

Some outstanding features of the game

- Matches in 3D graphics • Transfer market
- Promotion and relegation • F.A. Cup matches
- Injury problems • Full league tables • **Four Divisions**
- Pick your own team for each match • **As many seasons as you like**
- Managerial rating • **7 skill levels** • Save game facility
- **Financial manipulations** • 64 teams and customising feature
- **You can even be sacked!**

POS	TEAM	F	A	PTS
1	Scunthorpe	36	14	24
2	Hull	29	16	21
3	Port Vale	25	13	21
4	Crewe	28	18	18
5	Stockport	25	19	17
6	Colchester	18	17	14
7	Rochdale	20	21	13
8	Halifax	13	18	11
9	Blackpool	18	18	10
10	Doncaster	16	18	10
11	Hartlepool	15	18	7
12	Mansfield	7	17	5
13	Darlington	11	19	3
14	York City	12	22	2
15	Bury	10	21	2
16	Hereford	9	23	2

League Pos.: 10

League match no.: 8

Press **SPACE BAR** to continue

What people think of FOOTBALL MANAGER

"Absorbing and realistic - highly recommended" *Sunday Times*, Feb. 84.

"My personal favourite of all the games on any micro... To the ordinary person it is an excellent view of what can be done in the field of computer games. It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could... The originator, Addictive Games, certainly deserve the name" *Rating: 19/20 Practical Computing* - August 1983.

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems..." *Personal Computer Games* - Summer 1983.

"Addictive Games has shown that it is possible to write excellent programs in Basic - Football Manager. I think you're going to be over the moon about this one". *Popular Computing Weekly* 19.6.84.

"The different things you can do... like putting players up for sale. It's incredible. The Highlight sequences are pure magic. And then you have to sit on the sidelines and sweat it out! Completely fantastic. I want one!" *Charlie Nicholas, Arsenal Striker, Big K April 1984.*

FOOTBALL MANAGER

CBM
64

Addictive

A02

FOOTBALL MANAGER

For
Commodore
64



Action from the Game

STRATEGY GAME OF THE
YEAR

Nominated
GOLDEN JOYSTICK AWARD



KEVIN TOMS

Designer

FOOTBALL MANAGER FOR COMMODORE 64

PLAYING INSTRUCTIONS

LOADING

First, enter NEW, then load the program using SHIFT and RUN/STOP. Loading time is approximately 20 minutes. There are 3 main parts to the game. On first loading, the game will start at Part 1. The following notes will guide you through the various parts of the game.

Part 1 STARTING THE GAME

- When your name is requested, type your full name as Team Manager.
- No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 64 included, choose any as you will be able to change the name later on.
- Start at the Beginner's level and progress as you become more skillful.

Part 2 THE MAIN GAME

This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS

- Sell or List players – a list of players in your squad is displayed. See IMPORTANT NOTES – PLAYER ATTRIBUTES. If you now select a player to be sold, a team will make you an offer for him. Note that if you refuse the offer there is a risk that interested clubs will no longer want to buy him. You will see why!
- Obtain a Loan. You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION

1
2
3
4

CREDIT LIMIT

£1,000,000
£ 750,000
£ 500,000
£ 250,000

- Change Team or Player names – first you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you have the option to change player names. If taken you can type your own choice of player names or perhaps even make yourself player manager!
- Saving the game – to save the game to be continued at a later time take the KEEP option. Now prepare your tape recorder to record on a blank tape and follow screen instructions to commence saving.

PHASE 2 PLAYING A MATCH

- Team attributes.

Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum 20. They are calculated as follows:

Energy – is the average energy rating of all the players picked to play in your team.
Morale – is 10 at the start of the season and increases when you win and decreases when you lose.

Defence – is the total skill rating of all the Defenders picked to play in your team.

Midfield – is the total skill rating of all the Midfield players picked to play in your team.

Attack – is the total skill rating of all the Attackers picked to play in your team.

- You may select your team – see IMPORTANT NOTES – PLAYER ATTRIBUTES.

- The match highlights are shown in 3D graphics. The home team always plays from left to right and your team always plays in its own colours. The team with the best attributes will often win but there is always a chance of shock results or Giant-killings, like real football.

PHASE 3 RESULTS OF MATCH

Note: your home gate money increases when you win and decreases when you lose. Your away gate money depends on the quality of your opponents.

PHASE 4 WEEKLY BILLS

- Wage bill – the higher your division, the higher the wage bill, and the greater the total skill of your players, the higher the wage bill.
- Loan interest – is 1% of your outstanding bank loan.
- Other bills and purchases.
- Weekly balance – is the profit or loss for the week.

PHASE 5 TRANSFER MARKET

You are given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player will increase.

The 5 phases are repeated until 15 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3: –

Part 3 END OF SEASON

- The final league table is printed.
- Your league success money, which is in relation to how high you are up the league, is allocated to you and displayed.
- The top 3 teams are promoted, and the bottom 3 are relegated from your division.
- A new Managerial rating is calculated for you depending on your success so far.
- New Skill and Energy ratings are generated for all players.
- The new season starts at Part 2.

IMPORTANT NOTES

Restoring a Saved Game.

- Place saved game cassette in recorder, and from the Optional Actions menu, press R and follow the instructions on the screen.

The game will re-start at Part 2 Phase 1.

Player Attributes

When players are listed, several details are shown:

- Defender, Midfield players, or Attacker – is indicated by a D, M or A respectively in the far left hand column.
 - Player's name.
 - Player's number – used when selecting the player for various purposes.
 - Skill rating – highest is 5, lowest is 1.
 - Energy – in the range 1-20. The energy rating of each player reduces by one for each match he plays in. It will increase by 10 if he does not play in a match. Part of the skill of the game is in resting the right players to increase their energy without doing too much harm to the skill ratings of the complete team.
 - Value in £ – relates directly to the skill rating of the player and the division your team is in.
 - Picked to play, Injured, Available for selection – indicated by p, i and space respectively in the far right hand column.
- N.B. injured players cannot be selected to play.

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Addictive Games

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