Manchester UNITED

Premier LEAGUE CHAMPIONS

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MANCHESTER UNITED
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GAME MANUAL.
SECTION 1.

Note- during disk access, the disk must NOT be removed from the drive or the game will crash, and irreversible damage may be caused to your disk.

The user controls the cursor using the joystick or mouse and must click over the on-screen icons (these are the coloured, rectangular text boxes which look like buttons) to access areas of the game. To do this you must position the cursor over the desired icon, using your joystick/mouse and press the left mouse button or joystick fire button to access a different area within the game. Icons may also be highlighted (given a white overlay) to show selection, or stippled out (given a black overlay) to show that the option is unavailable for selection.

During the Tacti-Grid™ section you will encounter another type of icon, showing a small picture instead of text. Although these icons do not appear to depress upon selection, they are essentially the same as text icons.

Also within the management section, the user may occasionally be asked to enter text or numbers. If a grey box pops up containing a flashing prompt within a rectangular boundary then the user is expected to make a textual or digital entry. This is achieved by typing in the desired text and confirming using either the 'return' key or clicking on the 'OK' icon.

When viewing information lists within the game, the user may encounter instances where all the information will not fit within a single screen, in which case there will be a white bar placed to the right of the text window. By positioning the cursor over this bar, and moving the control device up or down whilst holding down the mouse or fire button, more information will be revealed as other text moves out of the window. Alternatively, moving the cursor to a point within the shaded grey area of the bar, and pressing your button will cause the bar to 'jump' to that position.

On many screens, where both a text window and icons appear, a name must be highlighted before the icon will have an effect. To do this position the cursor over the desired text and press your button. The line of text will appear inverse, and a further click over the relevant icon will take you to a different screen. Examples are the team selection screens within the Season and Single Match sections of the game.

On statistic screens, a bar graph system is used to represent a player's abilities. Each bar is displayed in a certain colour to give the user an 'at a glance' idea of the player's standard. The colours range from blue, showing a low grade, through green and yellow to red for good.

INSTALLATION

INSTALLING MUPLC:

The INSTALL program included on your MUPLC CD or Floppy Disk One, does five things:

(1) Allows selection of a Joystick, if one is connected.

(2) Allows you to select a Soundblaster, if you have one installed and change the DMA, PORT, and IRQ settings, where necessary. If no Soundblaster is fitted, please select NONE (Default setting).

(3) Allows you to create a Directory on your Hard Disk for the game. There is a preset Drive/Path setting, if you do not want to do this.

(4) Copies the necessary game files into the chosen directory.

(5) Creates a configuration file containing the sound and control settings for your computer system.

TO INSTALL MUPLC from Floppy Disk:

(1) Insert Disk 1 into the appropriate floppy disk drive (eg: Drive A:).

(2) Switch to the floppy drive you inserted Disk 1 into. For example, if you inserted Disk 1 into Drive A:
Type: A:\ and press ENTER.

NOTE: You must switch to the floppy drive, before you execute the INSTALL command - you CANNOT simply type A:\INSTALL.

TO INSTALL MUPLC from CD ROM:

(1) Insert the CD ROM disk into your CD ROM drive (eg: Drive E:).

(2) Switch to the CD ROM drive you inserted your CD ROM disk into. For example, if you inserted the CD ROM disk into Drive E: Type: E: and press ENTER.

NOTE: You must switch to the CD ROM drive, before you execute the INSTALL command - you CANNOT simply type E:\INSTALL.

CD ROM and FLOPPY DISK instructions

(3) Type: INSTALL and press ENTER. The Installation screen will then appear.

(4) The Installation screen, lets you configure MUPLC to your computer settings: Joystick, Soundcard, drive letter and directory path.

To select Joystick ON or Joystick OFF, move the mouse pointer over the the box at the the left hand side of these options and press the left mouse button. A small red TICK should apppear within the box, this indicates the option has been selected. The Default setting is JOYSTICK OFF. To choose the Soundblaster or No Sound, move the mouse pointer over the box next to the one you want to select and press the left mouse button. A small red TICK should appear within the box, this indicates the option has been selected. Once you have selected the Soundblaster, you can now set the relevant

DMA, PORT and IRQ settings. Simply place the mouse pointer over the number you want to change and press the left mouse button to advance through the various selections, until you find the one that corresponds to your particular Soundblaster. The Default setting is NO SOUND.

To change the drive and directory path, move the mouse pointer to the end of the current text line (eg: C:\KRISALIS\MUPLC), now press the the left mouse button to select and then use the BACKSPACE key to delete the text. You can now insert your own drive letter and the directory path you wish MUPLC to be installed to, by typing in the relevant text and press ENTER when done. The Default setting is C:\KRISALIS\MUPLC.

(5) If you wish to abort the installation at this point, move the mouse pointer over CANCEL and press the left mouse button, this will take you back to Dos.

(6) Once you are satisfied with the selections on the Installation screen, move the mouse pointer over INSTALL GAME and press left mouse button. This will start the installation process and you will be prompted to insert additional disks (shown in RED text), until the installation is finished. If the installation is successful, you will then be prompted to press any key to return to Dos within the game directory.

NOTE: If there is insufficient space to install the game onto your hard drive, you will be prompted by the install program.

(7) You should now be in the directory that MUPLC was installed into. To begin the game, please refer to the RUNNING MUPLC section below starting from step number 5.

CHANGING JOYSTICK AND SOUNDCARD SETTINGS AFTER INSTALLATION:

If at a later date you wish to change your Joystick or Soundcard settings, this is possible from DOS. Type: CD\ followed by the path of the game directory, where MUPLC is installed to, and press ENTER.

Now type: SETUP then press ENTER. You'll be presented with a screen similar to the install screen seen previously. You can now change the joystick and sound settings in exactly the same manner as when installing (see TO INSTALL MUPLC step 4).

When satisfied with your choice of settings, move the mouse pointer over SETUP, and press left mouse button. If you wish to retain your original settings, then move your mouse pointer over CANCEL and press the left mouse button.

CD ROM SPECIFIC INFORMATION:

I.   Picture Files:

To view these simply go to the "Setup" section in the game and select "View Photos".

MUPLC will automatically detect VESA compatible video modes and select the best mode available. Some VESA cards are not fully compatible and may not show the pictures correctly. Please contact your video card manufacturer for an updated driver if this is the case.

Also, if your card is not VESA, then you will still get to see the pictures in standard VGA resolution.

2.   During Arcade (match) Play

(a) - To quit a match in progress (and lose) press CTRL and C at the same time.

(b) - The KEYS to control the players during the game are:-

Q	:	Up
A	:	Down
O	:	Left
P	:	Right
SPACE	:	Kick
F1-F4		Home Team Substitution
F5-F8		Away Team Substitution
F9-F12	:	Pause (In-game and Replay)

(c) - Goal scorers can only be viewed on the TACTI-GRID (TM) and not during game play. Please click on the ICON where the current score is displayed (Just above the VIEW OPPOSITION icon).

(d) - It is now possible to LOAD and SAVE eleven of your favourite TACTI-GRID formations. Click on the relevant ICON and then click on one of the eleven spaces in your SQUAD list. If you are saving you will then be able to type in a name for this formation.

(e) - If playing a two player game (two human players) then the second player will use the following keys:

LEFT CURSOR	:	Left
RIGHT CURSOR	:	Right
UP CURSOR	:	Up
DOWN CURSOR	:	Down
RIGHT CTRL	:	Kick

(f) - If joysticks are enabled and a valid joystick is inserted then player keys are replaced with the joystick. A game adapter that has two joystick ports is required for a two player game to use two joysticks.

(i)	Single game port	Player 1 : uses joystick
		Player 2 : uses keys as in 2 (e)
(ii)	Dual game port	Player 1 : uses joystick 1
		Player 2 : uses joystick 2

KNOWN PROBLEM:

PROBLEM:

The game starts to load then crashes when I click the mouse button.

SOLUTION:

DBLSPACE with the /MOVE option can cause the program to unexpectedly crash. If your system has DBLSPACE loaded with the /MOVE option (look in your config.sys file) then removing the /MOVE should make the game more stable. This appears to be a rare contention between the DOS EXTENDER used and the DBLSPACE code.

RUNNING THE GAME

RUNNING MUPLC:

To load and play MUPLC, please follow the steps outlined below.

1. Boot your computer as you normally would.

2. Make sure that your CD ROM driver(s) (if using CD) and mouse driver are loaded. Insert the MUPLC CD ROM into your CD ROM drive.

3. Switch to the hard drive you installed the game on.

    For example, if you installed the game on Drive C:

    Type C:\ and press ENTER. (CD ROM users type C: and press ENTER)

4. Type CD\ followed by the path of the game directory.

    For example, if the game is contained in KRISALIS\MUPLC (the default name of the directory), you would: Type CD\KRISALIS\MUPLC and press ENTER.

5. To start loading the game at this point.   Type GO and press ENTER.

6. The Krisalis logo will appear, followed by the title screen and then the credits, to skip these, press your left mouse button.

LOADING AND SAVING GAMES

Allows a game to be saved to your hard disk. This option is ONLY possible, upon selecting the SEASON icon or the DISK SHOP icon within the SEASON game.

SEASON

Selecting the SEASON icon, allows the choice between playing a NEW GAME or LOAD SAVED POSITION, provided a game has been previously saved, otherwise you will go straight to the Manager selection screen. To LOAD a SAVED game, move the mouse pointer over the relevant saved game text and press the left mouse button to select and highlight the desired game to load. If however you wish to start a NEW GAME, select this icon using the mouse pointer and press the left mouse button, this will take you to the Manager selection screen. Please refer to your MUPLC manual for further explanation.

DISK SHOP

Selecting the DISK SHOP icon, gives you three choices:

(1) LOAD SAVED POSITION

Choosing this icon, will load the currently highlighted savegame text, shown in the box to the left.

(2) SAVE POSITION

Choose an empty or previously used highlighted slot and select the SAVE POSITION icon using the mouse pointer and press the left mouse button. A text window will then appear, enter the desired name of your saved game, using the keyboard and press ENTER when done. Now select the OK button and the game position will be saved.

(3) DELETE SAVEGAME

Select the saved game slot to be deleted by highlighting it using the mouse pointer and then select the DELETE SAVEGAME icon to erase.

SPECIAL NOTE:

Each SAVED game uses additional hard disk space, therefore using all the save slots, will require additional space available on your hard drive after installation of the game (300 Kb per Saved Game) If there is insufficient hard disk space to SAVE a game, you will be prompted with a message on the SAVE game screen.

ADDITIONAL INFORMATION

EXITING BACK TO DOS: Select the RETURN TO DOS icon on the main screen to EXIT the game.

TECHNICAL SUPPORT: If you have any queries about this game, our Customer Service Department is here to help you. Telephone 0121 356 0831, between 9 am and 5.30 pm

SECTION 2 - PLAYING THE GAME.

An explanation of each icon and game type follows:-

SETUP icon.

Clicking on this will take you to a further set of icons which allow you to alter the general game options. Explanations of each icon follow:-

LANGUAGE: Click on this to change the text within the game to a different language. Choices are English (default), French, Italian and German.

WEATHER: Allows variation in pitch conditions to be turned on or off.

DONE. returns you to the Main Menu.

CUSTOM CUP icon.

This type of game allows the player, and up to three other human participants to play in a cup competition of their own design, containing between two and sixty four teams. The competition is easy to set up, and is done using the following icons:-

Setting Up.

CUP NAME: Clicking on this red icon will bring up a text input box as described earlier. The player may now type in a new name for the competition after deleting the existing name using the BACKSPACE key.

ROUNDS: This icon sets the number of teams that will participate in the cup, and therefore the number of rounds that are required. As the number of teams increases you will notice the column of green `clickable` (not stippled) icons grow as well, and these contain information regarding the number of legs required for each round as well as the option to play extra time or not, should a match end in a draw. Click on these icons to toggle the information within it.

PITCH TYPE: Click on this blue icon to select the type of pitch you wish to play your cup matches on.

Click on OK to proceed with the competition or QUIT to abandon the cup and return to the main menu.

Selecting Teams.

Clicking on OK will take you to the team selection screen, in which the number of teams, and human players participating are selected. On the left of the screen you should see a window containing all of the game's available teams. At the top of the screen a line of text tells you how many teams remain to be selected before the competition may take place, and this decreases as teams are entered into the cup.

A team may be selected by clicking once over the name to highlight it followed by a single click on the ADD TEAM icon. The team name will turn red in the left window, and be added to the list of selected teams in the window on the right.

A number of other icons can be seen near to ADD TEAM, their uses are:-

DELETE TEAM: Highlight the team to be deleted in the window at the right of the screen, and click on the icon to remove the team from the competition.

HUMAN TEAM: Highlight a team name in the right hand window, and click on this icon to enable human control on that team. This may be carried out on up to four teams, each one assigned a different colour which is used throughout the competition for easy identification.

COMPUTER TEAM: Turns a human controlled team back to computer control, also turning it's colour back to white. Works on the same system of highlight and click as HUMAN TEAM.

DELETE ALL: Removes all teams from the selected teams list.

RANDOM TEAMS: Fills in the remainder of teams to be selected randomly. Any of these teams may be assigned human control or deleted in the usual way.

Click on OK to proceed or QUIT to abandon the competition.

Playing The Competition.

You should now be looking at a screen showing the Competition name and current round, as well as the random draw for that round. Click on DONE and you're ready to play.

The next screen you will see will be the strip selection for the away team. At the top of the screen the name of the home team is shown, above a small representation of the strip that team will be wearing during the match. Below this the away team name is shown above the three available strips for that team, along with three icons. Clicking on any icon highlights it, and kits out the team in the relevant strip.

With the strips selected, the next stage is Tacti-Grid. See Section 3 - Team Tactics for a full explanation.

CUSTOM LEAGUE

This type of game allows the player, and up to three other human participants to play in a league competition of their own design, containing between two and twenty four teams.

Setting Up.

LEAGUE NAME: Clicking on this red icon will bring up a text input box. The player may now type in a new name for the competition after deleting the existing name using the BACKSPACE key.

NO. OF TEAMS: The number of participating sides may be selected by clicking on this icon. Input is through text box.

POINTS FOR WIN: Sets the number of points given for a win (one to five). The number is cycled with button clicks.

POINTS FOR DRAW: Similar to above icon, this time setting points for a draw (zero to five). The number is cycled with button clicks.

PLAY EACH TEAM TIMES: Sets the number of occasions each team must play each other. Can be once or twice.

PITCH TYPE: Click on this blue icon to select the type of pitch you wish to play your league matches on.

Click on OK to proceed with the competition or QUIT to abandon the league and return to the main menu.

The next step is to select the teams to take part in the league. For a full explanation of this, see the SELECTING TEAMS text described in CUSTOM CUP.

CUSTOM LEAGUE matches follow exactly the same format as CUSTOM CUP, with the addition of the following icons between matches:-

LEAGUE TABLES: Shows the current league table in usual league format of [P]layed, [W]on, [D]rawn, [L]ost, goals [F]or, goals [A]gainst and Points.

TOP SCORERS: Shows all goalscorers in order of goals scored.

SINGLE MATCH

Allows one or two human players to play a `one-off' friendly match, with no results or tables retained.

To select the teams, a name must be highlighted within the window on the left, and then a further click on either team name box to the right assigns that side to the match.

Beneath each team name is another icon which toggles control of the corresponding team between Human and Computer. Note that the colour of both icons also changes to indicate this, green for human and red for computer.

Click on the light blue icon to alter the pitch type, and the dark blue icon to kick-off the match.

SEASON

The League Season consists of a full league program over many game months, including major cup competitions. Obviously however, a Save and Load feature is implemented within this section for continual play over many seasons.

Upon selecting the SEASON icon, a choice must be made between playing a new or previously saved game, provided a game has been previously saved. Click on the relevant icon to select.

If NEW GAME is selected then between one and four human managers must be assigned to different teams.

Highlight a team name by clicking once over it to invert the text. To the right you will see four manager numbers, each accompanied by two icons bearing the text NOT ACTIVE, one of which is stippled out.

Select a number and click on the uppermost icon for that manager. A text box should appear requesting a name, type one in and press RETURN or click OK. The name and selected club appear within the two icons. Repeat the process for another manager, or click on DONE to proceed.

Should you wish to remove a manager from the game simply click on his name, delete the text using BACKSPACE, and press RETURN. The icons will return to their default state.

After proceeding, the year selector will appear. Click OK to start the 1996 season, or type a new year using the keyboard. The next screens displayed will be the draws for the F.A. and Coca Cola Cups, although these matches will not be played immediately. If your team name does not appear in either draw don't panic-your team is probably one of the better sides, and will be entered at a later round. Click OK to proceed on both screens.

The next screen displayed is the Main Menu, consisting of a further set of icons. Any other human players must wait until the previous manager has finished and clicked the PROCEED icon, so be patient!

SQUAD

This page allows the user to view squad information for any team. Simply click on a team name to view that particular Squad.

Select any player name, and click on PLAYER INFO to view information and statistics regarding that player. Statistics are displayed in the usual bar graph format, explanations of which can be found in the GENERAL INFORMATION and TACTI-GRID sections of this manual.

STATISTICS

Allows the player to access many information screens regarding all teams and players within the league. Highlight a team name and click on any of the following icons:-

FIXTURES: Gives a fixture list for selected team which also shows the team's results so far. Other team's fixtures may be viewed from this screen by selecting first a division using the top set of icons, followed by a team name from the window at the top-left of the screen. The letters that can be seen to the left of the results are abbreviations for the following: H-Home game; A-Away game; W-game Won; D-game drawn; L-game lost.

To the left of the fixture date more abbreviations may be seen with the following meanings: LGE-League match; CC-Coca Cola Cup match; FA-F.A. Cup match; CHA-Charity Shield match; PLO-Play Off match.

DISCIPLINE: Shows the disciplinary points amassed by all players of the selected team, as well as any suspensions those players may be serving. Disciplinary points are given to all players shown a yellow or red card. When a player reaches the total of twenty one points he must serve a one match suspension. A player shown a red card during a match must serve an automatic two match suspension.

SQUAD TOP SCORERS: Shows the number of goals scored by all your players in both league and cup, in order of total goals scored.

LEAGUE TABLES: Shows league order for any division, selected using the icons at the foot of the screen. Any human-managed teams will appear in their chosen colour. Follows usual format of [P]layed, [W]on, [D]rawn, [L]ost, goals [F]or, goals [A]gainst and Points.

SQUAD FITNESS: Shows any injuries currently suffered by players within the selected team, plus injury type and duration.

TOP SCORERS: Similar to SQUAD TOP SCORERS, but a list of all teams combined, once again recorded in order of Total.

PERFORMANCE: Displays a line graph showing the league progress of selected team throughout the season. Matches played are placed along the horizontal axis, league position along the vertical.

MANAGER HISTORY: Information for this screen will only be shown after the completion of a full season, and records your team's ongoing league performance.

MANAGERS

Allows human managers to leave the game at any time, handing temporary team control to the computer. Note however that at least one human manager must remain in play, and automatic management lasts for four matches only, after which the player will be removed from the game.

To suspend a player simply click once on his name. Upon rejoining the game, simply click on the same icon once again to regain human control.

DISK SHOP

Access this icon whenever you wish to save the current game position to disk. Data for all managers will be recorded. Also contained within this screen are icons to enable the user to load a saved position, or delete a Savegame.

CUP DRAWS

Allows the user to view pairings for the current round of both F.A. and Coca Cola Cups.

FRIENDLY

Only appears after completion of the league season, for a period of one game month, and allows players to arrange practise matches against the opposition of their choice.

SETUP

Clicking on this will take you to a further set of icons which allow you to alter the general game options.
LANGUAGE: Click on this to change the text within the game to a different language. Choices are English (default), French, Italian and German.
WEATHER: Allows variation in pitch conditions to be turned on or off.
DONE. returns you to the Main Menu.

PROCEED

Click on this when ready to play your next match, or hand over to the next human manager. Upon selection a list of the day's fixtures will be displayed, usually containing your own team. Your team will not appear however if no match has been arranged for that day.

A click of the DONE icon will take you to the strip selection screen, described in the CUSTOM CUP section of this manual. This is followed by the Tacti-Grid screen, described in detail below.

Upon returning to the management section of the game the day's results will be shown, and occasional information boxes regarding players from your, or any other human manager's team.

The sequence is then repeated until the season is finished. As in real life promotions and relegations will be made, after which a new season will begin. Should a manager be relegated from the G.M. Conference he shall be sacked and removed from the game.

SECTION 3 - TEAM TACTICS.

TACTI-GRID.

Firstly, understand that there is no need to even use Tacti-Grid to it's full extent, should you not want to, as a selection of pre-defined formations are included and the computer will pick what it considers to be your strongest team, although full use of Tacti-Grid allows the user to get the most out of his team, and adds a personal touch to the team's style of play.

The Tacti-Grid screen, you will notice, is split into seven distinct sections, each enclosed within a window.

SQUAD: Contains a list of your complete playing squad. Player names appear in a number of colours, all of which basically show how 'selectable' that player is.

White: Any player with 100 percent fitness, and serving no suspension, will be shown in white. Any white player may be selected to play in the forthcoming match.

Red: Red players are the opposite of white, that is they are definitely UNAVAILABLE for team selection. This may be caused either by serious injury or through suspension. Players will return to white status either after a considerable recovery period, or suspension expiry.

Blue: Players coloured blue are also unselectable, due to slightly serious injury. An injured player previously coloured red will eventually turn blue as the injury mends.

Yellow: A yellow name also signifies an injured player, although this type of injury is so slight that the player may be selected to play. Be aware however that a slightly injured player is not a totally fit player, and therefore you will notice a drop in his playing standards, particularly his speed. A player previously coloured blue will eventually turn yellow as the injury mends.

You will also notice within the SQUAD window, a number of double arrow symbols pointing towards certain names. These symbols signify a selected player, that is one who will either take to the field or the substitute's bench when the match is underway. You may change selected players in the following way:-
Firstly highlight a player within the SQUAD window by clicking the cursor over his name to invert it . Next select another player within the TEAM window who you wish to swap with, and click on that name- you should notice that the arrow symbol changes position within the SQUAD window to point at the new selected player, whilst the player's name will appear in the TEAM window in place of the other.

TEAM: Shows all players selected to play in the forthcoming match. Player positions within the window may be altered by clicking on one name, followed by another. You will notice that this action also changes the position of the player on the field within the FORMATION window.

Alongside each player name, in the red coloured column you will see a number. This signifies the 'shirt' number assigned to that player. If your selected team plays within the Premier League, then each player will be assigned his own personal squad number which will not change throughout the season. Should you change the position of these players within the TEAM window, then the shirt number will also move with it.

The second numbering system regards those teams who play outside the Premier League, that is Divisions 1 to 3, and non league. These teams will always be numbered from 1-11, and moving a player to a new position within the TEAM window will not alter the position of the shirt number, the only exception being in cases where the match is underway, such as half-time.

An important point to remember is that the goalkeeper always occupies the top position within the TEAM window. Placing an outfield player in the goalkeeper position can have disastrous effect within the match, as these players usually lack the required handling and positioning skills.

SUBSTITUTES: This is a similar display to the TEAM window, and shows those players assigned as substitutes, that is those players who may replace selected ones during play. Note that the bottom position is always reserved for your substitute goalkeeper, so always ensure a player of that type occupies it.

PLAYER STATS: Shows the abilities of your players using a series of coloured bars. The display only becomes active when a player name is highlighted within the SQUAD window.

SPD: The speed of the player when running.

STM: The stamina of the player ie. how quickly the player tires.

AGG: The aggression of the player ie. how keen he is to tackle another player.

POW: Appears beside an outfield player, and represents shot power.

ACC: Another outfield statistic, representing shot accuracy.

POS: Used for goalkeepers only, showing the player's positioning ability.

HAN: A goalkeeper statistic showing the player's handling competence.

CON: The player's ability to control the ball when dribbling. Also governs the amount of 'swerve' a player is able to apply to shots.

PAS: Shows how accurate a player is at passing the ball.

TCK: Represents the tackling ability of a player.

INT: Denotes a player's intelligence.

FIT: The player's fitness level.

MOR: Shows the morale of the player and affects many skills at once.

SET PIECES: The small window beneath SUBSTITUTES allows you to select the takers for free kicks and penalties. To assign a player to a set piece simply highlight his name within the SQUAD window, and then click over the relevant set piece box. Should no player be assigned to a box, then the computer will select a taker during the game.

FORMATION:

Using this grid, the player is able to design complex team strategies, with the minimum of fuss. You will notice that the window is divided into a block of 11x9 squares, with a larger goalkeeper slot at the top. Each one of these squares represents an area of the game pitch. The grid is sectioned into three distinct divisions, shown by different shades of green. These regions represent, from top to bottom, Defence, Midfield and Attack. To the right of each positional division you will see an area coloured red, each containing three small instruction symbols. By placing the `shirt numbers' of the grid in one of the three regions, players will be made to defend, attack or play in midfield. Adjusting a player's position along the horizontal axis causes the player to line up in that area of the pitch, whilst adjusting their height within that region gives that player specific instructions on how to play within that role, depending on the corresponding instruction symbol.

Explanation of instructional symbols.

Defence Region (top):

The standard defender position. Instructs the player to stay back at all times.

Instructs the player to move up field when your team is on the attack, in order to support midfield/strikers. The player will move to the midfield region.

Similar to the above instruction, moving the defender up field, all the way into the attacking region.

As these players are placed within the defence region, they will always return to their original defensive positions when required.

Midfield Region (middle):
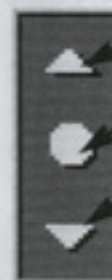
Instructs a midfield player to move back when your team is defending, in order to help out the defenders.

The standard midfield position. Player will linger around the middle of the field in order to make passes up field, or crucial tackles.

Instructs a midfield player to move up field when your team is on the attack, in order to support the strikers.

As these players are placed within the midfield region, they will always return to their original midfield positions when required.

Attack Region (bottom):
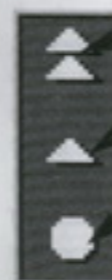
Instructs the attacker to move down field when your team is defending, in order to help out defence. Can lead to an undermanned attack, should the ball be cleared.

Similar to the above instruction, moving the attacker down field, though to the midfield area only.

The standard attack position. Player will linger up field waiting for passes from defence or midfield.

As these players are placed within the attack region, they will always return to their original attacking positions when required.

Player positions may be swapped within the FORMATION window by clicking on a shirt number, followed by another.

THE ICON WINDOW: Beneath the FORMATION grid you will see a set of icons and a formation name. Clicking on the formation name allows the user to alter the name of that formation, using the keyboard. Should you enter no name at all the computer will name the formation using the number of selected defenders, midfielders and attackers eg. 4-2-4.

The icons have the following functions:-

Available to you are eight separate formations, which you may alter at will. These icons cycle through the formations, and changes made to any of them will be retained throughout the season or competition.

A quick option to allow you to adopt an instant defensive pattern. A single click on this moves all players down field one step. Further clicks move the team back until they reach the limit of their region.

A similar icon to above, with the opposite function of moving all players forward one step.

Allows you to study the squad, team and formation of the opposition. Click again to return.

Click on this when you are satisfied with everything, in order to proceed to the match itself.

Click on this when you wish to "Save" your formation. Click again to cancel.

Click on this when you wish to "Load" your formation. Click again to cancel.

SECTION 4 - THE MATCH.

Now it's time for the fun bit! If you've played computer football games before you should have no problem getting straight in to MUPLC, even though it contains many features new to games of this type.

Control.

The joystick can be used to control your players. You will always take control of the nearest man to the ball, and the up, down, left and right directions move the player around the pitch. Moving into the ball will cause the player to take control, and with further movement the player will start to dribble the ball. A press of the joystick button will cause the player to kick the ball, with variable amounts of power and swerve

There are three distinct types of kick available to the player, these being a PASS, a SHOT and a VOLLEY.

Passing.

To pass the ball, the joystick button must be tapped quickly, whilst facing the player in the desired direction. Should another player from your team be standing within a reasonable range, then the ball will go directly to that man. The `reasonable range' will vary however, depending on the player's own passing skill.

Shooting.

The second type of kick available is the shot. This is quite a versatile type of kick, and may be executed with many varying heights and degree of power and swerve.

The shot is achieved by holding down the joystick button for a little longer than a single tap. The strength of the shot is determined by holding the button down for varying amounts of time, and releasing. Once full shot power is realised, the player will automatically kick the ball.

Whilst the joystick button is being held down, the height and swerve of the shot may be altered. This is achieved by moving the joystick into a new position before the shot is released, as follows:-

To alter the height of the shot simply hold the joystick in the opposite direction to the player's movement, until the shot is made. The player will continue to move in the requested direction. Following the release of the ball, the player has a short amount of time in which to vary the height, by either releasing or maintaining the joystick direction. The longer the hold, the higher the shot will be.

The swerve of the shot is applied in a similar way to the height, with the difference being that the joystick direction should be moved to the left or right of the players direction of movement, until the shot is made. The player will continue to move in the requested direction. Following the release of the ball, the player has a short amount of time in which to vary the amount of swerve, by either releasing or maintaining the joystick direction. The longer the hold, the more swerve will be applied. The amount also varies depending on the player's ball control abilities.

Note that both styles of after-touch may be applied simultaneously, by moving the joystick into the diagonal positions.

Whilst the controlled player is not in possession of the ball, a press of the joystick button will have varying effects:-

Volleying.

If the ball passes your player at a below-waste height, then a press of the joystick button will result in a volley shot, providing he is close enough to make contact.

Heading.

If the ball passes your player at head height or above, then a press of the joystick button will result in the player jumping to head the ball, providing he is close enough to make contact.

Diving Headers.

If the ball passes your player at around waste height, then a press of the joystick button will result in the player diving to attempt to head the ball, providing he is close enough to make contact.

Slide-Tackle.

The player may be made to slide towards the ball whenever the above criteria are not met. This may be used to tackle the ball from an opposition player, or to reach a free ball in order to knock it over a short distance eg. to score a goal when not in kicking range.

The goalkeeper within the game differs from the outfield players in that he is mostly under computer control. The only time you will take control of the goalkeeper is when you pass the ball back to him, or whilst he is holding the ball. If the ball is passed to the 'keeper by a player from his own team, the rule is that he is not allowed to handle the ball, and therefore becomes under normal player control in order to kick or dribble the ball away. Should the joystick directions be left alone, then the goalkeeper will kick the ball away automatically.

If the 'keeper picks up the ball following a kick from the opposition you must kick or pass the ball, using the same techniques as a normal kick, to apply power, height and swerve.

Free Kicks/Corner Kicks/Penalties/Goal Kicks.

These are all taken in the same way as a normal pass or shot, using the same techniques to apply power, height and swerve.

Throw-ins.

If the ball is kicked out of play beyond the touch-line then the opposite team is awarded a throw-in. To take the throw-in face the player in the desired direction, hold down the joystick button to build up power, and then release.

NOTE: The Joystick Controls above can be applied to the Keyboard Controls, using the same techniques to apply power, height and swerve.

General Features.

Pitch types.

The game contains many different pitch types, which may be selected from within the management section, or given at random throughout a season. These have the following effect on the ball and players:-

Wet pitch: Ball bounce and travel are reduced. Player control is made more difficult, players will occasionally slip and slide, and distance is increased.

Dry pitch: Ball bounce and travel are increased. Player control is unaffected.

Muddy pitch: Ball bounce and travel are vastly reduced.

Frosty pitch: Ball bounce and travel are vastly increased. Players will occasionally slip and slide, and distance is increased.

Normal/Foggy pitches: Standard bounce and travel speeds.

Deflections.

If a shot is hit at a player, the ball may deflect in different ways.

Injuries.

If a player is injured during the match, a message will appear at the base of the screen informing you of the severity of the fact.

Yellow/Red Cards.

Any player who fouls another, risks being shown a yellow or red card. A player shown two yellow cards will also be shown the red card which means he must leave the field, and also serve a suspension. Players shown any card will be given disciplinary points which may be viewed within the STATISTICS option in the Management Section of the game.

Control Keys.

During play, pressing certain keys on the keyboard will have the following effects:-

F1-F4 -	Access Tacti-Grid for the home team. This allows mid-match tactical changes or substitutions to be made. Only works while the ball is out play.
F5-F8 -	Access Tacti-Grid for the away team. Only works while the ball is out of play.
F9-F12 -	Pauses the game. Press again to resume play.
S -	Displays the score. Any figures in brackets represent the first leg score, should the match be the second leg of a cup round. A score panel is automatically displayed whilst the ball is out of play.
CTRL-C -	Aborts the match, and returns to the Management Section.

R-	Action replay. Press again to resume play.

During Action Replay mode, a further set of keys may be pressed for the following effects:-

S -	Toggles speed of replay between slow motion or normal speed.
V -	Toggles viewpoint of replay, front or back.
B -	Holding down this key 'winds back' the replay sequence.
F -	Similarly, this key 'winds forward' the replay sequence.
SPACE -	Cycles view of replay to centre on each player in turn, instead of the ball.

Substitutions.

During play, pressing either key F1-F4 or F5-F8 whilst the ball is out of play will take the player to the Tacti-Grid screen, to allow substitutions or tactical changes to be made. To substitute, select the player you wish to remove from the field by clicking on his name within the TEAM window. His name should highlight within the SQUAD window.

Next, select the player who you wish to bring on to the field in his place, and click on his name within the SUBSTITUTES window. The players will swap positions within the TEAM window, and the player brought off will be 'stippled out'.

Click on the tick icon to return to the match.

Only two substitutions may be made per team, per match. This includes the substitute goalkeeper.