

FOOTBALL MANAGER 2

Expansion Kit

... PLAY THE GAME,
BUT BEND THE RULES

"Football Manager 2
Expansion Kit is a must for all
Football Manager 2 Fans!"

This expansion kit allows
you to change: • Team
Names • Starting Division
• Strips • Cup
Competitions • Finances
• Points and much more!

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CBM 64/128
CASSETTE

FOOTBALL
MANAGER 2
Expansion Kit

ADDICTIVE
LIVE THAT DREAM

CBM 64/128 CASSETTE

FOOTBALL MANAGER 2

Expansion Kit



ADDICTIVE
LIVE THAT DREAM

YOU MUST OWN FOOTBALL MANAGER 2 TO USE THIS KIT

NOW
AVAILABLE

FOOTBALL MANAGER 2
Football Manager 2 is not
just the follow up to the
world's greatest selling football
game - it's the next generation.
Includes diving goalkeepers,
tackling, crosses, marking and
many original features.



£2.99



£2.99

FOOTBALL
MANAGER WORLD
CUP EDITION
Enter the international arena
with even more tactical
management, more realism
and increased playability.

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SOON!

FOOTBALL MANAGER 3
Combines all the skills and
tactics of previous Football
Manager games to make the most
comprehensive soccer game ever.
Don't miss it.

Available on all major systems. Release date August 1991.

FOOTBALL MANAGER 2 EXPANSION KIT INSTRUCTIONS

INSTRUCTIONS FOR EXPANSION KIT 8 BIT

If you wish to save a game make sure you have a blank cassette.

LOADING INSTRUCTIONS

SPECTRUM 48K -
AMSTRAD 464 (Tape) -

Type LOAD "" now press RETURN.
Hold Down CTRL and tap the small
ENTER key.

AMSTRAD 6128 (Tape) -

Hold down the SHIFT KEY and press the
@ key, then type TAPE, now press
RETURN. Type RUN" and then press
RETURN again.

C64 (Tape) -

Hold down SHIFT and press the RUN/
STOP key.

HOW TO USE YOUR FOOTBALL MANAGER 2 EXPANSION KIT

Make sure you have a blank formatted disk, or blank C60 tape -
wound past the leader!

NB: Do NOT use your expansion kit disk/tape to save data onto.
This program also contains pre-saved international league
games. See the main instructions for use.

1. Load the expansion kit (loading instructions as Football
Manger 2).
2. Follow on-screen instructions to change the features you
want to.
3. Select Save Game option.
4. Reply Yes (Y) to the on-screen prompt.
5. Select a file number between 0 & 9, insert a blank disk/tape
(press PLAY/RECORD on your cassette recorder if you have a
tape version) and press RETURN.

6. Reset (switch off/on) your computer. Load in your Football
Manager 2 disk/tape and go to the management screen.
7. Select the 'Load a Saved Game' option. Select the same file
number you used previously. Remove your Football Manager
2 disk/tape and insert the disk/tape you used to record data
onto. Press FIRE/RETURN (you will need to press PLAY on your
cassette recorder if you have a tape version), and the saved
data will load in.

INTRODUCTION

This program allows you to create and modify saved games for
Football Manager 2. You can include your favourite teams and
players, start in any division you like, create a new league to play
in, or even try the supplied European/World league. You can
modify your latest Football Manager 2 saved game to your own
custom set up as you wish. You can design a new playing strip for
your team (except PC). You can even modify the points for a win
or draw in a newly saved game. Many other features are
included.

TO USE PRE-MADE WORLD OR EUROPEAN LEAGUES

1. Choose option 1 on Menu 1.
2. Reply YES (Y) to on-screen prompt.
3. Press RETURN/FIRE (do not insert data disk/cassette at this
point even if screen prompts you to).
4. Enter file number 0 for World Leagues, or 1 for European
Leagues.
5. Press RETURN/FIRE and you will go back to menu screen
where you can make further changes if desired. SAVE THE
DATA AS PREVIOUSLY DESCRIBED.
6. You will be assigned Nigeria or Zurich at the bottom of
Division 4 unless you modify the information.

NB: If you are using an 8 bit tape version of the kit, and the
recorder is not controlled directly by the computer (i.e. Spectrum
and some Amstrad), you will have to press RETURN/FIRE after
choosing Option 1 then press PLAY on your cassette recorder.

IF YOU HAVE A SPECTRUM... Please make sure you STOP the tape after you have loaded the EXPANSION KIT and reset your tape index, as both World and European files follow directly. If you do not, the computer will not recognise the files. You must:

1. Stop tape after Expansion Kit has loaded.
2. Choose Option1, Menu 1...
- 3.....and follow the instructions from and including point 2 above.

USING MENU 1 & MENU 2

Press the number key of your choice. Note that when you are starting a new game or altering one from FM2 when no games have already been played or using one of the supplied files you can use the Menu 2 options to choose your team, change the division or alter the points for a win or drawn match. When altering a game where a match has already been played this option is not available to you.

N.B. If you create a new saved game where Menu 2 options are available, you should always choose a team on Menu 2 and select your division. If you don't make those choices you will be playing as Scarborough in Division 4 by default.

LOAD A SAVED GAME

Answer Yes or No. If you wish to load then you will be asked to insert a data disk or tape. When this has been done then press RETURN and you will be asked for the file number of the game you wish to load. When this has been entered then the game will be loaded and a message shows when loading is complete.

SAVE THE CURRENT GAME

Answer Yes or No. If you wish to save then you will be asked to insert a data disk or tape. When this has been done then press RETURN and you will be asked whether you wish to use the Keyboard or Joystick when playing the game within Football Manager 2. (16 bit users can use Keyboard or Mouse). Use the number key shown to enter your choice. (Note that after loading a saved game, FM2 will use Keyboard/Joystick/Mouse depending on what was set for the saved game, no matter what FM2 was set to when started up.)

You are then asked for the file number. As in Football Manager 2 you can use the numbers 0 - 9 giving you ten options. When you have entered your chosen number then saving will commence and a message will show when the save is complete.

CHANGE TEAM NAMES

Upon the screen you will see listed the teams in the top half of Division 1. To step down through the top and bottom halves of the divisions you use the FULL STOP KEY. To move up through the divisions use the COMMA KEY. (Spectrum users should use the UP & DOWN CURSOR ARROWS). You may alter the name of the current team indicated by the pointer on the left of the team list, by typing in the new name and then pressing the RETURN key. If you make a mistake during typing then delete as normal and carry on typing. You cannot use a full stop or a comma in your team name for obvious reasons. When you have finished altering any team names then press the TAB key to return to Menu 1. (Commodore 64 & 128 users should use the LEFT ARROW KEY on the upper right of the keyboard: Spectrum users should use the CURSOR RIGHT key).

CHANGE PLAYER NAMES

Upon the screen will be listed the names of all goalkeepers. Those that are in your team are as shown by the word SQUAD listed beside their names. To switch to defenders/midfield players and attackers use the FULL STOP and COMMA KEYS as before. You can then type in your new player name in the same manner as when changing team names. You can of course alter those that are not in your squad as well as those that are.

CHANGE CUP NAMES

The current name of the cup competition is shown and you are asked whether you wish to alter it. If not then just press the RETURN key otherwise type in the new name and press RETURN. The second cup competition is then displayed for you to alter if you wish. If not then press RETURN and then the TAB key to return to Menu 1. (Commodore 64 & 128 users use the LEFT ARROW KEY: Spectrum users use the CURSOR RIGHT KEY).

CHANGE SPONSORS NAMES

The names of the four sponsors are shown on the screen and you can either type in a new name and press the RETURN key or press the RETURN key only to accept the current name. When finished press the RETURN key to return to Menu 1.

CHANGE YOUR PLAYING STYLE

Using the number keys you enter your choice in response to the options displayed on screen. The higher the number, the higher the height or length. Then press the ENTER key to return to Menu 1.

CHANGE YOUR SKILL LEVEL

Again use the number keys to enter your choice of skill level and press the ENTER key to return to Menu 1.

CHANGE TEAM COLOURS

(Not available on the PC Compatibles or Sinclair Spectrum).

The teams are listed together with their current shirt colours and in the case of the ATARI ST and the COMMODORE AMIGA the current shorts colours as well. As usual you can switch between the divisions using the appropriate keys. When you wish to make a change in colour then press the C key. The border colour will change to show that you in are in colour change mode. You can now step through the alternative colours using the RETURN key. When you arrive at the colour you wish to use then press the TAB key (See alternatives for Commodore 64 & 128 and Spectrum) and you are back in Select mode to enable you to choose another team to change. When you wish to return to Menu 1 then press the TAB key (or the alternative key for your machine).

Atari ST and Commodore Amiga Users Only: When you have chosen the new shirt colours then pressing the TAB key once more will enable you to use the enter again to choose the shorts colours. The border will change colour again to show that you are in Shorts change mode. Pressing the TAB key will then take you back to select mode. If you should want to leave either the shirts

CHOOSE YOUR TEAM

(Menu 2 Option)

Cycle through the teams using the RETURN key and/or the FULL STOP or COMMA KEYS (See alternatives for Commodore 64 & 128 and Spectrum). When the current team shown is the one you wish to choose then press the TAB key or its alternative, and your choice is shown at the bottom of the screen. Pressing the RETURN key will then return you to Menu 2.

SET DIVISION & MONEY

(Menu 2 Option)

Choose one of the divisions using the appropriate number key and you will then be asked what you wish your starting funds to be. You can enter a figure which must be within the min/max allowed otherwise it will be rejected. When the figure is accepted then press the RETURN key to return to Menu 2.

SET THE POINTS FOR A WIN OR DRAW

(Menu 2 Option)

Using the number keys you can decide how many points you wish to be awrded for a win and a draw in the league. Press the RETURN key to return to Menu 2.

EXIT PROGRAM

When choosing this option you will be given the choice of saving the current game. If you wish to save then press the Y key and follow the instructions in the Section on Using the Expansion Kit. If you choose not to save then you will exit the program. Users with eight bit machines (Spectrum, Amstrad and Commodore 64 & 128) will return to basic. Users with sixteen bit machines will have to reset their machines to return to the Operating system.

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