THE ONLY ONE GOOD ENOUGH TO BE CALLED

PREMIER MANAGER

GREMLIN®

INSTRUCTION MANUAL

GREMLIN ®

PRESENTS

PREMIER MANAGER

by
Realms of Fantasy

© Gremlin Graphics 1992

LOADING INSTRUCTIONS
Commodore Amiga

1. Insert your Premier Manager game disk 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.

Atari ST

1. Insert your Premier Manager game disk into the default disk drive.

2. Plug your mouse into port number 0.

3. Turn on your computer and monitor. The game will now load automatically.

NOTE

In order to make the ST version compatible with half meg machines, the ST version differs slightly from the Amiga version. There are less in-game animations and the only cup competitions are the FA Cup and League Cup.

PC

PLAYING PREMIER MANAGER FROM FLOPPY DISK.

1. Turn on your computer.

2. Insert the Premier Manager Disk 1 into your current disk drive and type 'PM'. The game will now load automatically. Follow any on-screen prompts for further instructions.

INSTALLING PREMIER MANAGER ONTO A HARD DRIVE.

1. Turn on your computer.

2. Insert Premier Manager Disk 1 into your current disk drive and type 'Install'. A new screen will appear which will allow you to select the drive you wish to install Premier Manager onto. Once you have chosen, the game will now install itself onto your hard

drive in a directory called 'PM'. To play the game in future, at the MSDOS prompt with your hard drive as the current drive, type:

CD PM (Return)

PM (Return)

PROTECTION

In your Premier Manager 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 shorts and a shirt. This should be recreated with the code wheel by turning the wheel. Once recreated, the number in the window indicated on the screen should be typed. For example, if the screen says 'Please enter the number which appears in window 25' you would recreate the football strip on the screen using the wheel, and then enter the number in window 25 on the wheel.
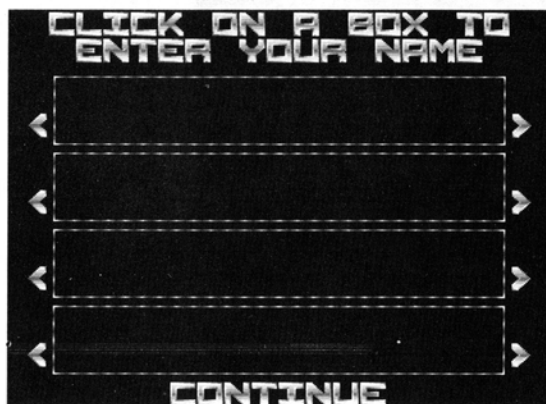
INTRODUCTION

At Gremlin we believe that if you wish to create a game in an already crowded genre, then that game really has to stand head and shoulders above the rest of the market. Second best is not good enough, it's got to be number one. Previously Gremlin have applied this philosophy to racing games with the Lotus series, and to arcade games with Zool and Harlequin amongst others. Now it's the turn of football management simulations. Welcome to Premier Manager.

We are convinced that this game is the best, most playable football management game ever released. It might not be the most complicated, but it's undoubtedly brilliant fun to play, and amazingly addictive. A quick word of warning though. Before you load it, make sure that you don't have any plans for this evening. Or tomorrow, or the day after that...

Note: At the end of each match there will be a slight pause while the game works out the result of all games in all divisions, player stats and Cup competitions. This is because rather than just your division, the computer is working on all the other divisions too. This means that each game you play is in a real, complete play universe, and that nothing is left to chance and luck. Each team has played forty odd games in a season, and the teams that are relegated and promoted are not just chosen at random. This is important for a number of reasons, not least because at the end of a season you may be offered jobs managing other teams.

ON LOADING

The first screen you will encounter when you load Premier Manager will be the 'Enter Name' Screen.

**CLICK ON A BOX TO
ENTER YOUR NAME**

◄   ►

◄   ►

◄   ►

◄   ►

CONTINUE

Each player clicks the mouse on a slot, and types their name in. When the 'Enter' key is pressed to register the name, a team from the Conference League will be allocated to that player. If the player wishes to have a different team, they should click on the arrows which appear to either side of the panel. Only teams from the Conference league will be allocated to a player. If a player wants to manage a Premier Division team, then they first have to prove that they are up to the job. Up to four players can play simultaneously, each clicking on a different panel to enter their name and select a team. Once all players have a team allocated, click on the word 'Continue' at the bottom of the screen.

MULTI PLAYER GAMES

Up to four people can play Premier Manager simultaneously. Of course, each of the four players will take turns in completing their moves. In order to move between the four, the first four Function keys are used. So, if it's the turn of player two, then the F2 key should be pressed, and player two then takes control of the mouse and keyboard. Follow the on-screen instructions for further advice.

Once the game has loaded, you will see the Main Options Screen, similar to the one on the next page.

MAIN OPTIONS SCREEN

1. Ground Improvements and Sponsors Screen
2. Transfer Market
3. League Tables
4. Squad Details
5. Loading and Saving
6. Career History
7. Finances
8. Telephone
9. Cup Details
10. League results/fixtures
11. Fax Machine
12. Play a Match.

This screen offers twelve sections, some of which have their own separate sub sections. Which sections are visited between each match, less frequently or not at all is largely dependent upon player preference. There is no regimented order in which they are used in the game, so the easiest thing to do is go through each in turn as it appears on the screen.

1. GROUND IMPROVEMENTS AND SPONSORS SCREEN.

On this screen you can fill up the boards surrounding the pitch, and also to carry out improvements on your ground. This is important because should your ground fail to come up to scratch, the FA will not hesitate in issuing a very heavy fine.

Improving your Ground

The main panel on this section is made up of a list which indicates the current status of your ground, eachpoint of which is detailed below. In general, the better the maintenance and quality of facilities offered, the more fans you will attract to the ground. For example, people will know that there is more chance of seeing a good quality football game on a well lit and maintained ground with under soil heating, and so if your ground offers these facilities, then fans will be more inclined to attend.

STANDING CAPACITY

This is obviously the standing capacity of your ground, and cannot be increased.

SEATING CAPACITY

The seating capacity of your ground can be improved, primarily at

the expense of the standing capacity. Each time you decide to improve the seating, the capacity will, on completion of work, be increased by 500 seats.

SAFETY RATING

This is from one star up to five stars. As you progress through the divisions, then obviously your safety rating must improve. Each set of improvements becomes progressively more expensive.

GROUND FACILITIES

The quality of your current ground facilities.

SUPPORTERS CLUB

The size of your current Supporters Club facilities. If you invest in your supporters club, then you will attract more fans to each game, which will make a substantial difference to your income over a season, firstly from gate receipts, and secondly from sponsors who will also be willing to offer you more money for the boards surrounding the pitch.

UNDERSOIL HEATING

This indicates whether you have undersoil heating or not.

FLOODLIGHTS

This indicates whether you have floodlights, and if so, what quality they are. Obviously, cheaper floodlights aren't as efficient as more expensive ones, and more prone to malfunction.

SCOREBOARD

Again, this indicates whether you have a scoreboard, and if so, of what quality.

FILLING THE SPONSOR BOARD

At the bottom of the screen you will see two boards (1) above one board(2). To the right of this will be the number of weeks for which this particular company will sponsor you for, and how much they

will pay you (3). When you first begin the game, you will probably
not have enough sponsors to fill the boards, so just accept whatever
is going. Short term sponsorships tend to pay better by the week,
but obviously they need updating more regularly, whilst long term
deals pay less per week, but are a lot less hassle. Later in the
season, especially if your team proves successful, the competition
for the boards will increase, so you must decide carefully whose
sponsorship you accept. To fill a sponsor board, simply click on
either of the two arrows to the side of the two boards until a blank
one appears, and then click on it.

2. TRANSFER MARKET

This is where you can buy other players that are available at the moment, or where you can sell one of your players. At the top of the screen are your details, and beneath this a list of all the players who are currently available for transfer. Beneath this a number will indicate how many pages of players there are, and under this the actual number of players currently available. There is a panel which has four icons:

LIST ICON

The first, the list icon, will put up the list of players available, or take you to the next page if there is more than one page.

EXAMINE ICON

Beneath this is a magnifying glass, which will give you the details of the currently selected player. (Players are selected by clicking on them with the mouse pointer). If you select this option, then a screen will appear which will give you all the details available to you about that player. (Note: You need to have hired a scout before you can get any details. You begin the game with a scout already hired, but more details about hiring and firing appear later.) Apart from the players ability, this section will indicate the players age and other such relevant information.

As the season progresses, the number of players available for sale will decrease steadily. On the main list the two figures given on the left are very important. The first is an indication of how many weeks a player has been on the transfer market, and the second is an indication of their best playing strength. So, if over a number of weeks you had been looking for a goalie, and it was week seven in the season, then you would primarily be interested in players with the number seven to the far left, and HN in the next column.

Skill Ratings

A players skill ratings are indicated as following:

The Ultimate
Exceptional
World Class
Superb   **(1 Star-5 Stars)**
V. Good   **(1 Star-5 Stars)**
Good   **(1 Star-5 Stars)**
Fair   **(1 Star-5 Stars)**

In the above table, 'Fair 1 Star' is the lowest rating, and Ultimate is, well, the ultimate.

Buying a Player

Just as important is how much the club want for the player, and the Contract Fee. Both of these are added together to give you a basic figure to work from. For example, if the players value was £5,000 and his Contract was for £10,000 then your bid would probably need to be at least £15,000. Your bid in this instance would appear as £10,000 as the Contract fee is subtracted first. So, if anyone has bid, after contract, £10,500, then you lose the player. Remember, other than a players market value, consider that if you have injuries, or are vitally lacking in some areas, then a player

could be worth a lot more to you than his market value. Consider this when you bid, but above all bear in mind that this is the transfer market, and just about anything can happen. Certainly if a player is of a lower ability, then a bit below the asking price might prove successful. If a player is in the higher divisions however, then this tactic is likely only to waste your time.

PLAYER BIDDING ICON

You bid for a player by clicking on the Icon showing a player and a hand with coins. When you click on this a new screen will appear with details of the player, and also what your scout reckons would be a reasonable offer. Next, you type the offer that you are making, and press 'Enter'. Another new screen will appear giving details of all the bids which were made for a player, and which, if any, was successful. If the bid you make is too low, then it may not even register. If your bid was successful, however, then the next time you go to the Squad Selection Screen, the new player will be there.

SELLING A PLAYER

Should you wish to sell a player, for example if you have invested in a new striker and now have one surplus to requirements, then click on the Icon which shows a football player in front of a pound sign. A list of your players will appear, and you should click on the one you wish to sell. The screen will now change, and inform you of any bids which might have come in for that player. If you decide to accept a bid, then click on the bid, and then the 'Thumbs Up' icon. If you wish to decline all the offers made, then click on the 'Thumbs Down' icon.

3. DAILY STAR RESULTS TABLES

As well as offering a full run down of the current league status, this screen also offers a wealth of other relevant and related information cncerning your team. Obviously, the league table takes up most of the screen, with a number of icons to the right on ST, at the bottom of the screen on Amiga, which offer other relevant information. Keys 1-6 will allow the player to look at all the other leagues. The icons which appear are as follows:

LEAGUE TABLE ICON

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

FORM ICON

This will show the form for the last twelve games for any of the teams in the division, made up of the last six home games, and the last six away games. A win is W, a score draw D, a loss is L, and a no score draw is X.

CLUB DATA ICON

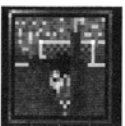This contains a wealth of details about your current squad and your ground.

SEASON POSITION ICON

A graph indicating your teams week to week position in the league.

TIMETABLE ICON

This charts your teams progress week by week through the whole season, and runs to four pages. Each time you click on the Games Icon, the next page will appear.

LEADING GOALSCORERS ICON

This is a list of the top goal scorers for your division, and includes all league and cup matches.
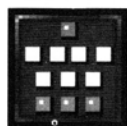
4. SQUAD DETAILS

This is one of the most important screens, as it gives just about every relevant detail of your current team squad. It is also the screen on which your strategy for the forthcoming game is decided on, and it is the screen you will see when you make a substitution or tactical change during a game. As this screen is so important, this section is a little longer than the previous ones.

Each player has a set of statistics which relate to his abilities in the various areas of play and his current status. From left to right they are as follows

P	Position
NAME	Players Name
HN	Handling Skills
TK	Tackling Skills
PS	Passing Skills
SH	Shooting Skills
SC	Goals Scored
CN	Goals Conceded (Obviously this is only registered for anyone who has played in goal.)
PL	Number of games played
AG	Age
DP	Disciplinary Points
T	In training or not (Indicated by Y for Yes, N for No.)

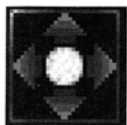The icons featured on this screen are as follows:

FORMATION ICON (NOT ON ST)
This will allow you to alter the formation of your team. As you alter the formation, you will see that each of the

different 'areas' on your team listing will change. This allows you to allocate the relevant skills to the relevant areas without too much trouble.

PLAYING STYLE ICON (NOT ON ST)

This icon allows you to select between an attacking, defensive, passing and long ball style of game. Each time you click on this icon it will change to one of the four. What the icons represent will soon become obvious.

On the ST, neither of these icons appear. Instead, a metalic panel appears near the bottom of the screen indicating the playing formations and styles of play. Clicking on either panel will alter the current value.

PICK SQUAD ICON

This will take you back to the player statistics screen if you have chosen any of the icons below.

LAST GAME STATS ICON

This will give a detailed breakdown of how much possession your team had during the last game, and other such details. The screen, shown below, has the following information.

RED CARD

The number printed on this card indicates how many red cards were awarded during a game.

YELLOW CARD

The number printed on this card indicates how many yellow cards were awarded during a game.

PLAYER NAME

Obvious

TIME

Amount of time the player had the ball for.

SHOT

The figure on the left indicates how many goals were scored, and the figure on the right how many shots that player took.

TACK'

The figure on the left indicates how many tackles the player won, whilst the figure on the right is how many were attempted. Obviously, your defenders will have a lot more successful tackles than your attackers.
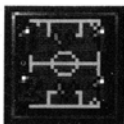
SV

How many saves your goalie made.

NEXT MATCH ICON

Clicking on this icon will give you some details about your next fixture, which will allow you to select the best team and strategy.

TEAM INJURIES ICON

This screen will give you details about the current status of injuries in your squad. It will indicate the nature of the problem, how long the cure is estimated to take, and

whether your player is being treated by your Physio (Y), not treated at all (N), or at Lilleshall, (L). In addition it will indicate if any players have been banned, and for how many weeks, in addition to showing if any are internationally committed.

TIMETABLE ICON

Bringing up this section will give you a complete list of your teams fixtures for a season. As the fixtures run to four pages, each time you click on this icon it will move one page further on. If you use the right mouse button to click you will be taken one page backwards.

CHANGE NAME ICON

This will allow you to rename any of the players. Click on this icon, click on the player whose name you wish to change, and then type in the new name and press the Enter Key.

CHANGING YOUR TEAMS FORMATION.

If you wish to alter the current eleven players and substitutes by switching them with other players, simply click first on the player you want to use, and then click on the player who is currently occupying the slot where you want the new player to play. The two players will now switch places. You will see a set of blank lines at the bottom of the screen which are used to represent a slot currently unoccupied by a player. If, at any point during the season you find that due to injuries, or whatever circumstances, you are unable to field a full team and substitutes, then one of these blank lines should be put on the subs bench. The game will not recognise injured players as elligible, and if you try to field injured players, or use them as substitutes, the game will prevent you. Instead, use one of the blank lines. Unless you fancy splashing out for a new player, that is...

5. LOADING AND SAVING

This option allows you to load and save the current game. Note:
Due to the immense amount of data that has to be saved with each
game, one floppy disk can only contain two saved games. The
screen which appears when this icon is selected is similar to the
following.

FORMAT DISK ICON

This will format a disk so that it is ready to be used to
save a game onto. Obviously, **you should not format
either of your game disks**, but have a spare disk ready
to be formatted. Click on this option, and follow the on
screen instructions. As a special formatting method is
used, you must use the in-game formatting to make a
saved game disk.

LOAD GAME ICONS

These Icons will allow you to load either of the saved
games from a disk. Click on either of these depending on
which of the two games you wish to load, and then follow
the on-screen instructions. When you return to the game
it will be at the point where you last saved.

SAVE GAME ICONS

Obviously, these icons allow you to save a game to either
of the allocated positions on a floppy disk. Click on the
icon, and then follow the on-screen instructions.

DISK DRIVE ICON

This icon allows you to alter the disk drive which you
wish to use. For example, if you are using an Amiga with
the current drive set at DF0, and you wish to save to
DF1, then clicking on this icon will change the drive to
DF1, or vice versa.

6. CAREER HISTORY

This gives a breakdown of how the teams which you have managed have fared through the years. Again, a number of icons allow you to break this information down into different groups.

MANAGER ICON

This will bring you back to the main history screen if you should select any of the others. This screen contains information about how the clubs you have managed have fared, and also a running total of the matches in your career, how many were won, drawn and lost and so on.

LEAGUE ICON

This indicates how the teams which you have managed have fared in their leagues.

ENGLISH CUP ICON

An indication of how your teams have fared in English Cup matches...

EUROPEAN CUP ICON

...and how they have done in European Competition. (Not in ST version)

7. FINANCES

This screen gives you details about all the relevant financial aspects of the club and so on. Once again, the icons represent various different things.

DAILY DETAILS ICON

Obviously, this gives details of the daily incomings and outgoings of the club.

YEARLY DETAILS ICON

As above, but carrying annual information.

LOAN ICON

This icon allows you to either take out a loan, or pay a loan off. Clicking on it will give more details about the financial status of the club, and a further two icons will appear at the bottom of the screen. The one on the left allows you to repay a loan (i), whilst the one on the right will allow you to apply for a loan (ii). If you select either, you will be prompted to enter an amount, and in the case of taking out a loan, you will first be requested to enter a repayment period. Once you have done this, press the Enter key and follow any further instructions.

i

ii

WAGES ICON

This gives details of how much each member of staff at the club is paid.
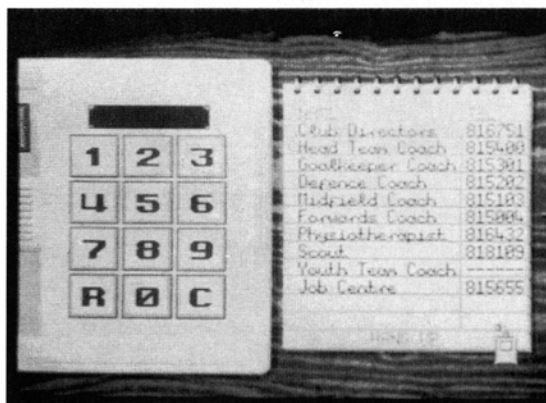
GROUND ICON

This gives you a description of your ground, including ground capacity, facilities, the highest and lowest attendances, and so on.

SPONSORS ICON

Details of all the Pitch Advertisement Boards are contained here, along with details of some potential sponsors.

8. TELEPHONE

It may look like an ordinary telephone to you, but this one is special. It allows you to manipulate all manner of factors concerning the club and staff. Clicking on this icon will take you to the screen pictured below.

The pad contains details of everyone that you can telephone at the current moment. If another manager has faxed you to offer you a player or make an offer for one of your players, then the telephone number will appear here.

The numbers that you will see regularly are:

CLUB DIRECTORS

You should only call the Directors if you want to resign your position as Manager.

JOB CENTRE

This is a very important number, as it allows you to appoint new staff, and also set the wages for those staff. If you select this option, then a new list of eight members of staff will appear here. Each of them can be hired, and the wages you are willing to pay them are alterable by putting the pointer over the current amount (generally £90) and clicking on it. The left mouse button will decrease the amount, and the right button will increase it, both in pre-set decrements or increments. The three who are absolutely indispensable are the Head Coach, Physiotherapist and Scout. Without these you can play the game, but a lot of details otherwise

available to you will be missing. Your Head Coach will, over time, improve the quality of your team, the Physiotherapist is necessary for any injured players, and the coach is necessary if you ever plan to sign another player, as without him all player details are missing. The other coaches, whilst not being essential, will allow you to improve certain areas of your game without spending too much money on new players. The youth coach will push through new young players when they are ready to join the full squad. The amount you pay anyone, in any position, will affect how well they can perform their duties.

THE COACHES

The only coach you need to call is the Head Coach, and through this you can decide what area of training you wish each player to concentrate on. The goalkeeper, for example, should be set to handling training. To change the area of training, click on the appropriate player here, until the correct training option appears.
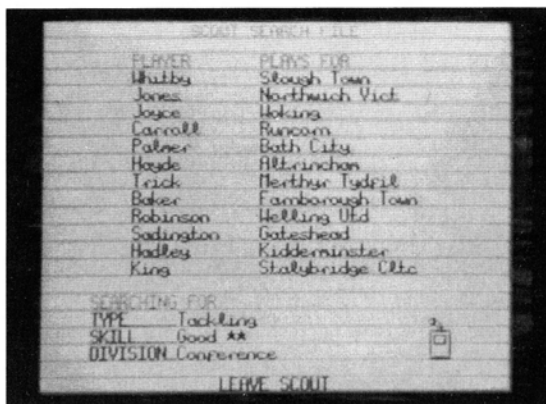
PHYSIOTHERAPIST

From here you can get the physio to work with any injured players, or send a badly injured player to Lilleshall. Each session at Lilleshall will cost £1,000 and there are generally two sessions a week. Players at Lilleshall recover faster than if they were left with your physio. Once a player is less than seven weeks away from being fully fit again, he is returned to your physio for treatment.

SCOUT

Your scout can be set to look for any player from here, and telephoning the Scout will bring up the screen on the following page.

On this screen you can click on any of the 'Searching For' categories to alter them, and over time the coach will supply you with details

9. CUP DETAILS

This particular screen will give full details of the forthcoming cup matches. Each cup has an icon at the bottom of the screen, and clicking on the icon will bring up the next round of matches. If the list stretches over one page, then clicking on the icon again will bring up the next page. The cups represented are, from left to right, the FA Cup, the League Cup, Realms of Fantasy Cup, European Cup, UEFA Cup and the Cup Winners Cup. If your team is playing in any competition, then your fixture will be highlighted. All the cups follow their real world rules, and in addition the Realms of Fantasy Cup is open exclusively to non league teams. Only the F.A. Cup and League Cup are featured on the Atari ST version.

10. LEAGUE RESULTS/FIXTURES

This section takes the form of a printer, which offers both the forthcoming league fixtures, plus the results of the last round of league games. Results and fixtures for all divisions can be got here, by pressing the keys 1-6.
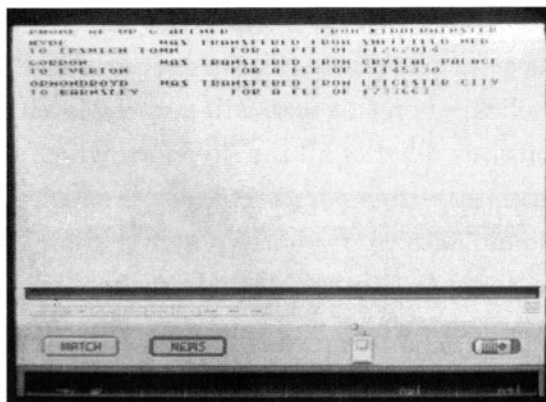

Pressing the Fixtures button will bring up a list of the fixtures, and pressing a number between 1 and 6 will bring up the fixtures for all other divisions. Clicking the results button will bring up the results for your appropriate division, and pressing a number between one and five will bring up the results from all other divisions, as follows:

1	**Premier Division**
2	**First Division**
3	**Second Division**
4	**Third Division**
5	**Conference League**
6	**Part Time League**
	(Not on ST.)

11. FAXED MESSAGES

When you receive a fax, a sheet will appear on this icon with the message 'Fax Received'. Click on this icon to see the fax.

Generally the messages will be news of transfer deals, but you will also learn of any fines against your team, any loans granted to you and any players promoted from the youth squad here.

If you have had a phone call, and someone has requested that you phone them back, then going to the telephone after looking at the message will show their number.

12. PLAY THE MATCH

Obviously, this is one of the most important aspects of the game. Clicking on this key will bring up a whole sequence of events. The first screen you will see after clicking on this icon will be the Match Information Screen, which contains a list of all the divisions which have games on this particular date, or any cup competitions which might have games. It will also indicate who you are playing, and wether you have a valid team and substitutes selected. At the bottom of this screen will be the icons which will take you either to the game, or, if you have an invalid team or substitutes selected, to the team selection screen.

During the game you will see a display made up of the elements following.

MAIN DISPLAY

this will indicate how long the game has been in progress, the type of match, wether league or cup, the current score, and the player in posession of the ball. It will also indicate the position of the ball from one end of the pitch to the other. Obviously, if your team is playing away from home, it will be on the right hand side of this bar, and will be attacking to the left.

BOTTOM BAR

Note: On the Amiga the mouse is used to click on the various icons on screen. On the ST, the appropriate keyboard keys, as indicated below, should be used.
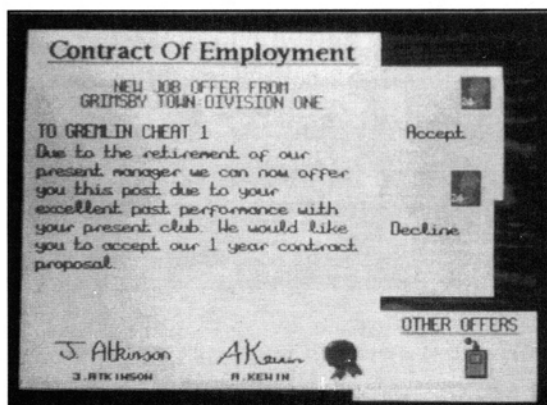

<	Slow game speed down
>	Speed the game up
P	Pause Key
Speed	This indicates the current speed of the game.
S	Substitution. Pressing this key will bring up the Squad Screen.

After the game is ended, clicking a mouse button will make the results screen appear, which gives details of all the results for your division. Results from other divisions are available if you click on the appropriate key. When you click on the key to leave the results screen, the screen will go blank for a couple of seconds, as the computer alters the stats for all the teams, and players, each of whom is updated after every game.

END OF THE SEASON

As we have previously stated, it is not just your particular division that exists in the game, it is made up of six divisions, and several cup competitions. The results for all of these are calculated throughout a season, and are presented at the end of a season. When you have played your last game of the season, you will still need to carry on clicking through the options to reach the end of the season. This is because if you are taking part in a multi-player game, then other players may still have games left. This also gives you the opportunity to check out how other teams have gone on, and who won which particular competition. This is important because the following might happen at the end of a season.

HIRING AND FIRING

If your current team hasn't performed particularly well, or if you have run up the mother of all overdrafts, then there's every likelihood that your current team will sack you. Conversely, if you have performed well, then there's a strong likelihood that other teams will offer their managerial position. You will find out what options are open to you when letters appear on the screen, which will inform you of events. If you are offered the opportunity to manage another club, then two envelopes will appear on the desk, one labelled 'Accept', the other 'Decline'. Click on either of them to 'send' them. Underneath these will be a list of any other offers open to you.

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 the Gremlin Graphics Helpline is available between the hours of 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753 423.

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ZOOL

LOTUS III

PANDEMONIUM

HEROQUEST 2 - THE LEGACY OF SORASIL

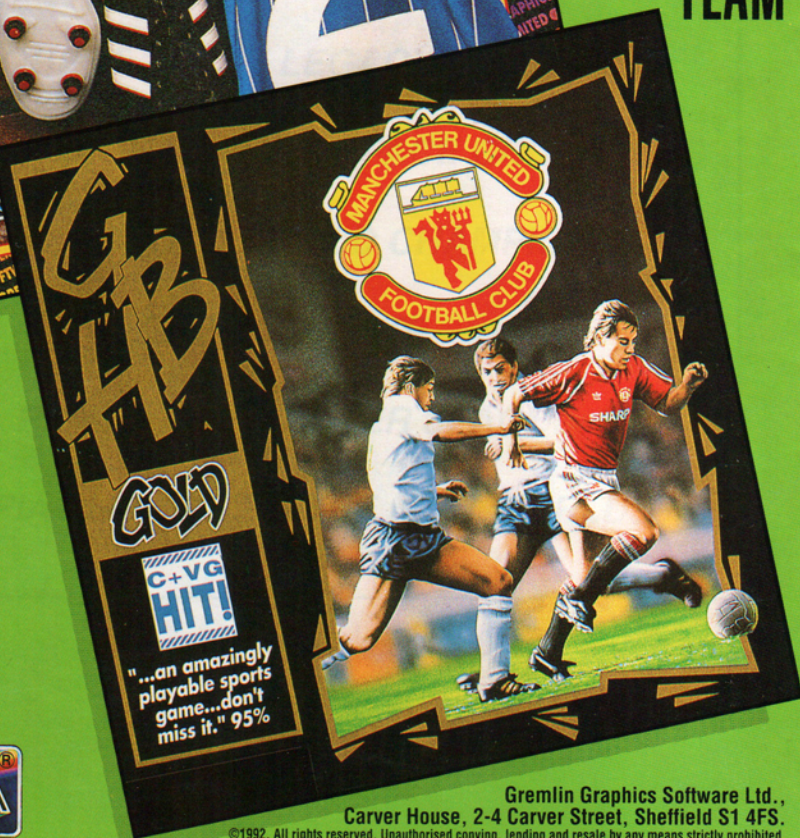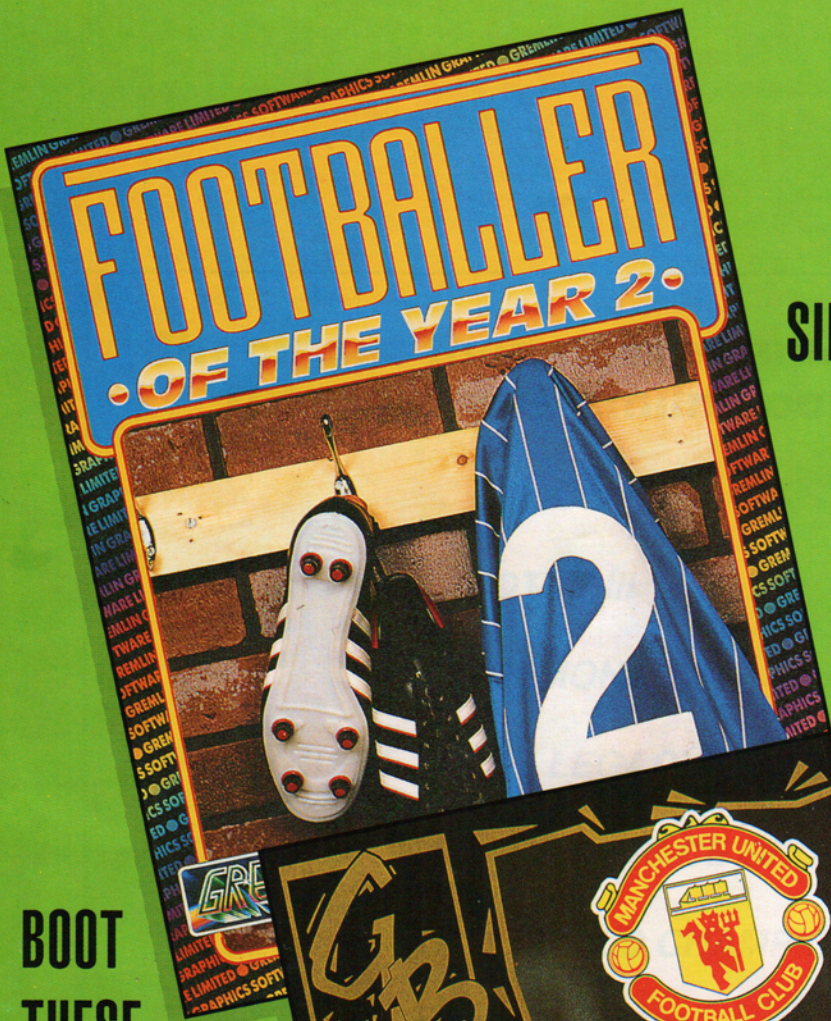*THE VOYAGE BEYOND SPACE CRUSADE*

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