

# ADDENDUM

## **CBM 64 - SPECTRUM - AMSTRAD**

1. You can only play as a team.
2. In **TEAM MODE**, the second player controls the **KEEPER**.
3. The scissor kicks are not included.
4. The squad selection and substitution are only available on the **DISC**
5. Practice Penalties option has been removed due to lack of available memory.
6. **ACTION REPLAY**

The **SAVE** option allows as many replays as you like on one disc. It does not have a file name and the disc should be identified on the disc label.

Please ensure that a **FORMATTED** disc is in the drive when you want to save the Action Replay.

The save option must be made during the replay.

## **AMIGA - ST**

1. **KIT DESIGN** is now available on the machines without expansion.
2. **KIT DESIGN** can also be used for all the League teams.
3. Referees, extra sound effects are only available on the expanded version of **AMIGA**.
4. Scissor kick are included on the expanded Amiga version.
5. Practice Penalties option has been removed.
6. The Player Manager team is now loaded without current tactics so as to provide more variety.
7. **ACTION REPLAY**

There is only a limited amount of memory allocated to the storing of Action Replay. The length of the replay stored is dependent on the number of joystick movements during the action recorded. More the J/S movement, less is the recorded time.

Press **R** for the action replay and **S** to slow it down. Press **F1** to record it.

The **ACTION REPLAY** is meant for a single game and International Friendly only. Before going to a match, go to **ACTION REPLAY** option on the **MAIN MENU**. Select **STORE** option and type the **FILE NAME**. You can now save up to 3 replays under this file name. Before going to the next match, the **FILE NAME** must be changed otherwise the previous saved replays will be over written.

The **GOLDEN SHOTS** disc option only saves **ONE** action replay under one file name.