

Football Manager 2
Guide and Instructions
by Kevin Toms

INSTRUCTIONS FOR FM2 16 BIT
If you wish to save a game make sure you have a
black formatted disc before you load your
program.

INSTRUCTIONS FOR FM2 8 BIT
If you wish to save a game make sure you have a
black cassette.

LOADING INSTRUCTIONS FOR
FM2 8 BIT
SPECTRUM -3 (Disc) - Type LOAD" now press
RETURN
SPECTRUM +3 (Disc) - Press disc into drive A,
press RESET and then press ENTER.
ANSTRAD (Disc) - Type KEN "FM2" now
press RETURN
ANSTRAD 464 (Tape) - Hold down CTRL and
tap the small ENTER key.
ANSTRAD 4128 (Tape) - Hold down the
SHIFT key and press the 0 key, then type TAPE,
now press RETURN. Type KEN" and then press
RETURN again.

SAVING INSTRUCTIONS FOR FM2
8 BIT
SPECTRUM 48K - Insert black tape into your
tape deck and wind past leader. Set index to 000
if first save. Please keep a note of the index
numbers so as not to erase a previously saved
game.
Now press PLAY and record on your tape deck.
Select file number (0 to 9) and press FIRE.
Please be careful that you don't overwrite the
program or any previously saved file.
Please leave a 10 second gap between each FM2
file.

THE NEW GAME
Football Manager 2 is not just an improvement on
Football Manager 1 - it is a complete re-write.
FM2 contains many improvements on FM1 yet still contains the basic
ingredients that made FM1 one of the biggest selling home computer
games ever.

I have completely redesigned the graphics match action and the
tactics of team selection. Your team now plays to the style and
formation that you select and you can actually watch and assess the
performance of your individual players. There is skilled passing,
tackling, crosses, lobbs into the net, diving goalkeeper saves, close
marking, close passing play, kick-and-rush - in fact an infinite variety
of action. There are even Action Replays on 16 bit machine versions.
Tactical changes include man to man marking, choice of formations
and substitutions.
Other enhancements include League Cup matches, full 92 team league,
Sponsorship, Success points, Goal scorer display, Enhanced transfer
market, Training etc.
There is an endless variety of techniques of playing this game and
I'm sure you will enjoy developing your own Football Management
style.
I have worked very hard over many months to provide you with a
very entertaining game. I hope you have many, many hours of
enjoyment from Football Manager 2.

QUICK START TO PLAYING
To get the best out of the game you will need to study the following
instructions carefully but to help you get into the game quickly I have
identified some of the instructions between the words "NOTE" and
NOTE END . Reading what is enclosed by these will give you the
basic guide to playing Football Manager 2.

Table with 4 columns: ACTION, JOYSTICK, MOUSE, KEYBOARD. Rows include UP, DOWN, LEFT, RIGHT, FIRE and their corresponding controls.

The use of Joystick, Mouse or Keyboard is dependent on the computer
on which the game is played.
The game uses UP/DOWN/LEFT/RIGHT to select items using the
displayed pointer. FIRE is used to confirm a selection.

TEAM SELECTION CONTROLS
Team selection is carried out over three screens depicting defence,
midfield and attack as follows:-

- 1. The reserve pool slot is at the top of the screen. Pressing FIRE
when pointing to this slot will produce the FIRE TO QUIT message.
When FIRE TO QUIT is displayed -
a) UP/DOWN will scroll through your reserve players and pressing
FIRE again will select one.
b) LEFT/RIGHT will move to the next right or left screen if possible.
c) FIRE again will end team selection if 11 players have been picked.
2. Moving the pointer to an empty slot and pressing FIRE will transfer
the reserve player displayed at the top of the screen to that slot.
4. Pressing FIRE on a slot that contains a player selected will transfer
him back to the reserves.
5. When team selection ends you will be allowed to select two
substitutes by scrolling UP/DOWN through your reserves and
pressing FIRE to select.
6. At half-time you will be able to alter your team and bring on
substitutes.
7. Note that display slots are placed over the actual areas of the pitch
that each individual player will cover in your team formation.

PLAYING GUIDE
At the start of the game you will be able to choose your team.

Sponsorship
At the start of each season you will be offered sponsorship. The
maximum is 50,000 per division (i.e. Division 1 = 200,000). If you reject
a sponsor the chances of another offer depend on your managerial
rating (MR). A MR of 100 will give you a 75% chance of another offer
whilst a MR of 50 will give you a 50% chance. If your MR is 25% or
less you will get no more offers.
Then choose your skill level: start at 1 until you gain experience and
playing skill. The higher levels help you to maintain a challenge in
playing the game.
Playing skill. The higher levels help you to maintain a challenge in
playing the game. The higher levels help you to maintain a challenge in
playing the game.

The Match
(see Team Selection Controls for details of how to pick the team).

1. Team Display
This is shown in three sections for your Defence, Midfield and Attack.
Each team is shown with the players in their playing positions. The
four paired slots on each screen show the man-to-man marking of
players. That is players in slots horizontally next to each other on a
screen will mark each other during the match action.
The slot at the top of the screen contains your reserve players and can
be rolled through to select them.

2. Playing Skill
(see Player attributes)

***** NOTE *****

The skill of individual players affects the match action significantly.
In the man-to-man marking, players with higher skill will tackle more
effectively and dribble the ball more successfully past opponents of
lesser skill.

For each half of the match, all of the players in the twelve marking
zones are compared with their opposing players and, with a random
factor thrown in, the highest value player will start a new playing
action sequence in possession of the ball. If the difference between
the two players is close, no action sequence will occur. Thus you can
influence the whereabouts of the start of attacks and the likely number
of them by the way you match the skill of your players up against the
opponents with the man-to-man marking.
N.B. If the marking players are close in skill they will probably
neutralise each other. If the skills are significantly different, the highest
will probably win and start an attack with the ball at his feet. A player
marking free space will probably start an attack from there, as the
game treats him as marking a skill rating 7 player.
Players playing out of position, e.g. a Defender playing in Midfield
will play as if they have a skill rating of only 2.

***** NOTE END *****

The goalkeeper's skill is a measure of his ability to save shots.

3. Formation
There are twelve possible zones in which you can place your outfield
players. These are depicted by the four playing slots for outfield
players on each of the three team selection screens. Thus you can
play in many formations i.e. 4-3-3, 4-4-2, 4-2-4 etc. Since your team
will play in the positions you choose you can decide to play defensively,
attacking, with wingers, down the middle or however you wish.

***** NOTE *****

The team selection slots are directly over the area of the pitch which
the player in that slot will play when the action starts. Any player in
the horizontally adjacent slot will mark him during play and will play
in the same zone. Players will also cover areas of the pitch next to
their own if there is no player covering that area. Note that this zoning
of players allows you to spot the performance of individual players
because you can identify them by their position.

***** NOTE END *****

4. Opponents
The skill of your opponent's players will depend on who you are
playing against. If you progress through the cup you will play more
skillful teams as you advance. Top league teams will also be stronger
opponents than lowly teams.

Fitness
Playing in a match will affect each player's fitness. They will pick up
knocks during play and may be injured.

6. Full Team
You must pick eleven players before you will be allowed to end team
selection. You will then be required to pick two substitutes. The
substitutes may be brought on and the team formation changed at half
time.

7. Playing Styles
During the Extra Training part of the game, you can modify the playing
style of your team. The effect of this is visible during the match action.
Your team will use close or long passing, or high passes as you have
selected. Note that different opponents will also use varying
styles.

8. The Action
Each half of the match will consist of several action sequences. (See
Playing Skill for details of how each sequence starts). Each sequence
continues until either the ball is out of play, a goal is scored or the
goalkeeper saves a shot.
The match action allows you to see the result of your actions. The
skill of players you have selected and how you have positioned them
will visibly affect what happens!

9. The Home Team
The Home Team will always start the match playing from left to right.

10. Half Time
At Half Time you can bring on substitutes and alter your team
formation. This can be very useful. I'll give you an example:
In one match I noticed that my team was doing badly in midfield and
I was down at half time. I moved one midfielder over to mark the
opponent's most successful midfield player and moved another out to
the wing to give some width to the midfield play. I also moved an
attacker out onto the wing. The extra width in midfield allowed my
team to get round their strong midfield players and my attacking
winger's crosses brought 4 goals in the second half and my team won
4-1.

MATCH RESULTS
After your match either:
a) The other league results and league table will be shown.
b) The result of your cup match shown.

INJURY REPORT
This displays a list of your injured players. Players with a fitness value
less than 50% are injured and unfit to play. Players will accumulate
knocks when playing in matches, and possibly sustain long term
injuries. Players will recover their fitness gradually when rested from
match play.

FINANCE
This shows the profitability of your club. If your club has a negative
bank balance, you will be sacked.

Gate receipts are dependent on who was playing at home. If you are
successful as a team your home receipts will rise. Cup success also
produces high gate receipts.

These screenshots are a part of your Transfer Market trading.

SELL PLAYERS
All of your players are listed during the sell player routine so you can
check your squad. You will be able to sell a player if you wish and
an offer up to his displayed value will be made for him if you do. If
you reject the offer you will have to wait to the following week to try
again. Remember you are paying wages for all players in your squad
even if they are not picked to play. Also if you have less than thirteen
players you cannot make up a team and matches will be forfeited.

BUY PLAYER
Up to three players will be for sale. You may bid for any of them. The
higher your bid, the more chance of purchase. You may even be able
to buy them for less than their value. The SQUAD TOO BIG message
means you must sell a player before your team will be offered for sale.

EXTRA TRAINING
This feature allows you to modify the way your players pass the ball.
It is an advanced feature and is best left unaltered until you have got
used to the gameplay and watched a lot of matches.
Passing Height allows you to increase/decrease the height of passes.
Basically high passes will produce a Kick and Rush style which can
help to, say, bypass a weak midfield. Low passing will lead to closer
play.
Passing Length allows you to increase/decrease the length of passes.
Short passing will suit a highly skilled team that dribbles well. Long
passing may suit a side with wingers.
The tips on Passing Height and Length above are just a guide and
you will be able to develop your own technique to suit your team and
style of play. You will see the effect of your passing style on the pitch.
If you get the PERFECTED message it means that you have reached
the maximum or minimum length or height and more of the same extra
training will not have an added effect.

THE SEASON
You will play all of the other teams in your division once and play
through the Cups as far as you progress. Promotion and Relegation
at the end of the season is three up three down.

SUCCESS
The aim of the game is to be as successful as possible and try and
win the Treble of League and Two Cups. However the game is
designed to be enjoyable enough for you to play as long as you like.

***** NOTE *****

PLAYER ATTRIBUTES
Players have 5 attributes which are shown on the various displays:
Name - the players name is shown.
Skill - in the ranges 3 to 9. This affects his play during the match. A
player out of position e.g. a defender in attack or a midfield player
playing in goal will play with a skill value of 2.
Fitness - out of 100. This is reduced by playing in a match as the
player receives knocks or injuries. A player who is rested in the
reserves will recover some of his fitness. A player with a fitness value
of less than 50 is too badly injured to play.
Position - G, D, M, A. As follows:-
G Goalkeeper
D Defender
M Midfield Player
A Attacker
These are the players correct playing positions. Note a player playing
out of position is less effective (see Skill above). Playing positions are
easy to identify on the team selection screen. The goalkeeper's slot
is over the goal. Defender's slots are on the same screen as your
goalkeeper. Midfield players slots are shown against the middle pitch
backdrop
value - 30,000 to 360,000. This is directly affected by the player's skill
and the division you are playing in. It will affect his transfer market
purchase and sale price.

***** NOTE END *****

Football Manager 2

ISTRUZIONI PER ALLENATORE 2
ANSTRAD (Disk) - Inserire dischetto nuovo
formato in dischetto nuovo formato nel
gioco. Scegliere numero di file (da 0 a 9)
Premere F1000.
Attenzione a non scegliere lo stesso numero di file
due volte, perché la routine di salvare è di tipo
datario.
SPECTRUM +3 - Come per l'Anstrad Disc.
064 (Cassetta) - Come per lo Spectrum.
064 (Disc) - Come per l'Anstrad Disc.
ISTRUZIONI DI CARICAMENTO
ALLENATORE 2 8 BIT
SPECTRUM 48K - Inserire cassetta vuota nel
regolatore e riavvolgere fino alla testa.
Se si tratta del primo salvataggio, accettare il
contatore. Premere sempre una delle due
opzioni, in modo da non cancellare quanto già
salvato.
Premere poi PLAY o RECORD sul regolatore.
Scegliere un numero di file (da 0 a 9) poi premere
F1000.
Ricordarsi di lasciare un intervallo di 10 secondi
tra ciascuna file.
ANSTRAD (Cassetta) - Inserire una cassetta
vuota e riavvolgere.
Accettare il contatore, se questo è il primo
salvataggio. Premere sempre una delle due
opzioni, in modo da non cancellare quanto già
salvato.
Premere PLAY o RECORD sul regolatore.
Scegliere un numero di file (da 0 a 9) e premere
F1000.
Attenzione a non scrivere su file già salvate.
Lasciare intervallo di 10 secondi tra le file.
ISTRUZIONI SALVATAGGIO 16 BIT
(Atari ST, Amiga, IBM PC
e COMPATIBLE)
Inserire un dischetto nuovo formato nel
gioco.
Scegliere un numero di file (da 0 a 9) Premere
F1000.
Attenzione a non scegliere due volte lo stesso
numero di file, poiché questa routine è di tipo
datario.

