

FOOTBALL MANAGER 3

LOADING INSTRUCTIONS

Amstrad Disk - Insert Disk, Type `/CPM` and press return.

Amstrad Tape - Insert Tape, Type `RUN` and press return. (and start the tape!)

Spectrum Disk - Insert Disk, Select **LOADER** on the menu, and press return.

Spectrum Tape - Insert Tape, Type `LOAD` and press return. (and start the tape!)

C64 Disk - Insert disk, Type `LOAD """,8,1` (return)

C64 Tape - Insert tape, Hold **SHIFT** key down and press **RUN STOP** key simultaneously (and start tape)

SPECIAL NOTE FOR C64 USERS

Disk users: The *FM3* disk needs to be kept in your disk drive at all times, except when loading saved game or saving a game, after which you must re-insert the *FM3* disk if you wish to continue laying your current game.

Tape users: Once you have loaded *FM3*, you must turn the tape over to the B-side and rewind to the start and press the play button. The tape (on the B-side) must be left in the tape machine at all times (with the play button pressed), except when saving a game or loading a saved game, after which it is essential that you re-insert the B-side of the *FM3* tape (and press play button) if you wish to continue playing your current game.

IT IS IMPORTANT THAT WHEN THE *FM3* TAPE (B-SIDE) HAS REACHED THE END, YOU MUST REWIND TO THE START AND PRESS PLAY AGAIN. YOU CANNOT PROGRESS THROUGH THE GAME WITHOUT FOLLOWING THESE INSTRUCTIONS!!

FEATURES - ★ Full 92 league team complement. ★ Transfer Market Buy/Sell bid etc. There is a potential of 10,000 different players, each with their own mug-shots and styles of play. ★ Each of the players can be trained to improve their abilities in 3 Endurance and 5 Skill sections. ★ Filing Cabinet containing contract details on all your players. Also the most important file of all, Management History! ★ Desk-top terminal, connected to the Governing body's central computer giving fixtures/results of every match of the season as well as current league tables for all 92 Clubs in the English divisions

2,024	League Games
91	FA Cup Games
91	League Cup Games
1	Charity Shield
2,217	Total minimum fixtures/results reported per Season.
182	Cup replays (theoretical maximum).
2,399	Total theoretical maximum fixtures/results.

★ FA Cup. ★ League Cup. ★ Charity Shield. ★ Replays, Extra time, Penalty Shoot-outs.
★ Live commentary during matches. ★ Match Highlights. ★ At any time (except during a match) the team formation can be adjusted. ★ Detailed Diary. ★ Memos to remind/advise you of current events.
★ Financial System, including bank loans, running expenses and Income. ★ Save game facility (It's a good, long game!)

PLAYING INSTRUCTIONS:

SELECTING THE CONTROLS

(*Spectrum & Amstrad CPC*) - Upon loading the game you are asked to select your controls. The second fire button is a 'back movement' key. (The game is joystick or keyboard controlled. The second fire button however, is only controllable via the keyboard).

(*Commodore C64*) - Joystick controlled only. Insert your joystick in port 2. The space bar is the 'back movement' key.

SELECTING YOUR TEAM - Select your favourite team from their 1991/92 division! They will then be placed at the bottom of the 4th division. (C64 users will be placed at the bottom of the third division, as this version incorporates the new premier league).

TEAM TRAINING AND TEAM FORMATION - On arrival at your new desk, it is important to tell the coach how to set the best training schedule for your team: Select the poster and press fire. This takes you to the Formation Pitch. Move over a player, press fire and release. You will get his training record. Left/right increases or decreases the amount of training as shown on the 'training bar'. The other bar shows his actual abilities! Pressing fire at the same time will adjust all bars (except for C64 users). Up/down moves between attributes. Up/Down, with fire moves between players (except for C64 users - Left/right, with fire moves between players).

Note: Only 11 players (max) can be placed on the pitch at any one time. (To move a reserve from top left to bottom right substitute position take advantage of wrap-round). To participate in a match you also need 2 substitutes. If you press and hold fire on the Formation Pitch over a player, you can 'drag' the player to where you want him on the pitch.

FINANCES - Behind the painting is the board room, where your current financial status can be found. Money is earned every time you play a match or sell a player (see TRANSFER MARKET). You will have to make weekly payments for ground expenses, players' salaries, etc.

THE FILING CABINET - The filing cabinet contains details of your players. You come here to select the relevant player when their contract needs renewing (see CONTRACT RENEWAL).

THE COMPUTER - The Computer contains a complete history of all clubs, for the whole year.

(In excess of 2000 games + results.) It also contains all the league tables and all the fixtures and results. It also contains your own club history.

THE DIARY - The diary contains many useful facts about games, past results, contract dates, etc.

THE TRANSFER MARKET (VIA THE TELEPHONE) - The telephone will take you to the transfer market. The top part of the screen shows your players. If you wish to put your players up for sale, select player and press fire. If you find that a player is under offer (which will be indicated under the player, if you have selected him), you have an opportunity to sell him. This is done by pressing fire which will take you to the negotiating screen.

The bottom half of the screen shows you the players available for purchase. Simply select the player, press fire and you will be in the negotiating screen where you have an opportunity to buy that player.

MEMOS - Memos appear on the desk to warn you of all important events e.g. a player is under offer, or a player is available for purchase, etc.

CONTRACT RENEWAL - From time to time you will need to renew a player's contract that is expiring. You will be informed of this via the memos and diary. To renew the contract, go to the filing cabinet and select that player. When his file appears on the screen, press fire again and it will take you into the negotiating screen, where you have the opportunity to renew his contract.

RETIREMENT - Sometimes a player will choose to retire at the end of his contract. You cannot control this. On announcement of his retirement, he will disappear from the team within a month.

THE DOOR - Moving through the door progresses you into the next day that requires your attention.

WARNING - if you forget that either a player needs his contract renewing or that he is retiring and you are left with less than eleven players and two substitutes before a match, you will be sacked for fielding an illegal team. If you allow your expenses to exceed the overdraft limit you will be sacked for bankrupting the club. In either of these scenarios you will have to restart the game.

IMPORTANT FACTORS - On a match day you are presented with the impending matches (if you are playing). Then after the match, the results. During the match sequence the clock shows the time played in each half.

THE SCORE ALWAYS SHOWS YOUR SCORE ON THE LEFT. Your initial team will be a bunch of hopeless, ageing individuals! Your initial bank balance is zero! Your overdraft is based on the value of your players! Hence initially it is small! You will not be able to leave the Formation pitch unless you have 11 players and 2 substitutes (the substitutes are placed low left, and low right) Players retiring can cause insufficient players (less than 13 = game end). If they were in the first team, then just before a match the formation screen is displayed, to enable you to bring reserves into the team or on the substitutes bench. For clarity, during the match commentary, your players are referred to by name, and your opponent by number. Income is created primarily by gate receipts, 3/4 total home, 1/4 away. Income can also be generated by buying players cheap, training them up, and selling high! Outgoing expenditure (wages and ground costs) is calculated every Thursday.

HINTS AND TIPS - Remember you need a lot of money to get through the summer season! Wages still have to be paid, ground refurbishment etc. (around three hundred thousand pounds!) All players have natural limits, both in total ability and certain skills. Attempt to buy some good players

as soon as you can! Remember an Investment is always for the future, therefore the bank will increase the potential overdraft in accordance with the value of your team. Keep a close eye on the accounts, money soon goes if you don't take care! Well trained players, not only play better, they are worth more! **GOOD LUCK!**

SAVE GAME

Spectrum and Amstrad cassette - Go to the computer in the office and move down to the save game icon. Insert your blank cassette into your cassette drive, press play and record, then press fire.

C64 cassette - Go to the computer icon in the office, press down, a disc icon will appear. Press fire. Remove your *FM3* tape and insert your blank cassette. Type in your file name and press return. (Press play and record on your tape machine). If you change your mind and wish to return to the office press RUN STOP. If you wish to continue playing your current game, it is essential that you re-insert the B-side of your *FM3* tape (and press play).

Spectrum and Amstrad disk - Go to the computer in the office and move down to the save game icon. Insert your separate blank preformatted disc into your disc drive and press fire. (Note: Amstrad users require a CPM-formatted disk, *not* a Data-formatted disk).

C64 Disk - Go to the computer icon in the office, press down, a disk icon will appear. Press fire. Remove your *FM3* disc and insert your formatted disc. Type in your file name and press return. If you change your mind and wish to return to the office, press RUN STOP. If you wish to continue playing, it is essential that you re-insert your *FM3* disc.

LOAD A SAVED GAME

Spectrum and Amstrad cassette - Load the original program, select LOAD A SAVED GAME, then insert your saved game cassette into your cassette drive, press fire and press play.

Spectrum and Amstrad disk - Load the original program, select LOAD A SAVED GAME, then insert your saved game disk into your disk drive and press fire.

C64 cassette - Load the *FM3* tape, select LOAD A SAVED GAME, insert your saved game tape, type in your file name, press return and press play on the tape machine. (If you change your mind and wish to return to the office press RUN STOP). After you have loaded your saved game, it is essential that you re-insert the B-side of your *FM3* tape (and press play).

C64 Disk - Load the *FM3* disk, select LOAD A SAVED GAME, insert your saved game disk, type in your file name and press return. (If you change your mind and wish to return to the office press RUN STOP). It is essential that you re-insert the *FM3* disk after loading your saved game.