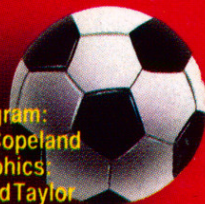


Graeme Souness Soccer Manager - A devastatingly accurate simulation of the trials and tribulations of taking a football team to the top.

Use your negotiating skills to buy the best players available - being careful to balance the books! Tackle Injuries, Accountants, and a cautious Bank Manager. Large animated icons keep you in total control over all aspects of the running of a Professional Football League Team.

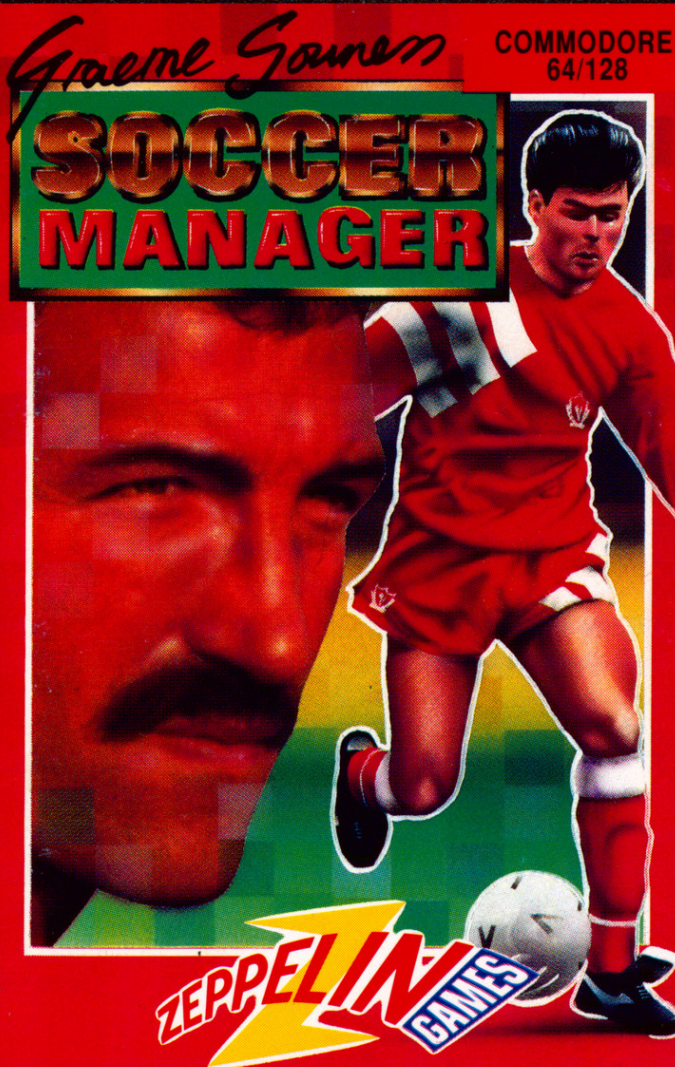
You must maintain a winning squad or suffer the displeasure of an impatient Chairman and his Board of Directors!

Program:
Ian Copeland
Graphics:
David Taylor
Made in UK



COMMODORE
64/128

Graeme Souness
**SOCCER
MANAGER**



COMMODORE
64/128

**ZEPELIN
GAMES**



**ZEPELIN
GAMES**

Featuring: Full 4 Division Leagues, icon controlled selections, animated match highlights, balance sheet information, realistic bank/team involvement, player buying and selling complete with price haggling, load and save capabilities, manager sackings, sophisticated team/player data, physio, scout, plus a whole host of other excellent features!!

COMMODORE LOADING
INSTRUCTIONS
Press SHIFT and
RUNSTOP together.
Press PLAY on the tape.



GAMESPLAY

The game is controlled via a **JOYSTICK** connected to the relevant port on the Commodore 64. The current pointer position is indicated by a football on the screen. Pressing **FIRE** selects the required option.

Where Up and Down Arrows appear on a screen, this indicates that the information can be scrolled in the direction shown by clicking on the arrow.

On loading, select the name of the team you wish to manage from any of the sides offered to you.

MANAGEMENT SCREEN

PRINTER

This option enables you to study data on the present **League** and future **Fixtures**.

LEAGUE The current league is given to evaluate your team's performance. The positions of other teams can be monitored and league trends can be identified.

FIXTURES Match fixtures are displayed with scores inserted where applicable.

BANK MANAGER

The Club's current financial status is shown, giving details on current bank balance and overdraft facility. Should situations require, an increased overdraft can be applied for by clicking on the option at the bottom of the screen.

OVERDRAFT APPLICATION Using the calculator keypad, select the figure you wish to borrow and click on **=**. If the Bank Manager believes the figure requested is too high, he will reduce the level of bank exposure to the Club to a reasonable level. A request for an increase in your overdraft facility can only be made once in between every match. Errors are corrected by clicking on **C**.

TEAM SELECTION

The squad is shown divided into Defence, Midfield and Attack. The first 11 players and two substitutes can be selected by highlighting the player's name and clicking. An arrow at the beginning of the player's name determines whether that individual is selected to play in the next match.

The name, age, position, Season Goals (SG), and Career Goals (CG) are shown for every player in the squad. Additional information on each player is also given at the bottom of the screen. **"F"** indicates that a player has been selected for the first eleven, and **"S"** indicates that the player has been selected as a substitute.

FIRST AID BOX

This is the Doctor's report on the Injured players belonging to the Club. The name, age, injury sustained and estimate of time out of action are displayed for each team member.

STEAMING COFFEE AND CALCULATOR

This is the Accountant option, giving you an in-depth breakdown of the accounts ledger sheet. All expenses incurred and returns gathered are displayed on the balance sheet for consideration.

Player salaries are also itemised for the full squad so that a full breakdown of player worth can be assessed.

The Accountant shows the balance sheet for the preceding week, whereas the bank shows the current balance.

LOAD AND SAVE

After progressing to a certain point in the league, the game can then be saved for future use.

To SAVE - insert a blank tape and click on this option.

To LOAD - insert the tape containing the necessary information and click on this option.

POUND SIGN

This option allows you to offer for sale some of your players to the transfer market, or buy players offered to the Club. Be prepared to haggle for the best deal.

BUY A listing of players for sale, associated performance information and their asking price are shown for selection and financial offers.
SELL To put a player on the transfer market, click on the player you want to sell paying attention to the estimated selling value under present economic conditions.

When an offer is made for one of your players, this will appear as a **SOLD?** icon in the centre of the Management Screen. The offer for your player can then be accepted, refused or haggled for a better price.

THE PLAYERS' TUNNEL

Firstly, the Scout gives details of the next fixture, as well as his assessment of the strengths and weaknesses of the opposing side. The match can be played with an unchanged team, or you can return to the Management Screen to make any amendments to your squad.

Pitch conditions are shown to estimate possible injury and tiredness factors, and the Match Highlights facility for the game can also be switched on or off.

At **HALF TIME** the match score will be available along with details of any injuries that may have occurred to your team. Up to two substitutes can then be selected to play in the second half.

The game will then proceed to the final score. A round up of all other match results is also given for comparisons of performance.

THE CHAIRMAN

The Chairman is responsible for the total well-being of the club, and will provide you with a written warning if your performance is in any way unsatisfactory. You are entitled to **THREE** written warnings from the Club before your contract is terminated.

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

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