FOOTBALL MANAGER

FEATURES OF THIS GAME:

- TRANSFER MARKET
- FULL LEAGUE TABLES
- INJURY PROBLEMS!
- SAVE GAME FACILITY
- PROMOTION AND RELEGATION
- F.A. CUP MATCHES
- MANAGERIAL RATING
- 4 DIVISIONS
- AS MANY SEASONS AS YOU LIKE
- PICK YOUR TEAM FOR EACH MATCH
- 3 SKILL LEVELS

Recommended to anyone who has any interest in Football – (Personal Computer World)

An amazingly engrossing game – (Crash Micro Magazine)

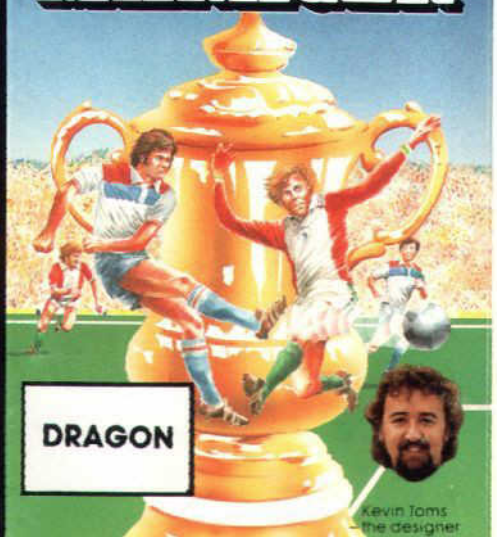
Addictive

AO8

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for the DRAGON

FOOTBALL MANAGER



DRAGON

Kevin Toms – the designer

DRAGON 32 FOOTBALL MANAGER – PLAYING INSTRUCTIONS

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LOADING

First, enter NEW, then load the program using CLOAD. After loading is complete, type RUN to start the game. Loading time is approximately 2 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

a) No matter which team you choose to manage, you will start in Division 4.

b) Start at the Beginner's level and progress as you become more skilful.

Part 2 THE MAIN GAME

This consists of 5 phases:

PHASE 1 OPTIONAL ACTIONS

a) 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!

b) Obtain a Loan. You may increase your Bank loan up to your Credit Limit as follows:

YOUR DIVISION	CREDIT LIMIT
1	£1,000,000
2	£ 750,000
3	£ 500,000
4	£ 250,000

c) 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
a) 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.
b) You may select your team – see IMPORTANT NOTES – PLAYER ATTRIBUTES.
c) 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
a) 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.
b) Loan repayment – is 5% of the amount originally borrowed plus 1% interest on your outstanding bank loan.
c) Weekly balance – is the profit or loss for the week.

PHASE 5 TRANSFER MARKET
a) 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.
b) If the 'NO PLAYERS FOR SALE' message appears you will have to sell one of your squad to regain access to the transfer market.
The 5 phases are repeated until 14 League matches and all your F.A. Cup matches have been played. Then the game moves to Part 3.

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

IMPORTANT NOTES
Restoring a Saved Game.
a) 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:
a) Defender, Midfield players, or Attacker – is indicated by a D, M or A respectively in the far left hand column.
b) Player's name.
c) Player's number – used when selecting the player for various purposes.
d) Skill rating – highest is 5, lowest is 1.
e) 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.
f) Value in £ – relates directly to the skill rating of the player and the division your team is in.
g) 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.

Inserting your own Team and Player names.
Your own favourite Team and Player names can be inserted by the following method: First, CLOAD the program, then, before RUNning the program EDIT lines 9000 onwards (see EDIT in your Dragon manual) to change the team and player names to your favourites.
Note that neither a player name or a team name may exceed 8 characters. After EDITing, the program may be CSAVEd on tape or RUN in the usual way. EDITing in this way is not advisable if you have no experience of Dragon programming.

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