

PLAYER MANAGER

LOADING: AMIGA - Insert the disc in drive when the computer asks for the WORK BENCH.

ST - Insert the disc in drive and switch on the computer.

CONTROLS: MANAGER - MOUSE Control

THE MATCH - JOYSTICK Control

INTRODUCTION

The newly appointed **PLAYER MANAGER** of a third division club, an International class player, can use his immense skill and experience on the pitch and help his club to be promoted swiftly. Further promotion and success in the top division will require a balanced team and winning tactics.

Four well proven tactics are provided and he can refine these tactics or design totally new tactics. The transfer market gives him an opportunity to strengthen his squad. There are over 1000 players in the league. Each player is an individual with a unique mixture of several attributes and playing skills.

The financial control of the club rests with the board. The manager is kept informed as to how much money he has available to buy players. If extra money is required, he must seek the board's permission. The board may also ask him to sell players in order to help the club finances.

The actual match uses a refined version of **KICK OFF**, retaining the pace, controls and the game play. The match lasts five minutes each half and the manager if he selects himself can play in the game. He can either control the player nearest to the ball or play in his designated position. Only in his assigned position, will he play as an International class player. In other positions, he will assume the attributes of that player. He can substitute the players and change tactics when the ball goes out of play. If watching the match instead of playing in it, he has the option to watch any one player on the field and study his game play in depth, an invaluable facility to study a player on the transfer market. He also has the options to watch an accelerated version of the game on the scanner, still retaining the options to substitute the change tactics.

The manager can greatly improve his chances of success by paying great attention to the **Player Information**. The player attributes and skills change with experience and training. A player improves in skills associated with his playing position, yet his talents may lie elsewhere. The manager may experiment by training a player in a different position and perhaps discover a real hidden talent. The real task of the manager is to understand how events can affect the morale of an individual player or the whole team and the measures he must take to counter the affect. The manager must be aware of his own contribution to the team as a player. When to hang up his boots finally, is the single most important decision he will make.

The manager must at all time pay due attention to the individual player morale and the **Team Morale** notified in the **Coach Report**. The morale effects the individual player performance and the team performance.

The **MESSAGE** screen appearing from time to time is used by the Board and Coach to keep the manager informed. It also displays interesting **NEWS** items which may or may not have a direct bearing on Manager's decisions. He must at all times pay attention to the messages from the Board. His job security rests with the Board.

MANAGEMENT

NEW GAME

WARNING - DATA DISC is required to save a NEW GAME. You may use a BLANC disc or a disc with previously saved Player Manager games. A blanc disc or a disc with any other program or other data will be FORMATTED for Player Manager format.

Insert the disc and press any key. The computer requires approx. 8 minutes to initialise. You will be asked to give the new game a file name. The next screen will show the Player Manager's name and his playing record. It will also give the club name. Use the keyboard to edit the Player Manager's name and the club name. You will also be asked to select whether the Manager will

PLAY AS A TEAM - The option allows you to control all the players on the field if the manager is playing.

PLAY IN POSITION - The Manager plays in his selected position i.e. as a Forward. This option is the right and best way to play the Player Manager game. A manager playing as a team is handicapped to compensate for the immense versatility of a human player.

The next display allows you to see all the teams in each division of the league. You can edit the names of the clubs using the keyboard. If the name you have chosen for your team has already been used in one of the divisions, the name in that division will be replaced by BURY. You will not be allowed to use your club name in any of the other divisions. Please check the team names in all divisions before exiting the option. The option to edit the team names is only provided at this stage.

You can also LOAD the division list from a previously played Player Manager game or SAVE the current list for use in later games.

CONTINUE GAME: FILE NAMES of all previously played games is displayed.

MAIN MENU: The options on the Main Menu take you to various aspects of the Management. Select the option by clicking the Mouse. The Week No. of the season is displayed on the Main Menu and advances by 1 after returning to it from the Match Day.

THE SQUAD - The Squad screen shows the name, Age, Position, Shirt No. and Status of all the players in the squad.

POSITION - There are four categories of players, namely Forward, Midfield, Defence and Keeper. A player training and playing in a given category will over a time acquire the skills associated with that category.

SHIRT No. - With the exception of No. 1 shirt which is assigned to the Keeper, all the Shirt numbers are dictated by the Shirt numbers selected in Tactics design.

STATUS - The status shows the availability of the player for selection. If he is injured or banned, letters I or B will appear. A player on the Transfer list (T) or requesting transfer (R) is also displayed. This information can be useful to the manager. Click the status column for STATUS SCREEN, a detailed information on each player.

PLAYER INFORMATION: The details of a player's attributes and skill levels are obtained by Clicking the Mouse pointer at the Player name. The attributes and skill levels are rated on 100 being an average. A rating of 400 for pace for instance

signifies four times the average pace. The ratings are on absolute scale. The information on each player should be studied with care by the manager and specially the change in the skills and attributes over a period.

STATUS SCREEN: Click on the status column for any player on the Squad screen to display the Status information of that player. This screen provides the following facilities.

INJURY REPORT: Gives the manager the extent of player's injury and the approximate period the player will not be available to play. If a player has been put on light training after a serious injury, the manager can play him but runs the risk of aggravating the injury.

DISCIPLINARY REPORT: A red card means suspension for next two matches. To keep the behaviour record of a player, each Red card equals 10 points. Exceeding 10 points results in automatic suspension of two matches. Each yellow card is equal to 4 disciplinary points.

TRANSFER REPORT - A player's transfer request, the reason for the request and the duration for which he is waiting for a reply is shown. The Manager has the option to ignore the request, take an action to cause the player to withdraw the request or deny request. His action will determine the player's performance.

Information regarding a player put on the Transfer list on his own request or by the managerial decision and the duration on the list is displayed. If a player is not sold, the manager has the option to cancel the transfer or re-value the player.

REVALUE: The Manager has the option to revalue a player at an higher or lower figure. The former is basically to keep a good player requesting transfer and the other to unload an overpriced player. The manager can set his selling price independent of board's valuation.

OFFER NEW CONTRACT: A player coming to the end of his contract or requesting transfer may be offered a new contract. The manager has the option on duration but not the cost of the new contract. Long contracts are generally more expensive. The cost of new contract on a lump sum basis will be deducted from the money available to him for buying new players. The manager should keep a close watch on the players nearing the end of their contract. The offer of new contract should be made early as the player may refuse the offer. At the end of contract, the player is on FREE transfer and no longer a member of the squad. The club is likely to get only a fraction of their valuation for a player on free transfer. A manager can offer a new contract to a player only once in a week. He may accept or refuse the offer.

THE CLUB: The following options are available.

THE BOARD: The board informs the manager as to how much money he has available to buy players or the money the board needs quickly, i.e. instructing him to sell players. The board also informs the manager of their views on the team's and manager's performance.

The Club fixture list for the season and results.

The club record in the league over past five years.

THE LEAGUE: The following options are available.

List of clubs in the League.

The Division table.

The fixture list and the results week by week.

THE CUP: The CUP matches are played in the same week as a league match. If there is no result, the result is settled by a PENALTY SHOOT OUT. Each team takes a penalty in turn. If after 5 penalties, there is a Tie, the result is decided on the basis of sudden death. The Cup menu takes you to the draw and the results.

TACTICS: This feature allows you to design your own tactics. You can design and store as many tactics as you like. The screen is Icon driven. The icons on the top are instructions operators while the icons on the right hand side are for set pieces like corner kicks etc. The Pitch divided in grids numbered 1 to 12 is also shown. Highlighting a sector by clicking the left mouse button places the ball in that sector. The tactics are designed for your team playing left to right as indicated by the arrow at the bottom. When your team switches sides at half time, a mirror image of the tactics with players switched to the opposite wing is automatically produced by the computer. The tactics must be designed with the following rules in mind.

1. At Kick Off, the opponents must be outside the circle and each side in its own half.
2. No more than 6 players of any side excluding the Keeper can be inside the 18 yard box.
3. No opposition players can be inside the 18 yards box at the time of Goal Kick.
4. When a ball is in grid numbers 1 or 5 or 9, no player except the keeper may be present in 4, 8 and 12. Similarly if the ball is 4 or 8 or 12, no player except the keeper can be positioned in 1, 5 and 9.

Tactics not obeying these rules can not be saved. One of the players in the offending group of players will flicker if an attempt to save such tactics is made.

To move a player, point the pointer at the player and press the left mouse button. Keeping the button pressed, place the pointer at the desired position and release the button.

To exchange a player with another, place the pointer on the first player and press the RIGHT mouse button. The player will start flashing. Carry out the operation on the player with which you want to exchange position.

The first two icons on top are SAVE and LOAD respectively. The next icon is FLIP icon. This places all players on the opposite wing. The next icon is Ray Trace. RAY TRACE is very useful in testing the movement of the players as successive sectors or set piece icons are highlighted. The manager should make sure that his players have the pace to get to the required positions and that their line of movements have a minimum of crossings.

The best way to learn to design is to load any of the already provided and experimented with it.

THE COACH: The coach menu provides the manager an opportunity to train his squad. Following options are provided.

SQUAD TRAINING: The manager having studied the Player Information can now decide to change the playing position of a player.

TACTICAL TRAINING: Though any number of tactics can be designed and stored, the squad can only use 4 tactics in any one week. A list of the current

tactics in use is displayed. An option to replace one of the current tactics is provided. Only one tactic in a week can be replaced. Select RETRAIN option. Any of the current tactics in use can be refined by selecting MODIFY TACTICS option.

EXTRA TRAINING: The squad can be given extra training to improve their performance. Too frequent a use is not advised.

HAVE A BREAK: This is a morale booster for the squad. This option can only be exercised at the start of the week. NO other activity except playing a match is possible if the squad and the manager are having a break.

TRANSFERS: This option is solely used for buying a player. Select the type of player and the price range. All the available players in that category are displayed. To give greater variety of available players, overseas players marked INT. under the club heading are also included. You can look at any player's detailed information by clicking the mouse button on the player's name. The skill and ability figures are an indication only and based on the average for the division and not absolute. Once you have decided on a player to buy, select BUY option and the name of the player.

The asking price and your offer will appear. You can increase your offer and the seller may reduce his price or quit dealing if your offer is too low. The deal is done only if your and the seller's prices match. If you need more money than you can ask the board for extra money. You can only bid for TWO players in a week. The maximum size of the squad is 24.

As an offer for your player on the transfer list can come at any time, a selling screen operating as above can appear at the start of the week.

MATCH DAY: The Match Day option takes you directly to a display of the opponent's squad. Click mouse to look at the player details. Once again, the player's skills and ability are based on the divisional average. The team details are also shown.

SELECTING TEAM: The available squad and the current tactics are displayed. Select the tactics to be used. Select the shirt number and then the player. You cannot exit until 13 players have been selected.

If you are not playing, you can select to watch a normal game or an accelerated version on the scanner.

When the team has been selected, the LINE UP of the two teams and the Referee is shown. The pitch conditions, the wind direction and strength are shown before the Toss. The winner of the toss has the choice to play Up or Down the pitch. Now you can KICK OFF for the real game of soccer on the pitch. On returning from the game, the match report, the results of the other games are shown. Returning from the match day to the Main Menu marks the end of the week.

SAVE GAME: The game so far can be saved at any time to be continued later.

THE MATCH

The match is played on one of the following surfaces.

NORMAL - Normal playing conditions.

WET - Increased ball speed and travel. Increased chance of player injury.

SOGGY - Little ball bounce. Reduced ball travel. Reduced player pace and stamina.

HARD - Increased ball bounce, speed and travel.

The manager has two options.

PLAY IN THE MATCH

A manager on the field playing in position or playing as a team can:

1. Select type of corner kicks.
2. Assume the control of the keeper while taking goal kick or defending a penalty.

3. Take a penalty.

WATCH THE MATCH

1. Focus the camera on the ball or any player on the field. The camera will follow the ball or the selected player.
2. Watch an accelerated version of the game.

The manager can change tactics only at half time or while making a substitution. The substitution can only be made at half time or when the ball is out of play.

PLAYER CONTROL

MOVEMENT - The player moves in all 8 joystick directions.

HEADERS - If the ball is in the air, pressing the F.B. will make the controlled player jump. Move the J/S in the direction in which you wish to head the ball when the player is in the air.

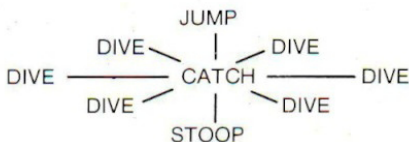
TACKLE - There are two types of tackles.

BLOCKING TACKLE - The purpose of this tackle is to gain possession of the ball from the opponent. You cannot tackle a player from behind without fouling him. You must intercept the ball by running beside the opponent and get to the ball travelling ahead before he does or tackle from the front.

SLIDING TACKLE - This tackle can be done from any direction. A Sliding Tackle on an opponent without a ball is a foul. Press the F.B. to do a sliding tackle. You must touch the ball before the player to avoid being penalised. A sliding tackle from behind is a foul if seen by the referee.

KEEPER CONTROL

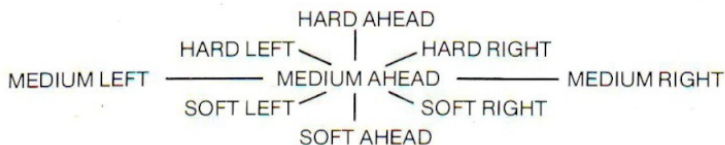
The keeper is controlled by the computer during the game. The control is transferred to the player for **PENALTIES** and **GOAL KICKS** only if the manager is playing.



Press F.B. to start the move. The longer the F.B. is pressed the bigger the movement.

The player is also given the control of the Keeper for Goal Kicks, if he so desires. To keep the game flow, if the player fails to exercise control, the computer assumes the Keeper control. The player must therefore exercise the option quickly and well before the computer goes into default mode.

There are 9 types of goal kicks:



Move the J/S to the required position before the Keeper kicks or throws the ball. Press the F.B. to quickly boot the ball upfield to catch the opponents out of position or to stop keeper wasting time. Use the scanner to select the direction and type of goal kick.

BALL CONTROL

The ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there is no time to remember the complicated joystick movements. The action has to be instinctive. You are advised to learn the controls by using the Practice Skills option in the Main Menu. **DRIBBLE BALL** - The ball travels in front of the player. The distance it travels depends on the speed of the player when he made contact with the ball.

SHOOT BALL - Press F.B. **AFTER** touching the ball shoots the ball in the direction the player is facing. **STOP BALL** - Press F.B. **BEFORE** touching the ball will stop the ball and give you total control.

PASS BALL - You must **STOP** the ball before you can pass it. Keep the F.B. pressed and move the joystick in the direction you wish to pass and release the F.B.

Releasing the F.B. when J/S is centred and the ball is stationary takes you back into Dribble action. The player will turn in the joystick direction and start dribbling the ball in that direction and if F.B. is pressed again, shoot in that direction. The ball will remain stationary as long as J/S remains centred.

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

SET PIECES

CORNER KICKS - There is a choice of 9 corner kicks. A selection panel appears. Look at the scanner to see the position of your players and select the option by highlighting it and press the F.B. The computer takes the corner. The arrows on the ball show the direction of the ball movements relative to the goal. The options allow you to curl the ball in or out. A ball kicked at the top will travel on the ground, in the middle at half height and at the bottom to the bar height.

PENALTIES - The angle and the height of the shot are controlled enabling the penalty taker to put the ball anywhere in the net.

There is a bar with a pointer moving rapidly from left to right. This indicates the horizontal position of the ball. The height of the ball is determined by how long the button is pressed before the contact with the ball is made. The longer the F.B. is held down, the **HIGHER** the ball will travel. It is therefore possible to overshoot or hit the goal posts and the bar. As soon as the fire button is pressed, the pointer in the bar freezes giving the keeper a split second chance to gauge the direction of the shot and a fighting chance to save. The penalty must be taken as soon as possible after the referee blows the whistle.

SUBSTITUTION - Press F5 to bring player 12 on the field or F6 for player 14. Captions S12 or S14 will appear on the screen to indicate that the referee has noted your request. The game will stop when the referee decides to let you make a substitution. The number and name of the player last to touch the ball will appear. Use UP and DOWN cursor keys to change the player name. Press SPACE BAR to make the substitution. The named player will be substituted and the game will restart.

CHANGING TACTICS - If you wish to make a change of tactics while making substitution, use keys F1 to F4 to select the new tactics **BEFORE** pressing the Space Bar.

HALF TIME - You can make substitution or change tactics or both at half time. Follow the instruction detailed above. Press Space Bar to start the game.

CAMERA - If watching the match, the manager can focus the camera so that it either follows the ball or any player on the field. Press F to toggle between the two options. When the option to watch a player is selected, the players name and shirt number are displayed. Use UP and DOWN cursor keys to change the name. Use LEFT and RIGHT cursor keys to toggle between the two teams.

GOAL POSTS (ST only)

To aid the player in passing the ball quickly, a white dot appears at the top or bottom of the screen, depending in which half of the pitch the ball is present. The dot shows the position of the goal posts relative to the ball.

KEYBOARD OPTIONS

- X — Change SCANNER size.
- D — Scanner ON/OFF.
- P — Pause Game ON/OFF.
- Q — Sound ON/OFF.
- C — Crowd Sound only ON/OFF.

Program	Dino Dini
Play Testing	S. Screech

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