

FOOTBALL MANAGER

for Atari 48K (Requires BASIC)

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FEATURES OF THIS GAME:

- Transfer Market
- Full League Tables
- Injury Problems!
- Save Game Facility
- Promotion and Relegation
- FA Cup Matches
- Managerial Rating
- 4 Divisions
- As Many Seasons As You Like
- Pick Your Team For Each Match
- 7 Skill Levels

Playing Instructions:

LOADING:

Type RUN "C:" and press return

The program will load and run automatically

Follow the onscreen instructions and use the following notes to help you play the game

Part 1 STARTING THE GAME

- You will be given a choice of teams to manage. No matter which team you choose to manage, you will start in Division 4.
- Start at the Beginner's skill level and progress as you become more skilful. The skill levels are: 1. Beginner, 2. Novice, 3. Average, 4. Good, 5. Expert, 6. Super Expert, and 7. Genius.

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.
- 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

Interest on the loan is paid in the weekly bills phase

- Saving the game - follow the onscreen instructions and use a fresh blank cassette to save the game.

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 match is played with a running commentary of the score. The team with the best attributes will often win but there is always a chance of shock results or Grant-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 interest is charged at 1% on your outstanding bank loan.

c) Weekly balance - is the profit or loss for the week.

PHASE 5 BUY PLAYER

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 in order 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.

c) The top 3 teams are promoted, and the bottom 3 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.

LOAD and RUN as normal and answer "Y" when you are asked if you wish to restore a saved game.

Player Attributes

When players are listed, several details are shown.

a) Defender, Midfield player, or Attacker - is indicated by 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 to 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 DOT respectively in the far right hand column. N.B. injured players cannot be selected to play.