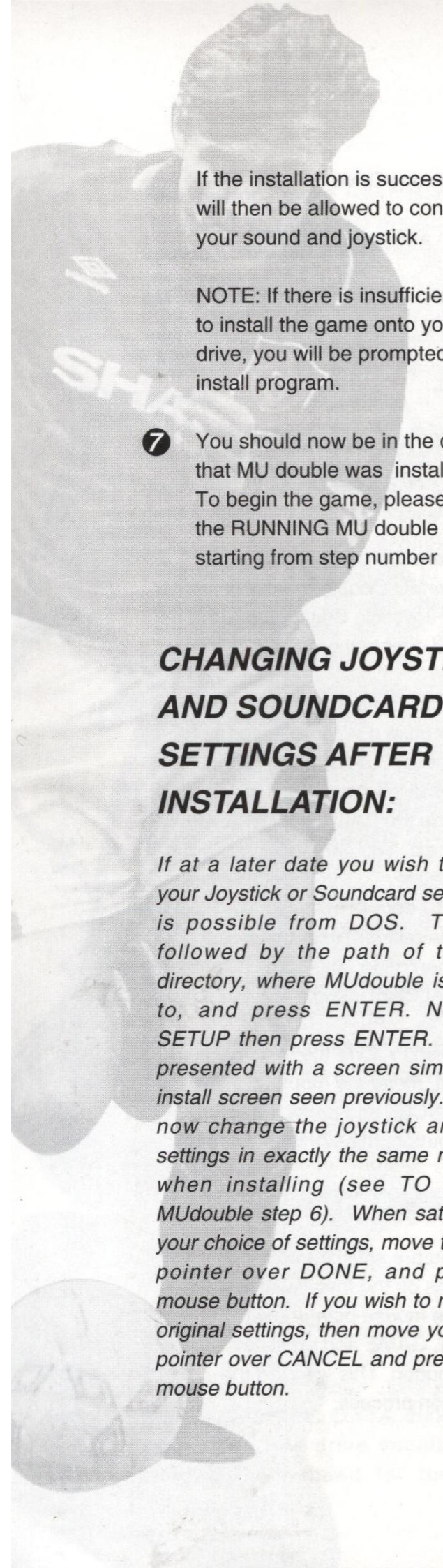
Type: E:\ and press ENTER.

NOTE: You must switch to the CD ROM drive, before you execute the INSTALL command - you CANNOT simply type E:\INSTALL.

- 3 Type: INSTALL and press ENTER. The Installation screen will then appear.
- 4 The Installation program lets you configure MU Double to your computer settings: Joystick, Soundcard, drive letter and directory path.

To change the drive and directory path, move the mouse pointer to the end of the current text line (eg C:\KRISALIS\ MUdouble), now press the left mouse button to select and then use the BACKSPACE key to delete the text. You can now insert your own drive letter and the directory path you wish MU double to be installed to, by typing in the relevant text and press ENTER when done. The Default setting is C:\KRISALIS\MUdouble.

- 5 If you wish to abort the installation at this point, move the mouse pointer over CANCEL and press the left mouse button, this will take you back to Dos.
- 6 Once you are satisfied with the selections on the Installation screen, move the mouse pointer over INSTALL GAME and press left mouse button. This will start the installation process.



If the installation is successful, you will then be allowed to configure your sound and joystick.

NOTE: If there is insufficient space to install the game onto your hard drive, you will be prompted by the install program.

- 7** You should now be in the directory that MU double was installed into. To begin the game, please refer to the RUNNING MU double section starting from step number 5.

CHANGING JOYSTICK AND SOUND CARD SETTINGS AFTER INSTALLATION:

If at a later date you wish to change your Joystick or Soundcard settings, this is possible from DOS. Type: CD\ followed by the path of the game directory, where MUdouble is installed to, and press ENTER. Now type: SETUP then press ENTER. You'll be presented with a screen similar to the install screen seen previously. You can now change the joystick and sound settings in exactly the same manner as when installing (see TO INSTALL MUdouble step 6). When satisfied with your choice of settings, move the mouse pointer over DONE, and press left mouse button. If you wish to retain your original settings, then move your mouse pointer over CANCEL and press the left mouse button.

IBM SPECIFIC INFORMATION

CD ROM Picture Files:

MU Double will automatically detect VESA compatible video modes and select the best mode available. Some VESA cards are not fully compatible and may not show the pictures correctly. Please contact your video card manufacturer for an updated driver if this is the case. Also, if your card is not VESA, then you will still get to see the pictures in standard VGA resolution.

KNOWN PROBLEM:

PROBLEM:

The game starts to load then crashes when I click the mouse button.

SOLUTION:

DBLSPACE with the /MOVE option can cause the program to unexpectedly crash. If your system has DBLSPACE loaded with the /MOVE option (look in your config.sys file) then removing the /MOVE should make the game more stable. This appears to be a rare contention between the DOS EXTENDER used and the DBLSPACE code.

Running THE GAME

RUNNING MUdouble:

To load and play MUdouble, please follow the steps outlined below.

- 1** Boot your computer as you normally would.
- 2** Make sure that your mouse driver and, if applicable, CD ROM driver(s) are loaded.
- 3** Insert the MUdouble CD ROM into your CD ROM drive if applicable.
- 4** Switch to the hard drive you installed the game on. For example, if you installed the game on Drive C:
Type C:\ and press ENTER.
- 5** Type CD\ followed by the path of the game directory. For example, if the game is contained in KRISALIS\MU double (the default name of the directory), you would:
Type CD\KRISALIS\MUdouble and press ENTER.
- 6** To start loading the game at this point.
Type GO and press ENTER.
- 7** The Krisalis logo will appear, followed by the title screen and then the credits, to skip these, press your left mouse button.

EXITING BACK TO DOS:

Select the RETURN TO DOS icon on the main screen to EXIT the game.

Playing THE GAME

Once the game has loaded, and the 'OK' prompt clicked on, you should be looking at the main menu which contains six icons, namely CUSTOM CUP, CUSTOM LEAGUE, SETUP, SINGLE MATCH, DISK SHOP and SEASON. PC versions also have a RETURN TO DOS option. An explanation of each icon and game type follows:-

SETUP

Clicking on this will take you to a further set of icons which allow you to alter the general game options. Explanations of each icon follow:-

CONTROLLER (Amiga only): Toggles between different cursor control methods, namely mouse, joystick or Autosense.

WEATHER: Allows variation in pitch conditions to be turned on or off.

SCREEN FADES: This may be toggled between on (normal screen fade-out) and off (very quick fade-out) depending on your personal taste.

ARCADE MATCH: Allows you to remove the arcade section from the game leaving you to concentrate solely on the managerial aspects of buying and selling players.

TRANSFERS: Allows you to remove the transfer market from the game. PC versions also have a music volume control.

OK or **DONE:** returns you to the Main Menu.

CUSTOM CUP

This type of game allows the player, and up to three other human participants to

play in a cup competition of their own design, containing between two and sixty-four teams. The competition is easy to set up, and is done using the following icons:-

Setting Up

CUP NAME: Clicking on this red icon will bring up a text input box. The player may now type in a new name for the competition after deleting the existing name using the BACKSPACE (arrow pointing left) key. The new name may contain up to twenty-four characters.

ROUNDS: This icon sets the number of teams that will participate in the cup, and therefore the number of rounds that are required. As the number of teams increases you will notice the column of green 'clickable' (not stippled) icons grow as well, and these contain information regarding the number of legs required for each round as well as the option to play extra time or not, should a match end in a draw. Click on these icons to toggle the information within it.

PITCH TYPE: Click on this blue icon to select the type of pitch you wish to play your cup matches on. Selecting RANDOM PITCH will choose any of the built-in pitch types at random. Click on OK to proceed with the competition or QUIT to abandon the cup and return to the main menu.

Selecting Teams

Clicking on OK will take you to the team selection screen, in which the number of teams, and human players participating are selected. On the left of the screen you should see a window containing all of the game's available teams. Note that the window includes a slide-bar, to

enable you to see more of the teams. A team may be entered into the competition in either of two ways. Firstly, and probably the easiest is by simply 'double-clicking' (clicking the button twice in rapid succession) on a name. Alternatively, a team may be selected by clicking once over the name to highlight it, followed by a single click on the ADD TEAM icon. Either way, the team name will turn red in the left window, and be added to the list of selected teams in the window on the right.

A number of other icons can be seen near to ADD TEAM, their uses are:-

DELETE TEAM: Obviously, the opposite of ADD TEAM. Highlight the team to be deleted in the window at the right of the screen, and click on the icon to remove the team from the competition.

HUMAN TEAM: Highlight a team name in the right hand window, and click on this icon to enable human control on that team. This may be carried out on up to four teams, each one assigned a different colour which is used throughout the competition for easy identification.

COMPUTER TEAM: Works in a similar way to HUMAN TEAM, but turns a human controlled team back to computer control, also turning it's colour back to white. Works on the same system of highlight and click as HUMAN TEAM.

DELETE ALL: Removes all teams from the selected teams list.

RANDOM TEAMS: Fills in the remainder of teams to be selected randomly. For example, if sixteen teams are required, and the user picks four teams, the computer will select a further twelve in order to fill the list. Any of these teams may be assigned human control or deleted in the usual way.

Click on OK to proceed or QUIT to abandon the competition.

Playing The Competition

You should now be looking at a screen showing the Competition name and current round, as well as the random draw for that round. You will notice that any human controlled teams appear in the colour assigned to them in setup, except for occasions when one human team is drawn to play another human team away from home, in which case the fixture will appear in the colour of the home team only. Click on DONE and you're ready to play.

The next screen you will see will be the strip selection for the away team.

At the top of the screen the name of the home team is shown, above a small representation of the strip that team will be wearing during the match. Below this the away team name is shown above the three available strips for that team, along with three icons. Clicking on any icon highlights it, and kits out the team in the relevant strip, although this will not be shown until the actual match is underway.

With the strips selected, the next stage is Tacti-Grid™. See page 17 for a full explanation.

CUSTOM LEAGUE

This type of game allows the player, and up to three other human participants to play in a league competition of their own design, containing between two and twenty-four teams. The competition is easy to set up, and is done using the following icons:-

Setting Up

LEAGUE NAME: Clicking on this red icon will bring up a text input box as described earlier. The player may now type in a new name for the competition after deleting the existing name using the BACKSPACE (arrow pointing left) key. The new name may contain up to twenty-four characters.

NO. OF TEAMS: The number of participating sides may be selected by clicking on this icon. Input is through a text box on PC versions, and by the use of a cycle button on Amiga versions.

POINTS FOR WIN: Sets the number of points given for a win (one to five). The number is cycled with button clicks.

POINTS FOR DRAW: Similar to above icon, this time setting points for a draw (zero to five). The number is cycled with button clicks.

PLAY EACH TEAM TIMES: Sets the number of occasions each team must play each other. Can be once or twice.

PITCH TYPE: Click on this blue icon to select the type of pitch you wish to play your league matches on. Selecting RANDOM PITCH will choose any of the built-in pitch types at random.

Click on OK to proceed with the competition or QUIT to abandon the league and return to the main menu.

The next step is to select the teams to take part in the league.

Selecting Teams

Clicking on OK will take you to the team selection screen, in which the number of teams, and human players participating are selected. On the left of the screen you should see a window containing all of the game's available teams. Note that

the window includes a slide-bar, to enable you to see more of the teams. A team may be entered into the competition in either of two ways. Firstly, and probably the easiest is by simply 'double-clicking' (clicking the button twice in rapid succession) on a name. Alternatively, a team may be selected by clicking once over the name to highlight it, followed by a single click on the **ADD TEAM** icon. Either way, the team name will turn red in the left window, and be added to the list of selected teams in the window on the right.

A number of other icons can be seen near to **ADD TEAM**, their uses are:-

DELETE TEAM: Obviously, the opposite of **ADD TEAM**. Highlight the team to be deleted in the window at the right of the screen, and click on the icon to remove the team from the competition.

HUMAN TEAM: Highlight a team name in the right hand window, and click on this icon to enable human control on that team. This may be carried out on up to four teams, each one assigned a different colour which is used throughout the competition for easy identification.

COMPUTER TEAM: Works in a similar way to **HUMAN TEAM**, but turns a human controlled team back to computer control, also turning it's colour back to white. Works on the same system of highlight and click as **HUMAN TEAM**.

DELETE ALL: Removes all teams from the selected teams list.

RANDOM TEAMS: Fills in the remainder of teams to be selected randomly. For example, if sixteen teams are required, and the user picks four teams, the computer will select a further twelve in order to fill the list. Any of these teams may be assigned human control or deleted in the usual way.

Click on **OK** to proceed or **QUIT** to

abandon the competition.

Playing The Competition

You should now be looking at a screen showing the Competition name and current day, as well as the random draw for that day. You will notice that any human controlled teams appear in the colour assigned to them in setup, except for occasions when one human team is drawn to play another human team away from home, in which case the fixture will appear in the colour of the home team only. Click on **DONE** and you're ready to play.

The next screen you will see will be the strip selection for the away team. At the top of the screen the name of the home team is shown, above a small representation of the strip that team will be wearing during the match. Below this the away team name is shown above the three available strips for that team, along with three icons. Clicking on any icon highlights it, and kits out the team in the relevant strip, although this will not be shown until the actual match is underway.

With the strips selected, the next stage is Tacti-Grid™. See page 17 for a full explanation.

LEAGUE TABLES: Shows the current league table in usual league format of [P]layed, [W]on, [D]rawn, [L]ost, goals [F]or, goals [A]gainst and Points.

TOP SCORERS: Shows all goalscorers in order of goals scored.

SINGLE MATCH

Allows one or two human players to play a 'one-off' friendly match, with no results or tables retained.

To select the teams, a name must be highlighted within the window on the left, and then a further click on either team name box to the right assigns that side to the match.

Beneath each team name is another icon which toggles control of the corresponding team between Human and Computer. Note that the colour of both icons also changes to indicate this, green for human and red for computer.

Click on the light blue icon to alter the pitch type, and the dark blue icon to kick-off the match.

SEASON

The League Season consists of a full league program over many game months, including major cup competitions. Obviously however, a Save and Load feature is implemented within this section for continual play over many seasons.

Upon selecting the SEASON icon, a choice must be made between playing a new or previously saved game. Click on the relevant icon to select.

Should LOAD be selected then, on Amiga versions, a text box will request that you place your saved game disk into any floppy drive, and click OK to proceed. With PC versions, a number of save game slots are available to load from and save to.

If NEW GAME is selected then between one and four human managers must be

assigned to different teams. This is achieved in the following way:-

Highlight a team name by clicking once over it to invert the text. To the right you will see four manager numbers, each accompanied by two icons bearing the text **NOT ACTIVE**, one of which is stippled out. Select a number and click on the uppermost icon for that manager. A text box should appear requesting a name, type one in and press **RETURN** or click **OK**. The name and selected club appear within the two icons. Repeat the process for another manager, or click on **DONE** to proceed.

Should you wish to remove a manager from the game simply click on his name, delete the text using **BACKSPACE**, and press **RETURN**. The icons will return to their default state.

After proceeding, the year selector will appear. Click OK to start the 1995 season, or type a new year using the keyboard. The next screens displayed will be the draws for the F.A. and Coca Cola Cups, although these matches will not be played immediately. Any teams managed by human managers will appear in their id colour, unless two humans are drawn together, in which case only the home team name will be coloured. If your team name does not appear in either draw don't panic- your team is probably one of the better sides, and will be entered at a later round. Click OK to proceed on both screens.

The next screen displayed is the Main Menu, consisting of a further set of icons. Any other human players must wait until the previous manager has finished and clicked the **PROCEED** icon, so be patient!

The other icons contained on the Main Menu have the following functions:-



TRANSFERS

Your friendly Board of Directors will always ensure that you do not sign too many players for any particular position, or that you leave yourself with insufficient cover for any particular position. On overseeing your transfer dealings they will also take into account players who are out through injury or suspension. At the commencement of Manchester United - The Double it is highly likely that your club has a very full squad of players and you will probably have to offload some before your directors will allow new signings. Likewise, in certain cases, you may make an offer to buy a player from a club, but that club will not be able to sell that player due to it's own injury and suspension problems. In these instances you will be given the message that the player is not for sale or is too valuable to his team, but do not give up, these cases are usually temporary affairs. All teams commence the game with a bank balance equal to the value of their most expensive player.

Clicking on the **TRANSFER** icon gives you access to the transfer market. This is done in two ways.

TRANSFER

This is a list of all players currently transfer listed by all the other clubs. Players on this list are generally good value for money, and some are available for less than their true value. However, as in real life, "big name" players are transfer listed very rarely.

As a guide, players at the top of the list are those that represent the best value. Any player that you have entered onto the transfer list will be highlighted in your

manager colour.

For further information on a player, first click on the player's name, and then on the **PLAYER INFO** icon at the bottom of the screen.

The left side of the **PLAYER INFORMATION** screen shows the abilities of the player using a series of coloured bars. Each bar is accompanied by the skill type, explanations of which follow:-

SPEED: The speed of the player when running.

STAMINA: The stamina of the player ie. how quickly the player tires.

AGGRESSION: The aggression of the player ie. how keen he is to tackle another player.

A player with a high aggression factor combined with low tackling will foul players more frequently than others.

The next two statistics displayed vary depending on the player type, outfield or goalkeeper:-

SHOT POWER: Appears beside an outfield player, and represents shot power.

SHOT ACCURACY: Another outfield statistic, representing shot accuracy.

HANDLING: A goalkeeper statistic showing the player's handling competence.

POSITIONING: Used for goalkeepers only, showing the player's positioning ability.

BALL CONTROL: The player's ability to control the ball when dribbling. Also governs the amount of 'swerve' a player is able to apply to shots.

PASSING: Shows how accurate a player is at passing the ball.

TACKLING: Represents the tackling ability of a player.

INTELLIGENCE: Denotes a player's intelligence. Affects the player in a number of ways such as positioning on the field and decision making when shooting or passing.

FITNESS: The player's fitness level.

To the right of this screen you will find further information about the player, including his goalscoring record, appearances for his current club and his 'true' recognised market value. Click on **DONE** to exit this screen.

If you want to sign a particular player, first highlight that player by clicking on his name, then click on **BUY PLAYER**.

A text screen will confirm your enquiry and what the player is worth, that is the amount of money the selling club is asking for. This may be different to his 'true' value which can only be determined by accessing the **PLAYER INFO** screen. You will also be informed of the current state of your own finances and, as a guide, a recommended bid.

Click on **Okay** to make an offer, or cancel to back out of negotiations. Clicking on **Okay** will bring up a text box for you to enter the amount you wish to offer. By default this will be set on the current 'worth' value, but you may bid above or below this by deleting the current value with the backspace key and typing in your bid.

Click on **Okay** to confirm.

You can now make further bids for other players, or exit the transfer market by clicking on **DONE**.

You will be informed of the outcome of your bid(s) after the next set of matches.

BUY/SELL PLAYERS

Sell Player

As previously mentioned, you will probably have to sell one or two players before you can buy. Having clicked on the **BUY/SELL PLAYERS** option your chosen team will be listed in the centre of the screen. To place a player on the transfer market, first highlight his name by clicking on it, then click on the **SELL PLAYER** option to the right of the screen. This will bring up a text box confirming your decision to sell and informing you of his true value. Clicking on **Okay** will bring up a text box for you to enter the amount you wish to offer. By default this will be set on the current 'true' value, but you may ask above or below this by deleting the current value with the backspace key and typing in your price. If the player is a lower skilled player you may have to offer him at below his 'true' value to get rid of him as there are always plenty of lower skilled players on the transfer list. Alternatively, you may speculatively place one of your 'stars' on the list at an inflated price in order to bring revenues into the club. Repeat this operation to transfer list any further players. You will note that all transfer listed players now appear on your list highlighted in yellow. Click on **DONE/OKAY** to proceed.

You will be notified of any bids that your players attract following the next set of matches. If other teams are interested a screen headed **TODAYS OFFERS** will appear. This screen will detail the player's name, the team making the offer, the offer itself and the asking price. The

offers may be the same as the asking price, above it or below it. You may even find several clubs chasing the same player. To accept an offer, highlight the player's name by clicking on it, then click on the **SELL PLAYER** icon. A text screen will appear confirming the offer and giving you one last chance to back out of the deal. Click on **Okay** to accept. There may be offers which you are not prepared to accept in which case you should click on **DONE**.

Buy Player

It may be possible to buy a player from another club even though he is not transfer listed, although you will have to offer over his market value to tempt the player's manager to sell him. To do this, firstly highlight the club in the left hand column that your intended signing plays for. This will bring up the clubs squad list. Any player highlighted in yellow is currently on the transfer list and you should go to the TRANSFER section to bid for that player. For further information on any player, first highlight that player by clicking on his name, then click on **PLAYER INFO** on the right hand side of the screen. The **PLAYER INFORMATION** screen is fully described earlier in this section. To bid for a player, first highlight that player by clicking on his name, then click on the **BUY PLAYER** option. A text screen will confirm your enquiry and what the player is worth. You will also be informed of the current state of your own finances and, as a guide, a recommended bid. As this player is currently not on the transfer list you will have to offer well over the true value in order to tempt the player's manager to sell.

Click on **Okay** to make an offer, or **cancel** to back out of negotiations. Clicking on **Okay** will bring up a text box for you to enter the amount you wish to offer. By default this will be set on the current 'worth' value, but you should bid above this by deleting the current value with the backspace key and typing in your bid.

Click on **Okay** to confirm.

You can now make further bids for other players, or exit the transfer market by clicking on **DONE/OKAY**.

You will be informed of the outcome of your bid(s) after the next set of matches.

Player values can vary depending on the frequency of goals scored and the frequency of appearances.

NOTE: PLAYER VALUES ARE DETERMINED BY THE SKILLS AND ATTRIBUTES ASSIGNED TO THEM FROM THE DATA BASE. ANY PLAYER'S SKILLS CAN BE ALTERED BY USING THE EDIT PLAYER FACILITY DESCRIBED ON PAGE 29 BUT ALTERING A PLAYER'S SKILLS WILL AFFECT HIS VALUE ACCORDINGLY.

MANAGERS

Allows human managers to leave the game at any time, handing temporary team control to the computer, or new managers to join a game. Note however that at least one human manager must remain in play, and automatic management lasts for four matches only, after which the player will be removed

from the game.

To suspend a player simply click once on his name. Upon rejoining the game, simply click on the same icon once again to regain human control. Another use of this feature is for a single human manager to change clubs.

CUP DRAWS

Allows the user to view pairings for the current round of both F.A. and Coca Cola Cups.

STATISTICS

Allows the player to access many information screens regarding all teams and players within the league. Highlight a team name and click on any of the following icons:-

FIXTURES: Gives a fixture list for a selected team which also shows the team's results so far. Other team's fixtures may be viewed from this screen by selecting first a division using the top set of icons, followed by a team name from the window at the top-left of the screen. The letters that can be seen to the left of the results are abbreviations for the following: H-Home game; A-Away game; W-game Won; D-game drawn; L-game lost.

To the left of the fixture date more abbreviations may be seen with the following meanings: LGE-League match; CC-Coca Cola Cup match; FA-F.A. Cup match; CHA-Charity Shield match; PLO-Play Off match.

SQUAD TOP SCORERS: This icon is slightly different to the others, in that the information it shows is only relevant to your own team, regardless of the

highlighted name. Shows the number of goals scored by all your players in both league and cup, in order of total goals scored.

SQUAD FITNESS: Shows any injuries currently suffered by players within the selected team, plus injury type and duration.

PERFORMANCE: Displays a line graph showing the league progress of selected team throughout the season. Matches played are placed along the horizontal axis, league position along the vertical.

DISCIPLINE: Shows the disciplinary points amassed by all players of the selected team, as well as any suspensions those players may be serving.

Disciplinary points are given to all players shown a yellow or red card. When a player reaches the total of twenty-one points he must serve a one match suspension. A player shown a red card during a match must serve an automatic two match suspension.

SQUAD Allows the user to view squad information for any team. Players are listed together with their squad number and position, and on PC versions, goals scored, overall rating as a percentage and current value. Transfer listed players are highlighted in yellow and injured players are highlighted in red (PC Versions). For more detailed information select any player name, and click on **PLAYER INFO**. Statistics are displayed in the usual bar graph format. A full explanation of this screen can be found in the **TRANSFERS** section of this manual.

LEAGUE TABLES: Shows league order for any division, selected using the icons at the foot of the screen. Any human-managed teams will appear in their chosen colour. Follows usual format of [P]layed, [W]on, [D]rawn, [L]ost, goals [F]or, goals [A]gainst and Points.

TOP SCORERS: Similar to SQUAD TOP SCORERS, but a list of all teams combined, once again recorded in order of Total.

TOP PLAYERS: (PC Versions only) Lists all players by division in order of overall skill ratings.

MANAGER STATS: Information of current bank balance and highest purchase (PC Versions only). Also, after the completion of a full season, the record of your team's ongoing league performance.

DISK SHOP

Access this icon whenever you wish to save the current game position to disk. Data for all managers will be recorded.

AMIGA VERSION. Contained within this screen are icons to enable the user to load a saved position, or format a disk in preparation for saving. Always use a blank or unwanted disk, as saving the game will destroy any data contained on it. The game disks should DEFINITELY not be used.

PC VERSIONS

Allows a game to be saved to your hard disk.

Selecting the DISK SHOP icon, gives you three choices:

(1) LOAD SAVED POSITION

Choosing this icon, will load the currently highlighted savegame text, shown in the box to the left.

(2) SAVE POSITION

Choose an empty or previously used highlighted slot and select the SAVE POSITION icon using the mouse pointer and press the left mouse button. A text window will then appear, enter the desired name of your saved game, using the keyboard and press ENTER when done. Now select the OK button and the game position will be saved.

(3) DELETE SAVEGAME

Select the saved game slot to be deleted by highlighting it using the mouse pointer and then select the DELETE SAVEGAME icon to erase.

SPECIAL NOTE:

Each SAVED game uses additional hard disk space(0.25MB), therefore using all 32 save slots, will require additional space available on your hard drive after installation of the game (8MB).

FRIENDLY

Only appears after completion of the league season, for a period of one game month, and allows players to arrange practise matches against the opposition of their choice.

SETUP

Clicking on this will take you to a further set of icons which allow you to alter the general game options. Explanations of each icon follow:-

CONTROLLER (Amiga): Toggles between different cursor control methods, namely mouse or joystick.

WEATHER: Allows variation in pitch conditions to be turned on or off.

SCREEN FADES: This may be toggled) depending on your personal taste.

The following two options can be selected at the start of the game, but PC versions allow you to also change the options during a game.

ARCADE MATCH: Allows you to remove the arcade section from the game leaving you to concentrate solely on the managerial aspects of buying and selling players.

TRANSFERS: Allows you to remove the transfer market from the game.

PC versions also have a music volume control

PROCEED

Click on this when ready to play your next match, or hand over to the next human manager. Upon selection a list of the day's fixtures will be displayed, usually containing your own team. Your team will

not appear however if no match has been arranged for that day.

A click of the DONE icon will take you to the strip selection screen, described in the CUSTOM CUP section of this manual. This is followed by the Tacti-Grid™ screen.

TACTI-GRID™

The final section before taking to the field is Tacti-Grid™. This is an immensely comprehensive but simple system for selecting not only your team and formation, but also the tactics each player will be assigned during the match. Even though this screen may seem daunting to the first time user, the following tutorial will show just how easy it is to use.

Firstly, understand that there is no need to even use Tacti-Grid™ to it's full extent, should you not want to, as a selection of pre-defined formations are included and the computer will pick what it considers to be your strongest team, although full use of Tacti-Grid™ allows the user to get the most out of his team, and adds a personal touch to the team's style of play. The Tacti-Grid™ screen, you will notice, is split into seven distinct sections, each enclosed within a window. Each window is now explained:-

SQUAD: Contains a list of your complete playing squad. Player names appear in a number of colours, all of which basically show how 'selectable' that player is. The meaning of each colour is:-

White: Any player with 100 percent fitness, and serving no suspension, will be shown in white. Any white player may be selected to play in the forthcoming match.

Red: Red players are the opposite of white, that is they are definitely

Manchester United The Double winning season

AUG '93	07	Arsenal (Charity Shield)	A	66,519	1-1 ^	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Keane
	15	Norwich City	A	19,705	0-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Robson	Ince	Keane
	18	Sheffield United	H	41,949	3-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Ince	(Robson)	Keane
	21	Newcastle United	H	41,829	1-1	Schmeichel	(Parker)	Irwin	Bruce	(Kanchelskis)	Pallister	Robson	Ince
	23	Aston Villa	A	39,624	1-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Keane	Ince	Kanchelskis
	28	Southampton	A	16,189	1-3	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
SEPT	01	West Ham United	H	44,630	3-0	Schmeichel	Parker	Bruce	Pallister	Irwin	(Kanchelskis)	(Ince)	Keane
	11	Chelsea	A	37,054	1-0	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	15	Kispest Honved (European Cup 1 1L)	A	7,000	2-3	Schmeichel	Irwin	Parker	Pallister	Bruce	Keane 2	Robson	Ince
	19	Arsenal	H	44,009	1-0	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	22	Stoke City (CCC 2 1L)	A	23,327	2-1	Schmeichel	Irwin	Martin	Pallister	Ferguson	Kanchelskis	(Robson)	Dubois
	25	Swindon Town	H	44,583	4-2	Schmeichel	Parker	Irwin	Bruce	(Sharpe)	Pallister	Cantona	Ince
OCT	29	Kispest Honved (European Cup 1 2L)	H	35,781	2-1	Schmeichel	(Irwin)	Parker	Pallister	Bruce 2	Robson	(Ince)	Sharpe
	02	Sheffield Wednesday	A	34,548	2-3	Schmeichel	Irwin	Parker	Bruce	Pallister	Keane	Ince	Sharpe
	06	Stoke City (CCC 2 2L)	H	41,387	2-0	Schmeichel	Irwin	(Martin)	Pallister	Sharpe	Bruce	Robson	Kanchelskis
	16	Tottenham Hotspur	H	44,655	2-1	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	(Robson)	Cantona
	21	Galatasary (European Cup 2 1L)	H	39,396	3-3+	Schmeichel	Martin	Sharpe	Bruce	Keane	Pallister	(Robson)	Ince
	23	Everton	A	35,430	0-1	Schmeichel	Martin	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
NOV	28	Leicester City (CCC3)	H	41,344	5-1	Schmeichel	Phelan	Martin	Bruce 2	(Sharpe)	(Pallister)	Robson	McClair
	30	Queens Park Rangers	H	44,663	2-1	Schmeichel	Parker	Irwin	Bruce	Sharpe	Phelan	Cantona	Ince
	03	Galatasary (European Cup 2 2L)	A	40,000	0-0 x	Schmeichel	(Phelan)	Irwin	Bruce	Sharpe	Parker	Robson	Ince
	07	Manchester City	A	35,155	2-3	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona 2	Ince
	20	Wimbledon	H	44,748	3-1	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	25	Ipswich Town	H	43,300	0-0	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
DEC	27	Coventry City	A	17,020	0-1	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	30	Everton (CCC4)	A	34,052	0-2	Schmeichel	Parker	Irwin	Bruce	Kanchelskis	Pallister	Cantona	Ince
	02	Norwich City	H	44,694	2-2	Schmeichel	Parker	Irwin	Bruce	Kanchelskis	Pallister	Cantona	Ince
	07	Sheffield United	A	26,744	0-3	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	11	Newcastle United	A	36,388	1-1	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	19	Aston Villa	H	44,499	3-1	Schmeichel	Parker	Irwin	Bruce	(Sharpe)	Pallister	Cantona 2	Ince
JAN '94	26	Blackburn Rovers	H	44,511	1-1	Schmeichel	(Parker)	Irwin	Bruce	Sharpe	Pallister	Cantona	Ince
	29	Oldham Athletic	A	16,708	2-5	Schmeichel	Parker	Irwin	Bruce	Sharpe	Pallister	(Cantona) 1*	(Ince)
	01	Leeds United	H	44,724	0-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Robson	McClair
	04	Liverpool	A	42,795	3-3	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Keane
	09	Sheffield Utd (FA Cup R3)	A	22,019	0-1	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Hughes
	12	Portsmouth (CCC R5)	H	43,794	2-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Robson	(Hughes)
FEB	15	Tottenham Hotspur	A	31,343	0-1	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	(Hughes)
	22	Everton	H	44,750	1-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Hughes
	26	Portsmouth (CCC R5 R)	A	24,950	0-1	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	McClair
	30	Norwich (FA Cup R4)	A	21,060	0-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	(Hughes)
	05	Queens Park Rangers	A	21,267	2-3	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Hughes
	13	Sheffield Wednesday (CCC SF 1L)	H	43,294	1-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Hughes
MARCH	20	Wimbledon (FA Cup R5)	A	27,511	0-3	Schmeichel	Parker	Irwin	Bruce	Pallister	(Cantona)	Ince	(Hughes)
	26	West Ham United	A	28,832	2-2	Schmeichel	Parker	(Irwin)	Bruce	Pallister	Cantona	Ince	Hughes
	02	Sheffield Wednesday (CCC SF 2L)	A	34,878	1-4	Schmeichel	Parker	Irwin	Bruce	Pallister	McClair	Ince	Hughes
	05	Chelsea	H	44,745	0-1	Schmeichel	(Parker)	Irwin	Bruce	Pallister	(McClair)	Ince	Hughes
	12	Charlton Athletic (FA Cup R6)	H	44,347	3-1	Schmeichel s/o	(Parker)	Irwin	Bruce	Pallister	Ince	Cantona	Hughes
	16	Sheffield Wednesday	H	43,669	5-0	Schmeichel	Parker	Irwin	Bruce	Pallister	(Kanchelskis)	Cantona 2	Ince
APRIL	19	Swindon	A	18,102	2-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Ince	McClair	Keane
	22	Arsenal	A	36,203	2-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Ince	(Sharpe) 2	Keane
	27	Aston Villa (CCC F)	A	77,231	3-1	Sealey	Parker	Irwin	(Bruce)	Pallister	Kanchelskis s/o	Ince	Cantona
	30	Liverpool	H	44,751	1-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Kanchelskis	Ince	(Cantona)
	02	Blackburn	A	20,866	2-0	Schmeichel	(Parker)	Irwin	Bruce	Pallister	Kanchelskis	Ince	Giggs
	04	Oldham Athletic	H	44,686	3-2	Schmeichel	Keane	Irwin	Bruce	Pallister	Kanchelskis	Ince	(McClair)
MAY	10	Oldham Athletic (FA Cup SF)	A	56,399	1-1	Schmeichel	(Parker)	Irwin	Bruce	Pallister	Ince	Sharpe	McClair
	13	Oldham Athletic (FA Cup SFR)	A	32,211	1-4	Schmeichel	Parker	Irwin	Bruce	Pallister	Ince	Robson	Kanchelskis
	16	Wimbledon	A	28,553	1-0	Schmeichel	(Parker)	Irwin	Bruce	Pallister	Ince	(Robson)	McClair
	23	Manchester City	H	44,333	2-0	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona 2	Ince	Hughes
	27	Leeds United	A	41,125	0-2	Schmeichel	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Keane
	01	Ipswich	A	22,559	1-2	(Schmeichel)	Parker	Irwin	Bruce	Pallister	Cantona	Ince	Keane
	04	Southampton	H	44,705	2-0	Walsh	Sharpe	Irwin	Parker	Pallister	Cantona	Ince	Keane
	08	Coventry	H	44,717	0-0	Walsh	Neville	Irwin	(Bruce)	Pallister	Cantona	McClair	Robson
	14	Chelsea (FA Cup F)	A	79,634	0-4	Schmeichel	Parker	(Irwin)	Bruce	Pallister	Cantona 2**	Ince	Keane

^ = won on penalties * = penalty scored + = own goal scored x = lost on away goals s/o = sent off goalscorers in bold type substituted player in

Kanchelskis	Hughes	(Giggs)	Robson(11)McClair,Sharpe,Ferguson,Sealey
Kanchelskis	Hughes	Giggs	McClair,Sharpe,Sealey
Kanchelskis	Hughes	Giggs	McClair(7)Sharpe,Sealey
Keane	Hughes	Giggs	McClair(5)Sharpe(2)Sealey
Sharpe ²	Hughes	Giggs	McClair,Ferguson,Sealey
(Keane)	Hughes	(Giggs)	McClair(9)Kanchelskis(11)Sealey
Sharpe	Cantona *	Giggs	McClair(7)Robson(6)Sealey
Keane	(Robson)	Giggs	McClair(10)Kanchelskis,Sealey
Sharpe	Cantona	(Giggs)	Martin,Phelan(11)Dublin,Butt,Sealey
Keane	(Hughes)	Giggs	McClair(10)Kanchelskis,Sealey
(Phelan)	McClair	Hughes	Bruce(9)Sharpe(7)Sealey
Keane	Hughes ²	(Kanchelskis)	McClair(5)Giggs(11)Sealey
Cantona	Hughes	Giggs	Martin(2)Phelan(7)Dublin,Butt,Sealey
Cantona	Hughes ²	(Giggs)	McClair,Kanchelskis(11)Sealey
Keane	McClair	Hughes	Giggs(3)Ferguson,Sealey
Keane	Hughes	(Giggs)	McClair(7)Butt(11)Sealey
Cantona	Hughes	Giggs	Phelan(7)Dublin,Butt,Neville,Sealey
McClair	Hughes	Keane	Giggs,Phelan,Sealey
Keane	Hughes	Kanchelskis	Giggs(5)Irwin(6)Sealey
Keane	Hughes	Giggs	Kanchelskis,Martin,Sealey
(Keane)	Cantona s/o	Giggs	Martin,Dublin(9)Butt,Neville(2)Sealey
Keane	Hughes	(Kanchelskis)	Giggs(11)Robson,Sealey
Robson	Hughes	Kanchelskis	Giggs,Phelan,Sealey
(Robson)	Hughes	(Kanchelskis)	Giggs(11)Ferguson(9)Sealey
Ferguson	Hughes	Giggs	McClair,Robson,Sealey
(Robson)	Hughes	Giggs	McClair,Ferguson(9)Sealey
McClair	(Hughes)	Giggs	Sharpe(10)Ferguson,Sealey
(McClair)	Hughes	Giggs	Kanchelskis,Keane(9)Sealey
(McClair)	(Hughes)	Giggs	Kanchelskis(10)Keane(9)Sealey
Keane	Hughes	Kanchelskis	McClair,Giggs(5)Sealey
Keane	(Hughes)	Giggs	McClair(2)Ferguson(10)Sealey
Keane	Giggs ²	Kanchelskis	McClair(7)Robson(8)Sealey
Keane	Kanchelskis	Giggs	Dublin,Ferguson,Sealey
McClair	Kanchelskis	Giggs	Robson,Ferguson,Sealey
Keane	Kanchelskis	Giggs	McClair,Robson,Sealey
(McClair)	Kanchelskis	Giggs	Keane(8)Dublin(9)Sealey
Keane	Kanchelskis	Giggs	McClair(8)Dublin,Sealey
Keane	(Kanchelskis)	Giggs	McClair(10)Dublin,Sealey
Keane	Kanchelskis	Giggs	Dublin,Neville,Sealey
Keane	Kanchelskis	Giggs	McClair(8)Dublin,Sealey
Keane	Kanchelskis	Giggs	McClair,Dublin,Sealey
Keane	Kanchelskis	Giggs	McClair,Dublin,Sealey
Keane	Kanchelskis	Giggs	McClair(6)Dublin(8)Sealey
Keane	(Kanchelskis)	McClair	Dublin(10)Thornley(3)Sealey
Keane	Kanchelskis	Giggs	Robson,Dublin,Sealey
Keane	Kanchelskis	Giggs	Robson(7)Dublin(2)Sealey
Keane	Kanchelskis ²	Giggs	McClair,Robson,Sealey(2)
Keane	Hughes	(Giggs)	McClair(11)Robson(6)Sealey
Cantona s/o	Hughes	Giggs	Phelan,Dublin,Sealey
Cantona s/o	Hughes	Giggs	McClair(7)Phelan,Sealey
Keane	Hughes	(Giggs)	McClair(4)Sharpe(11)Walsh
Keane	Hughes	(Sharpe)	Giggs(11)Robson(8)Sealey
Keane	Hughes	Sharpe	McClair(2)Robson,Sealey
Sharpe	Hughes	Giggs	Robson,Dublin(8)Sealey (Dublin scored)
(Dublin)	Hughes	Giggs	Robson(9)Butt(2)Sealey
(Keane)	(Hughes)	Giggs	McClair(9)Sharpe(10)Sealey
Kanchelskis	Hughes	Giggs	Sharpe(7)Dublin(2)Sealey
Keane	Kanchelskis	(Sharpe)	Giggs(11),Robson,Walsh
Kanchelskis	Hughes	Giggs	McClair,Robson,Walsh
Kanchelskis	Hughes	(Giggs)	McClair,Sharpe(11)Walsh(1)
Kanchelskis	Hughes	Giggs	McClair,Robson,Sealey
Dublin	Sharpe	(McKee)	Keane(11)Parker(4)Sealey
(Kanchelskis)	Hughes	Giggs	McClair(9)Sharpe(3)Walsh (McClair scored)

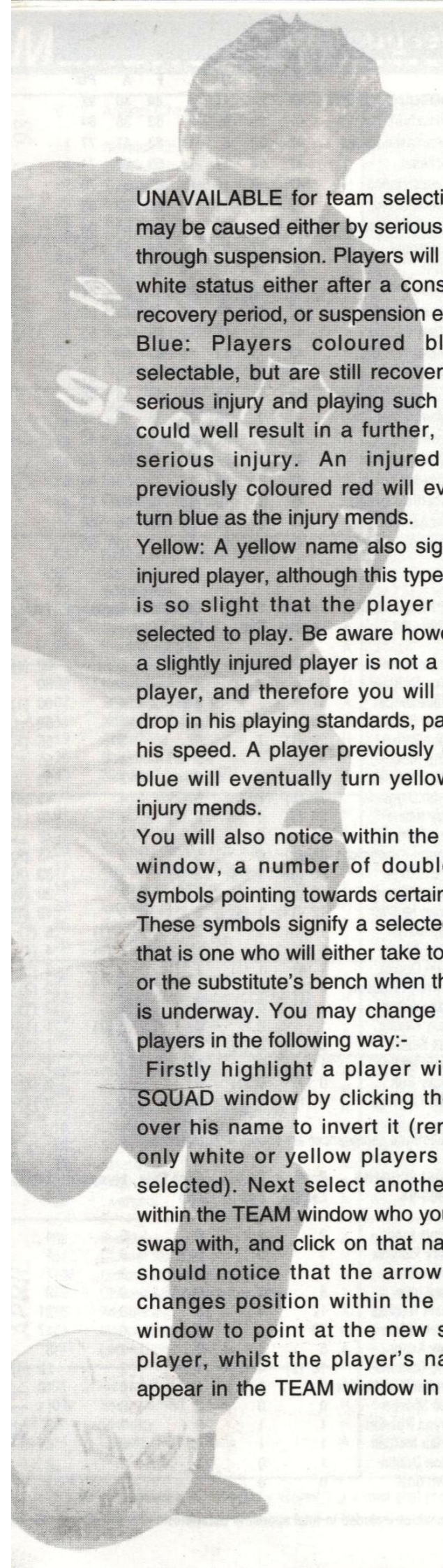
	P	W	D	L	F	A	Pts
Manchester United	42	27	11	4	80	38	92
Blackburn Rovers	42	25	9	8	63	36	84
Newcastle United	42	23	8	11	82	41	77
Arsenal	42	18	17	7	53	28	71
Leeds United	42	18	16	8	65	39	70
Wimbledon	42	18	11	13	56	53	65
Sheffield Wednesday	42	16	16	10	76	54	64
Liverpool	42	17	9	16	59	55	60
QPR	42	16	12	14	62	61	60
Aston Villa	42	15	12	15	46	50	57
Coventry City	42	14	14	14	43	45	56
Norwich City	42	12	17	13	65	61	53
West Ham Utd	42	13	13	16	47	52	52
Chelsea	42	13	12	17	49	53	51
Tottenham Hotspur	42	11	12	19	54	59	45
Manchester City	42	9	18	15	38	49	45
Everton	42	12	8	21	42	63	44
Southampton	42	12	7	23	49	66	43
Ipswich Town	42	9	16	17	35	58	43
Sheffield United	42	8	18	16	42	60	42
Oldham Athletic	42	9	13	20	42	68	40
Swindon Town	42	5	15	22	47	100	30

APPEARANCES 1993 - 94	Premier League	FA Cup Cup	Coca Cola Cup	European	Total
Denis Irwin	42	7	8 (1)	3	60 (1)
Gary Pallister	41	7	9	3	60
Steve Bruce	41	7	8 (1)	4	60 (1)
Peter Schmeichel	40	7	8	4	59
Paul Parker	39 (1)	7	6	3	55 (1)
Paul Ince	39	7	5	4	55
Mark Hughes	36	7	8	2	53
Ryan Giggs	32 (6)	7	6 (2)	4	49 (8)
Roy Keane	34 (3)	6	6 (1)	3	49 (4)
Eric Cantona	34	5	5	4	48
Andrei Kanchelskis	28 (3)	6	9	0	43 (3)
Lee Sharpe	26 (4)	1 (2)	2 (2)	4	33 (8)
Bryan Robson	10 (5)	1 (1)	5	4	20 (6)
Brian McClair	12 (14)	1 (4)	6 (1)	0	19 (19)
Lee Martin	1	0	3	1 (1)	5 (1)
Mike Phelan	1 (1)	0	2	1 (3)	4 (4)
Dion Dublin	1 (4)	1 (1)	1 (1)	0 (1)	3 (7)
Darren Ferguson	1 (2)	0	1 (1)	0	2 (3)
Gary Walsh	2 (1)	0	0	0	2 (1)
Gary Neville	1	0	0	0 (1)	1 (1)
Les Sealey	0	0 (1)	1	0	1 (1)
Colin McKee	1	0	0	0	1
Nicky Butt	0 (1)	0 (1)	0	0	0 (2)
Ben Thornley	0 (1)	0	0	0	0 (1)

Substitute appearances are shown in parenthesis

GOALSCORERS 1993-94	Premier League	FA Cup Cup	Coca Cola Cup	European	Total
Denis Irwin	2	2	0	0	4
Gary Pallister	1	0	0	0	1
Steve Bruce	3	0	2	2	7
Paul Ince	8	1	0	0	9
Mark Hughes	12	4	5	0	21
Ryan Giggs	13	1	3	0	17
Roy Keane	5	1	0	2	8
Eric Cantona	18 (2)	4 (2)	1	2	25 (4)
Andrei Kanchelskis	6	3	1	0	10
Lee Sharpe	9	0	2	0	11
Bryan Robson	1	1	0	1	3
Brian McClair	1	1	4	0	6
Dion Dublin	1	0	1	0	2
own goal	0	0	0	1	1

Penalties included in total appear in parenthesis



UNAVAILABLE for team selection. This may be caused either by serious injury or through suspension. Players will return to white status either after a considerable recovery period, or suspension expiry.

Blue: Players coloured blue are selectable, but are still recovering from serious injury and playing such a player could well result in a further, lengthy, serious injury. An injured player previously coloured red will eventually turn blue as the injury mends.

Yellow: A yellow name also signifies an injured player, although this type of injury is so slight that the player may be selected to play. Be aware however that a slightly injured player is not a totally fit player, and therefore you will notice a drop in his playing standards, particularly his speed. A player previously coloured blue will eventually turn yellow as the injury mends.

You will also notice within the SQUAD window, a number of double arrow symbols pointing towards certain names. These symbols signify a selected player, that is one who will either take to the field or the substitute's bench when the match is underway. You may change selected players in the following way:-

Firstly highlight a player within the SQUAD window by clicking the cursor over his name to invert it (remember, only white or yellow players may be selected). Next select another player within the TEAM window who you wish to swap with, and click on that name- you should notice that the arrow symbol changes position within the SQUAD window to point at the new selected player, whilst the player's name will appear in the TEAM window in place of

the other.

TEAM: Shows all players selected to play in the forthcoming match. Player positions within the window may be altered by clicking on one name, followed by another. You will notice that this action also changes the position of the player on the field within the FORMATION window.

Alongside each player name, in the red coloured column you will see a number. This signifies the 'shirt' number assigned to that player. Football fans will already be aware that there are two different types of player numbering, both of which are incorporated within the game. Firstly, if your selected team plays within the Premier League, then each player will be assigned his own personal squad number which will not change throughout the season. These numbers may go beyond the usual 1-11, and in some cases will exceed 30. Should you change the position of these players within the TEAM window, then the shirt number will also move with it.

The second numbering system regards those teams who play outside the Premier League, that is Divisions 1 to 3, and non league. These teams will always be numbered from 1-11, and moving a player to a new position within the TEAM window will not alter the position of the shirt number, the only exception being in cases where the match is underway, such as half-time.

An important point to remember is that the goalkeeper always occupies the top position within the TEAM window. Placing an outfield player in the goalkeeper position can have disastrous

effect within the match, as these players usually lack the required handling and positioning skills.

SUBSTITUTES: This is a similar display to the TEAM window, and shows those players assigned as substitutes, that is those players who may replace selected ones during play. Note that the bottom position is always reserved for your substitute goalkeeper, so always ensure a player of that type occupies it.

PLAYER STATS: Shows the abilities of your players using a series of coloured bars. The display only becomes active when a player name is highlighted within the SQUAD window. Each bar is accompanied by an abbreviation of the skill type, explanations of which follow:-

SPD: The speed of the player when running.

STM: The stamina of the player ie. how quickly the player tires.

AGG: The aggression of the player ie. how keen he is to tackle another player.

A player with a high aggression factor combined with low tackling will foul players more frequently than others.

The next two statistics displayed vary depending on the player type, outfield or goalkeeper:-

POW: Appears beside an outfield player, and represents shot power.

ACC: Another outfield statistic, representing shot accuracy.

POS: Used for goalkeepers only, showing the player's positioning ability.

HAN: A goalkeeper statistic showing the player's handling competence.

CON: The player's ability to control the ball when dribbling. Also governs the amount of 'swerve' a player is able to

apply to shots.

PAS: Shows how accurate a player is at passing the ball.

TCK: Represents the tackling ability of a player.

INT: Denotes a player's intelligence. Affects the player in a number of ways such as positioning on the field and decision making when shooting or passing.

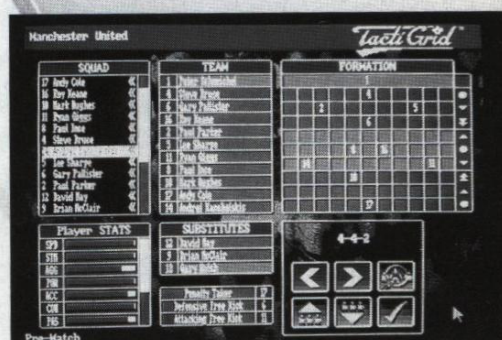
FIT: The player's fitness level.

MOR: Shows the morale of the player and affects many skills at once.

SET PIECES: The small window beneath SUBSTITUTES allows you to select the takers for free kicks and penalties. To assign a player to a set piece simply highlight his name within the SQUAD window, and then click over the relevant set piece box. The player's shirt number should then appear beside the text.

Any player may be assigned as taker for any number of kicks. Should no player be assigned to a box, then the computer will select a taker during the game.

FORMATION: Contains the grid itself, as shown below:-



Using this grid, the player is able to design complex team strategies, with the minimum of fuss. You will notice that the window is divided into a block of 11x9 squares, with a larger goalkeeper slot at the top. Each one of these squares represents an area of the game pitch.

The grid is sectioned into three distinct divisions, shown by different shades of green. These regions represent, from top to bottom, Defence, Midfield and Attack. To the right of each positional division you will see an area coloured red, each containing three small instruction symbols. By placing the 'shirt numbers' of the grid in one of the three regions, players will be made to defend, attack or play in midfield. Adjusting a player's position along the horizontal axis causes the player to line up in that area of the pitch, whilst adjusting their height within that region gives that player specific instructions on how to play within that role, depending on the corresponding instruction symbol.

Explanation of instructional symbols. Defence Region (top):



The standard defender position. Instructs the player to stay back at all times.



Instructs the player to move up field when your team is on the attack, in order to support midfield/strikers. The player will move to the midfield region.



Similar to the above instruction, moving the defender up field, all the way into the attacking region. Can leave defence severely undermanned should you be caught with a quick counter-attack.

As these players are placed within the defence region, they will always return to their original defensive positions when required.

Midfield Region (middle):



Instructs a midfield player to move back when your team is defending, in order to help out the defenders.



The standard midfield position. Player will linger around the middle of the field in order to make passes up field, or crucial tackles.



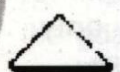
Instructs a midfield player to move up field when your team is on the attack, in order to support the strikers.

As these players are placed within the midfield region, they will always return to their original midfield positions when required.

Attack Region (bottom):



Instructs the attacker to move down field when your team is defending, in order to help out defence. Can lead to an undermanned attack, should the ball be cleared.



Similar to the above instruction, moving the attacker down field, though to the midfield area only.



The standard attack position. Player will linger up field waiting for passes from defence or midfield.

As these players are placed within the attack region, they will always return to their original attacking positions when required.

Player positions may be swapped within the **FORMATION** window by clicking on a shirt number, followed by another.

THE ICON WINDOW: Beneath the FORMATION grid you will see a set of icons and a formation name. Clicking on the formation name allows the user to alter the name of that formation, using the keyboard. Should you enter no name at all the computer will name the formation using the number of selected defenders, midfielders and attackers eg. 4-2-4.

The icons have the following functions:-



Available to you are eight separate formations, which you may alter at will. These icons cycle through the formations, and changes made to any of them will be retained throughout the season or competition.



A quick option to allow you to adopt an instant defensive pattern. A single click on this moves all players down field one step. Further clicks move the team back until they reach the limit of their region.



{A similar icon to above, with the opposite function of moving all players forward one step.



Allows you to study the squad, team and formation of the opposition. Click again to return.



Click on this when you are satisfied with everything, in order to proceed to the match itself.

THE MATCH

Now it's time for the fun bit! If you've played computer football games before you should have no problem getting straight in to Manchester United - The Double.

Control

PC owners are strongly advised that a joystick should be used to control your players. However, you can use the following keys:

O	Left
P	Right
Q	Up
A	Down
Space	Fire

Amiga owners **must** use a joystick.

You will always take control of the nearest man to the ball, and the up, down, left and right directions move the player around the pitch. Moving into the ball will cause the player to take control, and with further movement the player will start to dribble the ball. A press of the joystick button will cause the player to kick the ball, with variable amounts of power and swerve. as explained in further detail below:-

There are three distinct types of kick available to the player, these being a PASS, a SHOT and a VOLLEY.

Passing

To pass the ball, the joystick button must be tapped quickly, whilst facing the player in the desired direction. Should another player from your team be standing within a reasonable range, then the ball will go directly to that man. The 'reasonable range' will vary however, depending on the player's own passing skill.

Shooting

The second type of kick available is the shot. This is quite a versatile type of kick, and may be executed with many varying heights and degree of power and swerve.

The shot is achieved by holding down the joystick button for a little longer than a single tap. The strength of the shot is determined by holding the button down for varying amounts of time, and releasing. Once full shot power is realized, the player will automatically kick the ball.

Whilst the joystick button is being held down, the height and swerve of the shot may be altered. This is achieved by moving the joystick into a new position before the shot is released, as follows:-

To alter the height of the shot simply hold the joystick in the opposite direction to the player's movement, until the shot is made. The player will continue to move in the requested direction. Following the release of the ball, the player has a short amount of time in which to vary the height, by either releasing or maintaining the joystick direction. The longer the hold, the higher the shot will be.

The swerve of the shot is applied in a similar way to the height, with the difference being that the joystick direction should be moved to the left or

right of the player's direction of movement, until the shot is made. The player will continue to move in the requested direction. Following the release of the ball, the player has a short amount of time in which to vary the amount of swerve, by either releasing or maintaining the joystick direction. The longer the hold, the more swerve will be applied. The amount also varies depending on the player's ball control abilities.

Note that both styles of after-touch may be applied simultaneously, by moving the joystick into the diagonal positions.

Whilst the controlled player is not in possession of the ball, a press of the joystick button will have varying effects:-

Volleying

If the ball passes your player at a below-waste height, then a press of the joystick button will result in a volley shot, providing he is close enough to make contact.

Heading

If the ball passes your player at head height or above, then a press of the joystick button will result in the player jumping to head the ball, providing he is close enough to make contact.

Diving Headers

If the ball passes your player at around waste height, then a press of the joystick button will result in the player diving to attempt to head the ball, providing he is close enough to make contact.

Slide-Tackle

The player may be made to slide towards the ball whenever the above criteria are

not met. This may be used to tackle the ball from an opposition player, or to reach a free ball in order to knock it over a short distance eg. to score a goal when not in kicking range.

The goalkeeper within the game differs from the outfield players in that he is mostly under computer control. The only time you will take control of the goalkeeper is when you pass the ball back to him, or whilst he is holding the ball. If the ball is passed to the `keeper by a player from his own team, the rule is that he is not allowed to handle the ball, and therefore becomes under normal player control in order to kick or dribble the ball away. Should the joystick directions be left alone, then the goalkeeper will kick the ball away automatically.

If the `keeper picks up the ball following a kick from the opposition you must kick or pass the ball, using the same techniques as a normal kick, to apply power, height and swerve.

FreeKicks/CornerKicks/Penalties/Goal Kicks

These are all taken in the same way as a normal pass or shot, using the same techniques to apply power, height and swerve.

Throw-ins

If the ball is kicked out of play beyond the touch-line (the vertical lines running along the edge of the pitch) then the opposite team is awarded a throw-in. To take the throw-in face the player in the desired direction, hold down the joystick button to build up power, and then release.

General FEATURES

Pitch types

The game contains many different pitch types, which may be selected from within the management section, or given at random throughout a season. These have the following effect on the ball and players:-

Wet pitch: Ball bounce and travel are reduced. Player control is made more difficult, players will occasionally slip and slide, and distance is increased.

Dry pitch: Ball bounce and travel are increased. Player control is unaffected.

Muddy pitch: Ball bounce and travel are vastly reduced.

Frosty pitch: Ball bounce and travel are vastly increased. Players will occasionally slip and slide, and distance is increased.

Normal/Foggy pitches: Standard bounce and travel speeds.

Deflections

If a shot is hit at a player, the ball may deflect in different ways. If the shot is hit at a particularly high speed, and a player is hit, he may even be knocked to the floor. Deflected shots will bounce at realistic angles.

Injuries

If a player is injured during the match, a message will appear at the base of the screen informing you of the severity of the fact. Injuries will effect the skills of the player to varying degrees depending on whether the player is slightly hurt, in pain, injured or seriously injured. It would be a sensible idea to substitute any player in pain or injured.

Yellow/Red Cards

Any player who fouls another, risks being shown a yellow or red card. A yellow card is given for what the referee deems to be a serious foul, and serves as a warning. A player shown two yellow cards will also be shown the red card which means he must leave the field, and also serve a suspension. Players shown any card will be given disciplinary points which may be viewed within the STATISTICS option in the Management Section of the game.

Control Keys

During play, pressing certain keys on the keyboard will have the following effects:-

F1- Access Tacti-Grid™ for the home team ie. the team printed on the left of the

score panel. This allows mid-match tactical changes or substitutions to be made. Only works while the ball is out play.

F6- Access Tacti-Grid™ for the away team. Only works while the ball is out of play.

P(Amiga) F9 (PC)- Pauses the game. Press again to resume play.

S- Displays the score. Any figures in brackets represent the first leg score, should the match be the second leg of a cup round. A more detailed version of the score panel, showing scorers and times is automatically displayed whilst the ball is out of play.

Q (Amiga) Ctrl+C (PC)- Aborts the match, and returns to the Management Section.

R- Action replay. Press again to resume play. During Action Replay mode, a further set of keys may be pressed for the following effects:-

S- Toggles speed of replay between slow motion or normal speed.

V- Toggles viewpoint of replay, front or back.

B- Holding down this key 'winds back' the replay sequence.

F- Similarly, this key 'winds forward' the replay sequence.

SPACE- Cycles view of replay to centre on each player in turn, instead of the ball.

Substitutions

During play, pressing either key F1 or F6 whilst the ball is out of play will take the player to the Tacti-Grid screen, to allow substitutions or tactical changes to be made. To substitute a player you must use the same method as for team selection. The method is as follows:-

Select the player you wish to remove from the field by clicking on his name within the TEAM window. His name should highlight within the SQUAD window.

Next, select the player who you wish to bring on to the field in his place, and click on his name within the SUBSTITUTES window. The players will swap positions within the TEAM window, and the player brought off will be 'stippled out'.

Click on the tick icon to return to the match.

Only two substitutions may be made per team, per match. This includes the substitute goalkeeper.

At half-time the Tacti-Grid™ screen will reappear and at the end of both halves some injury time may be added.

At full-time you will return to the management section of the game and the day's results will be shown. Occasional information boxes regarding players from your, or any other human manager's team, may be shown at this time detailing injury or disciplinary information.

The sequence is then repeated until the season is finished. As in real life, promotions and relegations will be made, after which a new season will begin.

Should a manager be relegated from the G.M. Conference he shall be sacked and removed from the game.

Further Information for PC owners

If playing a two player game (two human players) then the second player will use the following keys.

LEFT CURSOR	: Left
RIGHT CURSOR	: Right
UP CURSOR	: Up
DOWN CURSOR	: Down
RIGHT CTRL	: Kick

If joysticks are enabled and a valid joystick is inserted then player keys are replaced with the joystick. A game adapter that has two joystick ports is required for a two player game to use two joysticks.

(i) Single game port
Player 1 : uses joystick

Player 2 : uses keys

(ii) Dual game port

Player 1 : uses joystick 1

Player 2 : uses joystick 2

EDITING THE DATABASE

All player's skills and attributes are fully editable. Existing players can be moved from club to club and teams can be transferred from one division to another. You can even create new players and teams or use the database editor to recreate the Scottish Premier, the Italian Serie A, the National Woman's League, even your local Sunday morning's league. The inclusion of a kit editor allows the game user to create new kits, or simply to update existing ones.

AMIGA

To access the database you must reset the game and boot from the DATA disk, then follow all on-screen prompts. Once loaded you will be presented with three icons.

WARNING. You must save all database changes to a spare floppy disk. On no account must you save edited data to the existing DATA disk supplied with the game.

EDIT DATABASE

Accessing this section will bring up a host of further options.

DELETE TEAM To remove a team from the database first, highlight it in the left hand column, then click on **DELETE TEAM**.

FIND PLAYER Use this option to track down a specific player.

FIND NEXT Will find the next player in the database who shares the same name.

NEW TEAM Click on this option to create an entirely new team. You will now be looking at a screen titled **EDIT TEAM DATA**. Working through, first enter your new team name by entering your chosen name in the text box which appears. Next, create new players by clicking on **NEW PLAYER**. The **NEW PLAYER** screen will require you to enter a player's name. The **POSITION**, **SQUAD NUMBER**, **NORMAL/STAR PLAYER** are all switchable by clicking on them, whilst clicking on the face in the top right hand corner will determine the hair colour and skin tone of the player.

Then give the new player his particular skill levels by clicking in the white area next to the various skills. The further over to the right the bar is brought, the better the player will be at that particular skill. Fine tuning can be achieved by using the - and + icons to the right. The bars will also change in colour from blue (low skill) through green and yellow to red (high skill) the further you set the bar over to the right. A full description of the skills are as follows:-

SPEED: The speed of the player when running.

STAMINA: The stamina of the player ie. how quickly the player tires.

AGGRESSION: The aggression of the player ie. how keen he is to tackle another player.

A player with a high aggression factor

combined with low tackling will foul players more frequently than others.

The next two statistics displayed vary depending on the player type, outfield or goalkeeper:-

SHOT POWER: Appears beside an outfield player, and represents shot power.

SHOT ACCURACY: Another outfield statistic, representing shot accuracy.

HANDLING: A goalkeeper statistic showing the player's handling competence.

POSITIONING: Used for goalkeepers only, showing the player's positioning ability.

BALL CONTROL: The player's ability to control the ball when dribbling. Also governs the amount of 'swerve' a player is able to apply to shots.

PASSING: Shows how accurate a player is at passing the ball.

TACKLING: Represents the tackling ability of a player.

INTELLIGENCE: Denotes a player's intelligence. Affects the player in a number of ways such as positioning on the field and decision making when shooting or passing.

When you are happy with your new creation click on Okay.

You must repeat this until you have created at least 15 players, including at least two goalkeepers and at least four players in each of the outfield positions

Once players have been created any of their details can be altered using the **EDIT PLAYER** option. First highlight the

player whose details need to be changed, then click on **EDIT PLAYER**. This will take you back to the screen described above.

EDIT STRIP Your new team will be given a home, away and third strip by default but, as you will probably find these quite hideous, you should access the **EDIT STRIP** section. Select a strip by clicking on the icon below one of the strips. Select the icons at the upper right hand side of the screen to choose which part of the strip you wish to work on and select a style by toggling on the **STYLE** icon at the top right of the screen. A plain shirt can be selected by choosing any shirt style and ensuring that the same colour is selected for both **SHIRT COLOUR 1** and **SHIRT COLOUR 2**.

By experimenting with the various designs and colours you will find that a bewildering choice of strips are available. Return to the **EDIT TEAM** screen and click on **OKAY**.

MOVE PLAYER From time to time you may want to edit the original data to keep up-to-date with transfer events in the real world, or you may wish to create a fantasy team comprising of other players within the database. To do this highlight the club in the left hand column and then highlight your chosen player from that club in the box at the top centre of the screen. Then click on **MOVE PLAYER**. Next, you should highlight the destination team in the left hand column. The player has now moved clubs.

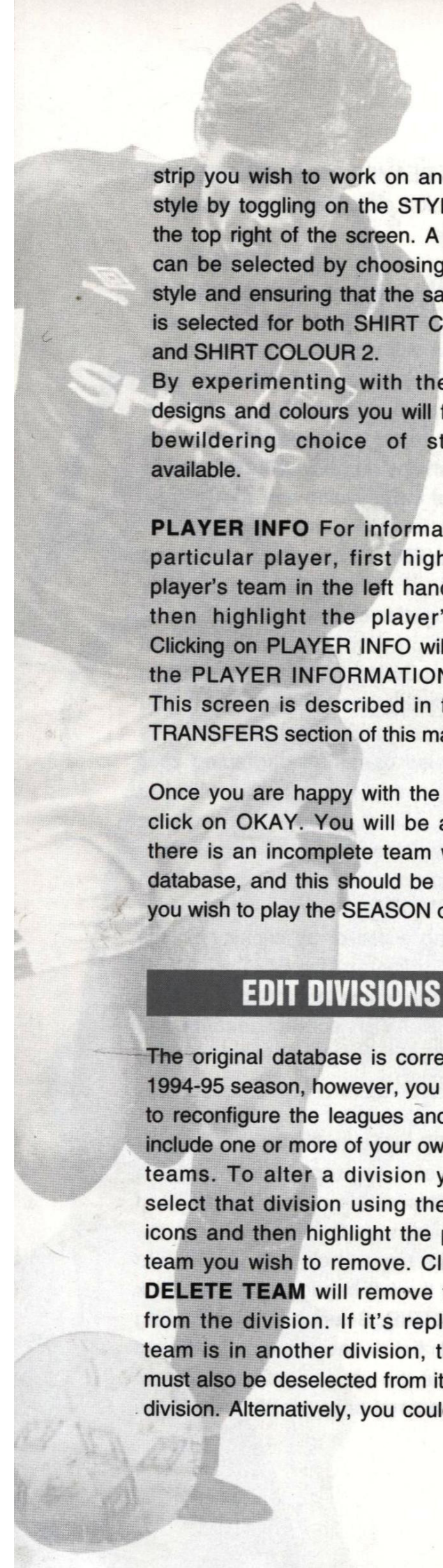
COPY PLAYER Instead of moving a player to a chosen team, you can actually create a 'double' by first highlighting a player as described above, then click on

the **COPY PLAYER** icon. Now highlight the destination club. The player has now been copied.

EDIT TEAM Selecting this icon will take you to the **EDIT TEAM DATA** screen. This screen will allow you to change the name of any club and players, and individual player data. Click on the red icons at the top of the screen to bring up a text box which will allow you to change the name of the club.

EDIT PLAYER The particular skills and attributes of any player is a very subjective matter and, with a database of over 3000 players, no doubt you will believe that we have got some of them wrong. Selecting this option will allow you to alter the abilities of any player. This option is also useful for upgrading your team if you are finding that winning matches is difficult, or down grading your players if you want more of a challenge. You should note that changing a player's ability will also change his value. Highlighting a player by clicking on his name will bring up the **EDIT PLAYER** screen, which works in the same way as the **NEW PLAYER** screen described in the **NEW TEAM** section above.

EDIT STRIP Most teams now change at least one of their strips at least once a season. This option allows you to keep the team strips up-to-date. Highlight the name of the team who's strip you wish to change in the left hand column then click on **EDIT STRIP**. Select a strip by clicking on the icon below one of the strips. Select the icons at the upper right hand side of the screen to choose which part of the



strip you wish to work on and select a style by toggling on the **STYLE** icon at the top right of the screen. A plain shirt can be selected by choosing any shirt style and ensuring that the same colour is selected for both **SHIRT COLOUR 1** and **SHIRT COLOUR 2**.

By experimenting with the various designs and colours you will find that a bewildering choice of strips are available.

PLAYER INFO For information on a particular player, first highlight the player's team in the left hand column, then highlight the player's name. Clicking on **PLAYER INFO** will bring up the **PLAYER INFORMATION** screen. This screen is described in full in the **TRANSFERS** section of this manual.

Once you are happy with the database click on **OKAY**. You will be advised if there is an incomplete team within the database, and this should be rectified if you wish to play the **SEASON** option.

EDIT DIVISIONS

The original database is correct for the 1994-95 season, however, you may wish to reconfigure the leagues and possibly include one or more of your own created teams. To alter a division you must select that division using the division icons and then highlight the particular team you wish to remove. Clicking on **DELETE TEAM** will remove the team from the division. If it's replacement team is in another division, that team must also be deselected from it's current division. Alternatively, you could replace

it with a team which is not currently in a division, and these are colour coded brown. To select a team highlight it in the left hand window, then click on **ADD TEAM** ensuring that the correct destination division is also selected. Also included on this screen is a team count demonstrating how many teams the division requires and how many are currently selected. Click on **OKAY** to exit.

Before recommencing Manchester United - The Double you must save any alterations to the database to a spare floppy disk. Do not use the original game disks. To save a database select the **DISK SHOP** option, then click on **SAVE DATABASE**

PC

Return to DOS and type 'editor' at the command line. From the next menu select **DISK SHOP** and then **LOAD ORIGINAL DATABASE**. Then click on **OKAY**.

EDIT DATABASE

Accessing this section will bring up a host of further options.

NEW TEAM. Click on this option to create an entirely new team. You will now be looking at a screen titled **EDIT TEAM DATA**. Working through, first enter your new team name by clicking on **TEAM NAME** and entering your chosen name in the text box which appears. Now work through the other

empty information boxes at the top of the screen. Note that **SHORT NAME** is the name that will appear during matches and on certain other statistics screens.

Next, create new players by clicking on **NEW PLAYER**. The **NEW PLAYER** screen will require you to enter a player's name. The **POSITION**, **SQUAD NUMBER**, **NORMAL/STAR PLAYER** are all switchable by clicking on them, whilst clicking on the face in the top right hand corner will determine the hair colour and skin tone of the player.

Then give the new player his particular skill levels by clicking in the white area next to the various skills. The further over to the right the bar is brought, the better the player will be at that particular skill. Fine tuning can be achieved by using the - and + icons to the right. The bars will also change in colour from blue (low skill) through green and yellow to red (high skill) the further you set the bar over to the right. A full description of the skills are as follows:-

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you wish to work on and select a style by clicking on one of the shirt icons at the bottom of the screen. A plain shirt can be selected by choosing any shirt style and ensuring that the same colour is selected for both SHIRT COLOUR 1 and SHIRT COLOUR 2.

By experimenting with the various designs and colours you will find that a bewildering choice of strips are available. Return to the EDIT TEAM screen and click on OKAY.

DELETE TEAM To remove a team from the database first, highlight it in the left hand column, then click on DELETE TEAM

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FIND NEXT Will find the next player in the database who shares the same name.

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COPY PLAYER Instead of moving a player to a chosen team you can actually create a 'double' by first highlighting a

player as described above, then click on the COPY PLAYER icon. The player has now been copied, and a message to confirm this will appear at the bottom of the screen.

EDIT TEAM Selecting this icon will take you to the EDIT TEAM DATA screen. This screen will allow you to change the details of any club, the club's ground, manager and players, including individual player data. Click on any of the red icons at the top of the screen to bring up a text box which will allow you to change the details which they contain.

NEW PLAYER Allows you to create a new player. The NEW PLAYER screen will require you to enter a player's name by first clicking on the red box by the words 'Player Name', and then entering a name in the text box which appears. The POSITION, SQUAD NUMBER, NORMAL/STAR PLAYER are all switchable by clicking on them, whilst clicking on the face in the top right hand corner will determine the hair colour and skin tone of the player. Then give the new player his particular skill levels by clicking in the white area next to the various skills. This is described in full in the previous 'NEW TEAM' section.

EDIT PLAYER. The particular skills and attributes of any player is a very subjective matter and, with a database of over 3000 players, no doubt you will believe that we have got some of them wrong. Selecting this option will allow you to alter the abilities of any player. This option is also useful for upgrading your team if you are finding that winning matches is difficult, or down grading your players if you want more of a challenge.

You should note that changing a player's ability will also change his value. Highlighting a player by clicking on his name will bring up the EDIT PLAYER screen, which works in the same way as the NEW PLAYER screen described above.

DELETE PLAYER To remove a player from the database first, highlight him in the left hand column, then click on DELETE PLAYER.

EDIT STRIP. Most teams now change at least one of their strips at least once a season. This option allows you to keep the team strips up-to-date. Highlight the name of the team who's strip you wish to change in the left hand column then click on EDIT STRIP. Select the home away or third strip by clicking on the icon below that strip. Select the icons at the upper left hand side of the screen to choose which part of the strip you wish to work on and select a style by clicking on one of the shirt icons at the bottom of the screen. A plain shirt can be selected by choosing any shirt style and ensuring that the same colour is selected for both SHIRT COLOUR 1 and SHIRT COLOUR 2. Shorts and sock colour can also be changed by clicking on the relevant icon.

PLAYER INFO For information on a particular player, first highlight the players team in the left hand column, then highlight the player's name. Clicking on PLAYER INFO will bring up the PLAYER INFORMATION screen. This screen is described in full in the TRANSFERS section of this manual.

Once you are happy with the database click on OKAY. You will be advised if there is an incomplete team within the

database, and this should be rectified if you wish to play the SEASON option.

EDIT DIVISIONS

The original database is correct for the 1994-95 season, however, you may wish to reconfigure the leagues and possibly include one or more of your own created teams. To alter a division you must select that division using the division icons and then highlight the particular team you wish to remove. Clicking on **DELETE TEAM** will remove the team from the division. If it's replacement team is in another division, that team must also be deselected from it's current division. Alternatively, you could replace it with a team which is not currently in a division, and these are colour coded brown. To select a team highlight it in the left hand window, then click on **ADD TEAM** ensuring that the correct destination division is also selected. Also included on this screen is a team count demonstrating how many teams the division requires and how many are currently selected. Click on **OKAY** to exit.

Before recommencing Manchester United - The Double you must save any alterations to the database. Do not use the original game disks. To save a database select the **DISK SHOP** option, then click on DISK SHOP

It is not recommended that you try to use a reconfigured database with an old saved game.

TECHNICAL SUPPORT

If you have any queries about this game, our Customer Service Department is here to help you.

If your question is not urgent, please write to us at:

**Krisalis Software Ltd,
Customer Service Department,
Teque House,
Masons Yard,
Downs Row,
Moorgate,
ROTHERHAM
S60 2HD**

Please be sure to include the following information in your letter:

- Type and model of computer you own.
- Type of operating system or DOS version number.
- Type of CD ROM drive, CD ROM Interface Card, CD ROM driver and version.
- Any additional system information such as:

Hard Disk Type, Video Card, Memory, Mouse, Printer etc...
- Full description of the problem.

If however, you would like to talk to someone immediately, call us on:

(01709) 372290 Monday to Friday during normal business hours.

Please have the above information ready when you call, this will help us to answer your question(s) promptly.

CREDITS

.....thank you, thank you, thank you.....

to the team of excellence responsible for manchester united - the double, namely hard working midfield main man simeon pashley for his untiring efforts to code the game, to mark rabjohn for his support work up the wing with his editor code, to defensive stalwart peter harrap for clearing up all the problems as well as coding the arcade section, to neil "statto" adamson who's graphical efforts and always-up-to-the-second database outhought and outfought the opposition, to kevin harrison for coming on for the last ten minutes and inspiring the team into one final push to victory, to support players marvyn burton, mark edwards, mark potente and steve sumner who's deft skills ensured the game was played as it should be, to siobhan for putting the ball in the net, to the backroom boys (and girls!) amanda, claire, donna, paul, tim, tony, the guys and gals at gray associates (especially simon) for doing everything in injury time, bushara for 'on the ball' printing, action images for taking the piccy's, but most of all to you dear games player, for your valued and cherished support.





MANCHESTER UNITED

the DOUBLE

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