PREMIER 2
MANAGER

GREMLIN ®

PRESENTS

Premier Manager 2

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GETTING STARTED

Commodore Amiga

1. Insert PM II game disk 1 into the default disk drive.
2. Plug your mouse into port number 1.
3. Turn on your computer and monitor. The game will now load automatically. Follow any on-screen loading instructions that may appear.

Installing Premier Manager II onto an Amiga hard disk drive.

1. Turn on your A1200 and monitor.
2. Insert Disk 3 at the workbench screen.
3. Double click on the 'Install' icon and follow the on-screen loading instructions.

PC: Installation to Hard Disk

To play Premier Manager II you must install it to your hard disk.

1. Turn on your computer.
2. Insert your Premier Manager II disk 3 into your current disk drive.
3. Select drive (e.g A: (Enter) or B: (Enter))
4. Type 'INSTALL'

You will now be presented with an options screen. The Options Screen is already set up with the apprpriate defaults. If you wish to alter any of these, select the option and type in the new data.

Follow the on-screen instructions and if you need any further information pressing F1 at a highlighted option will provide you with 'HELP' information about it.

To Run Premier Manager II after installation.

If you have made a batch file simply type '**PM**' after you have booted, to start the game.

If you have not made a batch file, call up the directory by typing **CD:/GAMES/PM (ENTER)** and then **PM (ENTER)** to start the game

PROTECTION

In your Premier Manager II box, you will find a code wheel. When the game loads, a picture of a football strip will appear on the screen made up of a set of shorts and a shirt. This image should be recreated on the codewheel. Turn the outer wheel until you get a matching picture and then type in the number that appears in the window indicated by the screen. Press return and before you can say "Jimmy Hill" the game will load for you.

INTRODUCTION

When Premier Manager was released last year, it proved to be an instant success with established fans of management simulations, because of its attention to detail and realism; while newcomers to the genre applauded its playability. No doubt about it, Premier Manager was easy to get into and the range of choices meant you could make it as easy or as complex as you wanted.
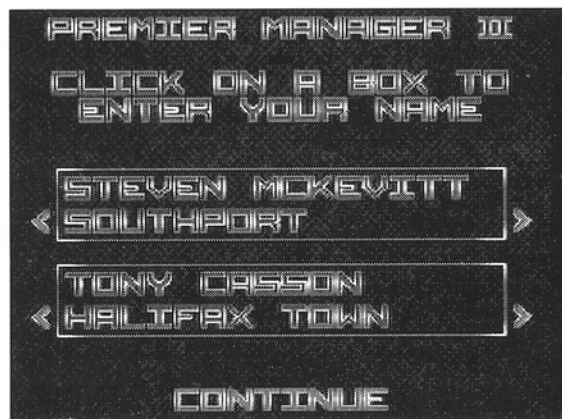
It was addictive too!

Now Gremlin proudly presents Premier Manager 2, which takes the original game several hundred steps further. Perhaps the only criticism you could level at the original was that it was a little too simplistic with Premier Manager 2, we at Gremlin feel we have produced the most comprehensive, involved and enjoyable Football Management game ever.

Premier Manager 2 gives you even more choices, while making the game easier to play. You'll find you can do almost everything a real manager can except hurl the half time cup of tea at your under achieving striker. You'll find yourself bargaining with your own players, offering bonuses and incentives to improve morale and help performance. There are new in-match animated sequences, which knock the spots off any other management sim around; plus extensive commentaries enabling you to follow the progress of your team adding realism and making matchday more exciting.

The extended tactics section allows everyone to tailor their team to their favourite playing style. There is something for every football fan, whether you've been a life-long Cloughie admirer, or you think Wimbledon are sadly misunderstood you'll find it in here.

TAKING SIDES

This is the first screen you will see after loading Premier Manager.

Click the mouse in one the panels and type in your name. Press 'Return' and a team from the Conference will be allocated to you. You are only allowed to select a team from the Conference League at this stage.

If you want to manage a different Conference side then click on the arrows at either side of the panel to toggle through all the conference sides.

Two players can play simultaneously, clicking on the two panels to enter their names and selecting a team. In the game, to change between players, press the space bar.

Once you are happy with you chosen team, click on **Continue** at the foot of the screen.

PRE SEASON FRIENDLIES
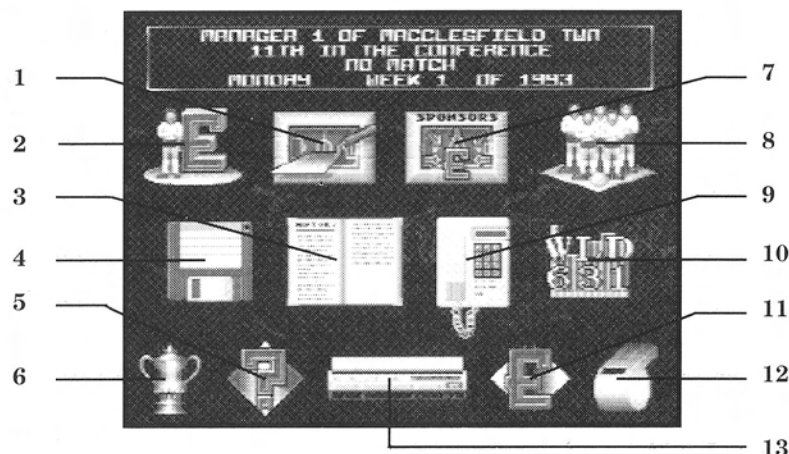
This is the first screen you will encounter.

You can play up to 4 friendlies and the teams available will be diplayed on the screen. Click on a number at the foot of the screen and then click on the team you wish to play. If you are not happy with the team you have elected to play on that particular day, click on another.

Most of these games will be away from home, but if you click through the list of teams you may find a lucrative home fixture.

Friendlies can help you organise your side for the immenent league campaign, allowing you to get the balance right before the real season commences. It is worth bearing in mind that you will get no revenue from away matches and your players are just as prone to injuries and sendings off as they would be in a league match.

When you finished arranging you friendlies, click on the power button in the corner of the screen to take you to the Main Options Screen and the start of the game.

MAIN OPTIONS SCREEN

1	**Ground Improvement**	7	**Sponsorships**
2	**Transfer Market**	8	**Squad Selection**
3	**Manager History**	9	**Telephone**
4	**Save/Load Game**	10	**League Tables**
5	**Game Options**	11	**Club Finances**
6	**The Cups**	12	**Play Match**
		13	**Fax Machine**

This screen is made up of thirteen icons, which make up the various sections of the game. Some screens will be visited far more than others, but how regularly screens are visited is largely dependent upon the player.

There is no order in which to carry out the various options, to best explain the game, it is easiest to take each section in order.

SQUAD SELECTION SCREEN

This screen holds all the information you need to put together your championship winning side (or indeed make the best of a bad bunch). The table contains the name of your squad members followed by a breakdown of their strengths and weaknesses:

HN - Handling
TK - Tackling
PS - Passing
SH - Shooting
CR - Control
FT - Fitness

The number below these figures are scaled between 1 and 99. A player with a score in the high 90s is one of the best in the world, whilst a player with a score below 10 will be lucky to get out of the conference.

Players are graded in bands, as are teams and your coaching staff. This helps to give a broad comparison between abilities and formations as well as between teams.

The ratings are as follows:

Fair   * - *****
Good   * - *****
Very Good   * - *****
Superb
Outstanding
World Class
Exceptional
The Ultimate

A side with Fair* would be totally hopeless, whilst one with an Ultimate rating (which no-one is likely to achieve) would be almost invincible. Try to think of your local Sunday League side playing the Brazil team of 1970.

The first four attributes are self explanatory but Control and Fitness need a little explaining.

Control refers to the players ability to bring the ball under control, dribble the ball (when was the last time you saw that in English Football?) and ride tackles. Players with greater control will be more successful in these areas. Players at full fitness will have a number in the high nineties the lower this number goes the more likely they are to pick up an injury.

At full fitness a player will be performing to maximum ability, as his fitness wanes you will find him less successful. You can also monitor the recovery of injured players as their fitness level rises, but don't be to eager to throw them back into the fray until your sure they're fit or they could have a relapse.

By highlighting a player with the mouse you will bring up an information list. This will give the usual player stats but also the number of games played and goals scored (or conceded for your keeper) plus a breakdown of their training schedule, age and wages; whether they are insured or not, contract details and any disciplinary points conceded - basically, everything you could possibly wish to know.

Below these statistics are a set of ratings for the various areas of your team, plus an overall rating for the whole team. These will allow you to assess the effectiveness of each area enabling you to select the appropriate team to suit the opposition.

At the foot of the page are a set of 8 icons. Each one provides you with different information. Clicking on each of these will do the following.

This allows you to select one of 16 different formations. Will you pack that midfield, or hoof the ball, over the top, to your gaggle of forwards? The choice is yours!

This icon to take you back to the main squad selection screen from any other screen in this section.

This allows you to select the tactics to suit your formation. Clicking on this icon takes you to a further screen. The name of your chosen eleven appears plus a map of their current formation (you can still click on the formation icon to select a different one if you wish). Here you should be able to hone your team to perfection; maximising their attributes and hiding

their deficiencies. Place left footers on the left and right on the right to maximise their effectiveness and then brief your players in a selection of match strategies.

Will they mark the nearest man in traditional fashion or will you introduce a continental zonal system? Will you belt the ball high into the penalty box at your big number 9, whose only talent is nutting it into the net? Or will you sweep majestically up the pitch in neat attacking triangles playing ball to feet? Tackling can be leg-breakingly hard (but watch out for bookings!) medium, or soft and you can choose to walk the ball into the net from short range or blast it from anywhere. A multitude of possibilities should allow everyone from purist to kick-and-rush-fanatic, to field the side they want.

This icon gives a breakdown of your next opponents and provides you with the information to provide a counter strategy by comparing them with your own side. On the day of the match it will show weather conditions and the name of the ref, allowing a final assessment of match tactics.

This is the 'Players Match Data' icon, you will be presented with a man-by-man analysis of your teams performance for their last game.

This icon will provide a list of any current injuries within your squad; with details of the kind of injury, estimated number of weeks out and whether they are being treated or not. It will also give you information for any other players who are unavailable for selection; whether they are banned or are currently on international duty.

This will provide you with a fixture list for the coming season. Each time you click on the icon with the left mouse button, a new page of fixtures will appear until you reach the end of the season. Clicking with the right mouse button will take you back a page.

The final icon allows you to re-name any or all of your squad if you wish. (You could insert the names of your Local Sunday League team for added surrealism).

Clicking on the power button will take you back to the Main Option Screen.

LEAGUE TABLES

This screen will give you all the relevant information concerning your teams current league performance. As well as a run down of your current league status, press keys F1-F5 will allow you to take a look at the other divisions. You can examine the whole range of statistics for any team in any league by highlighting the name of the team you wish to examine and pressing the other icons to bring up the relevant information.

The icons at the foot of the screen do the following

This will bring you back to the main League Table if you have chosen any of the following icons.

This will show you the League table split into home and away results, making it easier to assess any team's form. The keys F1-F5 will give you a breakdown like this for each division.

This charts form through the League in a colour coded graph, providing a comparison with other teams in the division. Yellow = A Win; Green = A Draw; Red = A Defeat.

A graph indicating the selected team's match by match position in the division.

This contains loads of information about current squads and grounds.

This charts the selected team's progress week by week throughout the season, and gives a list of remaining fixtures. It runs to six pages and each time you click this icon with the left mouse button, the next page will appear. Clicking with the right mouse button will take you back a page.
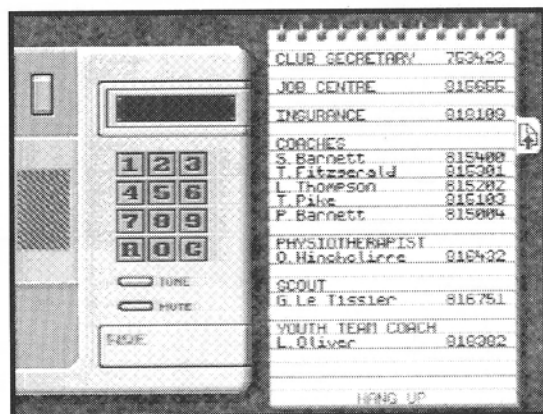
This is a list of the top goal scorers for the selected division, including those scored in both league and cup matches.

This gives a run down of the referees in the division, giving stats for age, red and yellow cards, matches refereed and total disciplinary points. Useful information and can help you decide whether those bitingly hard tackles you'd planned for your next game are likely to go unnoticed or not.

TELEPHONE

This screen allows you to keep in constant contact with each member of your staff, giving you all the information you need to pick the most effective team.

When you first enter this screen most of the numbers will be blank; in order to fill the vacancies you need to ring the Job Centre.

Job Centre

By clicking on the Job Centre on the pad next to the phone, you will be taken to a screen displaying information about your current staff, including their current weekly wages and there rating. The higher the rating, the higher the wage, but they will also be more effective.

If you wish to sack a member of staff, click on their name with either mouse button, you will then be asked if you really want to sack them, just type 'Y' and their name will be removed from the screen.

Below your current staff, is a list of those available for work. To hire someone click on the name of that individual with the left mouse button.

When you hire or fire any staff, you will have to pay them a fee roughly equivalent to two months wages. Think carefully before making changes to you backroom staff, mistakes could prove costly.

Finally, at the bottom of this screen will appear, from time to time any other management appointments. As the season progresses, you will discover some managers either retire or are given their marching orders (no doubt after the dreaded 'Vote of Confidence' from the board). You will receive a fax notifying you that the manager of a team has been sacked. If you wish you can apply for the position by clicking on the job with the left mouse button. A 'Y' will now appear next to the job, showing that you have applied for it.

You may only apply for one job at a time. If you are successful you will be offered a new contract with you new club which you can accept or decline. If you are unsuccessful you will receive a fax informing you to that affect.

Another word of caution. If you are consistently turned down for job after job, your directors will seriously begin to lose confidence in you. It may end up being your job people are applying for.

Finally, your staff, like your players, receive a rating. The better the rating the better that member of staff. Better coaches will be able to improve your players faster, a better physio will be able to attend to more injuries etc.

Coaches

Ringing your coaches will enable you to allocate training routines to each individual player. You can train players in any of their abilities by clicking on the training type at the end of the line. You can also choose whether you wish to train them generally (useful if that player is a good all round 'utility' squadman) or even fitness for those who don't appear to be going to bed as early as instructed.

You can also set the intensity of the training. The harder you work your players, the faster they will improve, but be careful they will pick up far more training ground injuries if you're flogging them.

Insurance

You can insure your players against injury by ringing the Insurance company. There are three groups of insurance available:

Group 1 which is the cheapest, will pay the players wages for you if they become injured.

Group 2 will pay their treatment fee as well ,

Group 3 will also pay you a cash sum by way of compensation for an injury. Compensation will also be paid if any player retires due to injury.

The premiums for Group 3 are far higher but it may be worth your while insuring at least one or two star players in this band. You do not have to insure all, or indeed any, of your players.

At the end of the season the insurance company will work out if it has made a profit or a loss. If you have proved a financial burden, with your crocks eleven never out of Lillishall, you will find your premiums increasing.

Physiotherapist

This number will put you through to your Physio. Here you can decide in which manner you wish to treat injured players. Players with long term injuries will be better off going to Hospital or Lillishall, which are more expensive but will ensure a more speedy recovery. Depending on their rating, your Physio will only be able to look after a certain amount of injuries at any one time. Any injured player not receiving treatment will still get better, but nowhere near as quickly.

Scout

You can instruct your scout to look for players from here. A scout will only be able to look for a player with an ability rating as high, or lower than, his own. He will also be limited to what divisions he can search in..

Click on any of the 'Searching For' categories to alter them and in time, your scout will find any players that meet your specifications. For example, if you send you send your scout to look for shooting skill of 'Good *****' in the Second Division, then ringing him a couple of weeks later will give you the details of any players in this category. Clicking on a players name now, will enable you to make an offer for him, but remember that these players are not for sale, and so a club may want over twice their actual market value before they will consider selling them.
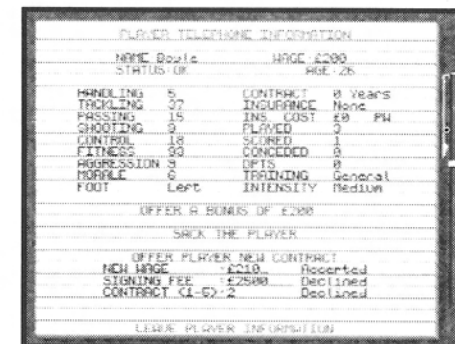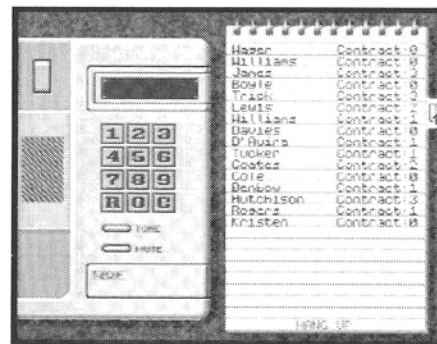
Youth Team Coach

Your Youth team coach will look for players to promote to the first team if you specify which skill you are looking for. The Youth team coach will fax you when he has found a suitable player. You can then return to this screen, examine the player, and determine whether to promote him to the senior squad or not.

Club Secretary

Finally, for a resume of your standings you can give the Club secretary a ring. She will tell you, the weather and current confidence ratings with the Board and the Fans, as well as your own Manager Rating. As a season progresses you will find these numbers fluctuating. The board are generally only interested in how financially viable the club is while the supporters demand success at any cost. You'll do well to keep them both happy.

This is also the screen to go to if you wish, for any reason to resign. Simply click on the resignation letter on the secretary's desk, and when prompted press 'Y'. This will take you to the start of a new game. In the two player game mode, one of the players can resign, allowing the other to continue playing. Quite useful if one of you has to leave but the other wants to play all night. (The game can be saved before resignation of course, allowing who ever resigned to continue later)

Players

Halfway down the right hand side of the pad is a page marker. Clicking on this will enable you to turn the page and get a list of you players allowing you to phone any of them. You can offer them new contracts, offer them incentive bonuses and, for the more ruthless amongst you, sack the hopeless ones. To ring a player click on their name and you'll be taken to a business screen.

It is wise to make sure all your players are under contract, as those who are not will leave as soon as a better offer comes in.

Players out of contract with other clubs will fax you and then leave their numbers here if they, want to sign for you. Ring them as you would a normal player and decide whether or not to sign them.

SPONSORSHIPS

This icon will take you to your ground. At the bottom left of the screen, below the picture of your ground, is a list of the available sponsors. It will also show the number of weeks for which this particular company wish to advertise and how much they will pay.

To fill up your advertising boards, click on the sponsor and, if there is room, their name will appear in the boards surrounding your pitch.
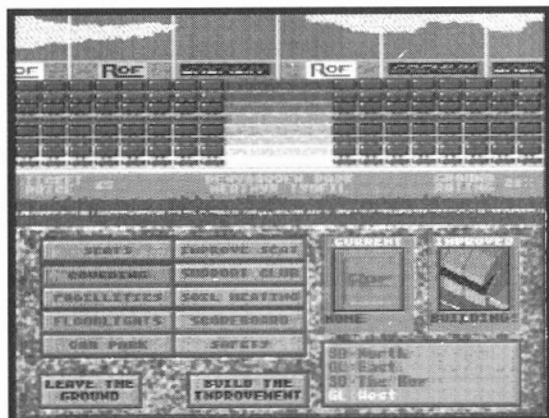
There are four sections of advertising space; North, South, East and West and sponsors bid for boards on each side. The ends facing the home supporters are more desirable and easier to fill. When you begin the game, you will not have enough sponsors to fill all the boards, so just take whatever's going. Remember, short term sponsors tend to pay better but need updating more frequently. If you are successful, you will find competition for the board increasing.

To run through the sponsors before selecting them, click on the arrows at either side of the sponsors logo. Some of them will be offering a lump sum one-off payment whilst others will be offering weekly instalments. If you need a quick injection of cash, take the one-off payments, although those paying weekly tend to offer more money over all and will provide a steady cash flow.

At the bottom right of the screen is a list of the four sides of your ground and the number of free boards. Click on any of these to give a list of sponsors available.

Your advertising boards can be increased by building a covering on your stadium (see **Ground Improvements**) enabling people to advertise on the eves of the covering as well as around the pitch.

GROUND IMPROVEMENTS

With the Taylor report, ground improvements have become a necessity for the whole, rather than a luxury for the few. This screen will enable you to improve your ground and enjoy the full range of benefits, a fully modernised ground offers. (one of which appears to be relegation- ask any Wolves fan over the age of 25!)

Be careful though. Can you afford to build an extra thousand seats? Or do you need to splash out on a new defender? On the other hand can you afford not to cover your stadium when you weigh up the increase in revenue this will bring from advertising?

The screen is basically divided in half, with a picture of the currently highlighted side of the ground (North, South, East, West) in the top half of the screen; this will show improvements as you make them. In the bottom half of the screen is the Ground Improvements Menu, showing the various improvements you can make to your ground.

There are a variety of improvements you can make that will indirectly help your club;

Terracing/Seating: Without wishing to go into too much detail, these ground improvements will affect your club in a number of different ways. Fans are more likely to be enticed to a covered, all seater stadium with good facilities than they are to an exposed grassy knoll with a hot-dog stand. Improvements to the ground will bring in more supporters, particularly if you are successful and this will generate more advertisers. Remember also, that you can charge people more for sitting than for standing on the terraces. You can increase your seating, or terracing by increments of 1,000. You can also upgrade seats.

Covering: Even a basic covering will entice more fans but it will, more importantly, double the amount of advertising boards and boost your revenue.

Please note when working on any part of the ground, for the above options, capacity for that part will be reduced to just 12% of normal until the improvement has been completed.

Facilities: This will increase the amount of miscellaneous sale you make at each game.

Supporters Club: This will increase the level or hard-core support at your matches: peoples who will come and watch no matter what the weather, nor how bad the football - mad, basically. Like the time I stood on Mansfield Town's terracing during a January blizzard...

Soil Heating: This will enable you to play games throughout the winter months, that would have otherwise been postponed. This will save you money and leave your season less congested at the end.

Floodlights/Scoreboard: Generally improve the overall quality of your facilities.

Car Park: Expensive , but will make your ground accessible to a far greater number of people, again, increasing the attendance.

Safety: This will improve the safety rating of your ground. The FA are keen to fine those whose rating is too low. Visits from their inspectors can prove costly. Be warned!

To make an improvement. Click on the improvement. The kind of improvement available with that option will appear and if you wish to make the improvement, press the 'Build The Improvement' panel.

If you wish to rename any part of the Ground simply click on the appropriate side (North, South, East or, West) with the right mouse button, and type in the new name. Go for either authenticity; ' The Kop', 'North Bank', 'Stretford End' or ,the not so authentic; 'Bucks Fizz Memorial Stand', ' Darth Vader Away End', 'The Coronation Street Terrace' etc. It's up to you.

CLUB FINANCES

Everything you need to know about the financial status of your club. The first screen is a daily club bank statement giving you a breakdown of all the transactions that have taken place during that day with a daily +/- total at the bottom. It is here you will find the disastrous effects of signing that star striker, or be able to bask in your marketing glory, at the amount of advertising you have sold (won't the board be pleased!)

Football is a business and, if you're anything like me, you'll quiver with fear when you see the state of your finances towards the end of the season. You'll hear yourself asking where the stay-away fans are, as you team's rise to glory is not mirrored by a suitable increase in loyal supporters. Then again, maybe it will be.

The icons at the foot of the page will let you access the following information.

This icon takes you back into the daily Bank statement from any other screen.

Yearly Bank Statement. This allows you to keep a track of your current spending and income. You will be able to see everything from Club wages, to just what your loyal fans have parted with to buy club merchandise (Miscellaneous Sales).

Loan Screen. This will give you a breakdown of your club finances in relation to any loans you have outstanding. You may be allowed up to 4 loans at the banks discretion, who will been keen to see that you are able to make the repayments.

Apply for Loan. Click here to apply for a loan. Type in the length of time you wish to borrow the money for. Press 'Return' and then type in the amount you wish to borrow. Press 'Return again and you will be told whether you were successful in your application- or not!

It is important to note at this point that when the loan period expires, you will be expected to make repayment, in full, plus interest! You would be advised to budget for this eventuality. We can all learn the valuable lesson that borrowing money is never cheap (I didn't).

Players Wages. Allows you to see, at a glance, the comparable salaries of your playing staff. Are you, as you suspected paying over the odds for that useless lump, who hasn't scored for two years and keeps getting injured? I thought so.

Club Ticket Prices. This allows you to alter the ticket price for both seats and terracing. You can also charge a different entrance fee for Cup matches. Punish those stay away fans for daring to ignore your rising stars by doubling the admission price for cup games. (Only of use of course if you've got a cup-run.)

At the foot of the screen are three attendance charts, which allow you to follow the fluctuations in attendance for terracing/seating and the total gate. You will also find a seasonal average league attendance, for these three areas on this screen.
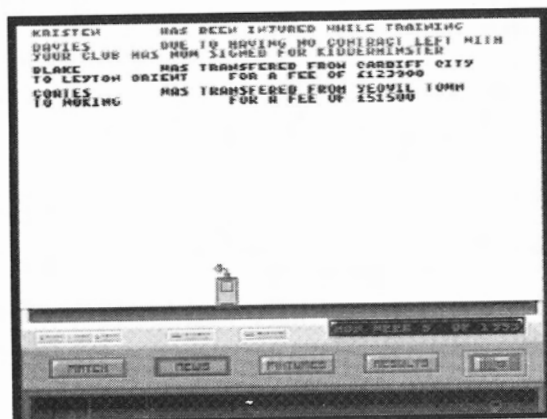
Pitch Advertisement Boards. This gives you a breakdown of the current sponsorship situation for your club. Each screen holds information for two sides of the ground showing, current sponsors, sponsors available, number of boards free and the number of weeks they are booked for. Click on this icon again to see the other half of your ground.

Ground Information Screen. This gives you all the details of your ground. It tells you what improvements are being made, how long they will take to complete and the current status of all your facilities. You will also receive an overall ground rating as a percentage. The better the ground, the higher the percentage.

FAX MACHINE

This section gives you news updates and information concerning, grants, fines, injuries and transfers. If someone wishes to contact you, they will leave a Fax and by going to the telephone you can ring them on the appropriate number. Various members of staff may contact you here from time to time.

When a fax has arrived, the words 'Fax In' will appear on this icon in the Main Menu Screen.

The fax machine also gives you information about forthcoming fixtures a well as results from the last round of League matches. By pressing keys F1 - F5, whilst in these options, you can see the results/fixtures for teams in any Division..

Finally, you can also get a breakdown of your last match showing how long you had possession, shots, goals, passes etc. You can judge the effectiveness of your formation and selections. Where you lucky? Or, was you robbed?

TRANSFER MARKET

This is where the main transfer action takes place. Clicking on this icon will take you to a screen where you will find a list of all the players currently for sale. As the season progresses you will find the number of players available for sale decreasing. Buy early or strengthen your squad for the end of season run in? It may help you to make a regular check of these screens as new players are coming onto the market all the time and it is possible to get a bargain - if you look hard enough.

Clicking on the first icon will take you through the pages of players available for transfer. It will also take you back to this screen from anywhere else in this menu.

Magnifying Glass. This allows you to examine the attributes of any particular player you may wish to buy. Click on the player you wish to look at, and then click on this icon to bring up your scout's report on the player. (Remember, no scout, no report) The Scout will provide you with a general guide to the player's age, form and abilities, but will also give you an estimated Transfer Fee and Signing on Fee.

If you decide to bid for a player, click on the **Buy** icon after selecting the player you wish to sign. The computer will invite you to make your bid. You must offer the club a fee, unless the player is out of contract (out of contract players can be a real bargain) and offer the player a signing on fee, weekly wage and contract length. You not only have to satisfy the club, but also the ambitions of the player himself. Young players, particularly those under 20, will not sign a long contract with your club (they have their career ahead of them after all) so offer them contracts of only 1 or 2 years to be sure of signing them. Conversely, battle hardened veterans of the John Wark/ Kevin Moran variety (that's over 30 to you) will hold out for a long contract in order to see them through their twighlight playing years.

After you have made your bid, press 'Return' and you will be informed whether your bid has been successful or not. If you are successful, go to your squad selection screen and you will find your new signing appears in the list.

Selling A Player. If you wish to off load some deadwood, or need to raise some cash by selling your best player, click on

this icon. You will see a list of your squad, with approximate valuations for your players down the right hand side. Click on the player you wish to sell and the computer will inform you if any bids were made. If there were any, highlight the offer you wish to accept and click the tick icon. To reject all offers click the cross. In some circumstances your player may refuse to go because the personal details in the contract are not satisfactory. If this happens...Tough! (Try selling him again in a few weeks or, if he really is that bad, sack him.)
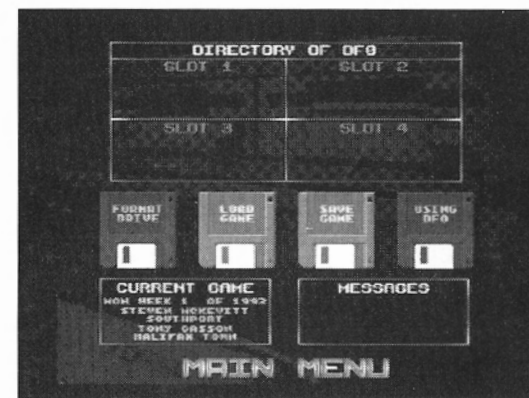
THE CUPS

This screen will give you all the information of upcoming Cup matches in all competitions. Each competition is represented by an icon at the foot of the screen, which run from left to right as follows;

The FA Cup; The League Cup; The European Cup; The Cup Winners Cup; The UEFA Cup; The Charity Shield.

Clicking on the icon will bring up the next round of matches. If your team is playing in any competition, the fixture will be highlighted.

All competitions follow their real world rules. For example, the Champions Cup is played on a League basis after the first two rounds.

SAVING AND LOADING

This screen allows you to save a game to, or load one from floppy. Insert a floppy disk into you disk drive before you select this option. **DO NOT FORMAT ANY OF YOUR GAME DISKS.**

As a special formatting method is used, you must use the in-game formatting option to make a 'Saved Game' Disk. Click on the 'Format Disk' icon and follow any on screen instructions.

To save a game, click on the 'Save' icon (you can get 2 saves per floppy disk and 4 saves for hard disk users) and follow the on screen and when prompted by the screen.

Likewise, to load a game insert the "Saved game disk before selecting this icon in the main menu, click on the 'Load Game' icon and follow the on screen instructions.

The final icon, DFO, is the default save for floppy users, and will change automatically for hard disk users. Click on the icon with the left mouse button to go through the available drives (DF0, DF1, DF2 and DF3). Clicking with the right mouse button will call up a directory of the current drive (except when the game is on hard disk)

PLAYING THE MATCH!

So you've selected your best 11, given them their final briefing, and picked your subs. There is nothing left for it but to get them out there and watch them perform... or not!

When you are as ready as you ever can be, clicking on this icon will take you to start of your next match. You will be told if you have selected a valid team, with valid substitutes. If you have not, you can return to the squad menu and make the appropriate changes. If for some reason you are unable to field a full side and reserves, replace the invalid player with one of the blank strips. (You could always 'dig deep' and buy a new player of course).

Once your team is valid, you can start the match. Click on the 'Match' command at the foot of the screen and the game will begin. The screen will look like this:

The top section of the panel gives you the current score, the position of the ball (which will slide up and down the bar towards either goal) and a commentary of the play.

The two panels down either side hold details of the scorers and any bookings, sendings off or injuries that have taken place.

The central panel gives a breakdown of the match play so far, allowing you to assess the effectiveness of your chosen strategy. This also contains details for the weather and the amount of time elapsed

When a player takes a shot, an animated sequence will appear showing the outcome.

There are six speeds at which you can watch the game. The slower speeds allow you to follow the game closely, establishing the performance for individual team members, whilst the quicker speeds allow you to rush through a game quickly. The slower speeds are more useful at the start of the season to assess your squad but, with the extensive commentary and animated goal mouth action, they do make big matches particularly nail-biting.

At half-time, or at any time you press 'Sub' on the bar at the bottom, click any mouse button and you will take you to a screen that looks similar to the squad selection screen.

This screen only holds details for your team and subs. From here you can make substitutions and change formation or tactics (as you would in the squad selection screen). You can also get a breakdown of each player's performance by clicking this icon. This screen will tell you how many minutes each player has had the ball and the amount and effectiveness of shots/passes/tackles. Clicking on the similar icon with the red player will give you the same information for the opposition.

Click on the power button to take you back to the match.

When a match is completed, click either mouse button to take you to the results screen.

You can examine results for any/all leagues and cups, by pressing the appropriate icon. When you are happy click the power button to return to the main menu

MANAGER'S HISTORY

This will give you a breakdown of career record by club or competition. Click on the icons at the foot of the page to bring up information in the following ways (from left to Right):

Manager icon
This will bring you back to the main history screen if you select any of the other icons. It contains information about the clubs you have managed, a breakdown of the total number of matches you have played and any honours you have won

League Icon
League performance by club, division and year; with final position and won, lost, drawn, etc.

English Cup Icon
The same for English Cup competitions...

European Cup Icon ... and European

League Hall Of Fame
This icon gives you a list of all previous League title winners. Click on the icon to toggle through the five leagues.
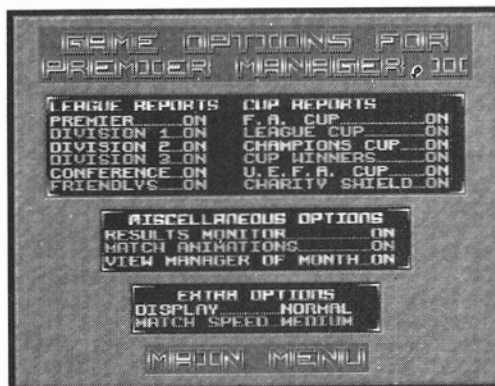
Cups Hall Of Fame
The same for Cup competitions.

GAME OPTIONS SCREEN

Click on this icon and you will be taken to a screen allowing you to turn on match reports for any games in any competition.

Just click on any of the options to turn them on/off.

When you enter your play match screen any reports you currently have turned on, will appear before you play your game. Click on 'Next' to take you through each report in turn. When you have seen all the reports, or just had enough of them, click on 'Exit' and your match will commence.

Real statistics junkies can see reports for every game in every competition...phew!

To de-activate the reports, simply click the option a second time.

Finally, for all you people out there with a printer, by pressing the 'P' key. While on the main menu screen, you will be presented with another list of options, which will allow you to print out reports from certain areas of the game. Unfortunately this option is only available to users who are playing from hard disk and 2 meg of memory. This is due to the nature of Premier Manager which, due to the enormous amount of data used, is very memory demanding.

What do you make of that then, Trevor?

That's basically all you need to know to play the most exciting and involved football management game going. There are a few other touches - watch out for the Manager of the Month Award - that may help in the job hunt and there is a cash bonus too - and does your club secretary always look like the Mona Lisa or does she cheer up when things are going well - who can say?

Just a few words of advice. Firstly, don't expect to find a magic formula a la Premier Manager 1. If you play the same formation and tactics, week in, week out, you'll never win promotion. Instead check out the oppositions tactics and from your resources build a counter strategy!
Secondly, pay careful attention to your players fitness. Good squads rather than good teams win championships these days. Low fitness ratings for your players could see them earn a hiding from potential pushovers. You'll see just how much that season in Europe takes out of your squad.

Finally, if your playing Premier Manager II on an Amiga with 1.5 megs, you'll benefit from some spectacular enhanced sound effects.

Good Luck!

ANY PROBLEMS?

If you have problems loading Premier Manager, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the game, then Gremlin Graphics Helpline is available between the hours or 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753423

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