



FOOTBALL LIMITED

English

MANUAL 1

Configuration / Installation

INSTALLATION	2
THE FIRST SEASON	3
THE OPTION SCREEN	3
SELECTING A CLUB AND MANAGER	5
INFORMATION ABOUT WINNERS AND CUP COMPETITORS	6
THE MAIN MENU	6
THE TEAM	9
THE START OF THE SEASON: BEFORE THE FIRST MATCH	11
PREPARING FOR THE FIRST OPPONENT	12
FINAL PREPARATIONS	16
THE CHARITY SHIELD	17
THE FIRST MATCH	17
OPTIONS	18
THE SPORTS REPORT	19
BUYING A NEW PLAYER	20
THE POCKET CALCULATOR	21
A SHORT PROVISIONAL APPRAISAL	21
THE EDITOR PROGRAM	22

CONFIGURATION

For Football Ltd to operate properly on your PC the following equipment should be available:

- * 386 SX or higher
- * Hard disk with at least 5MB free
- * Double Speed CD ROM drive (or better)
- * MPC Level 2
- * At least 4 MB RAM
- * VGA graphics card (colour)
- * Mouse and mouse driver (Microsoft compatible)
- * MS-DOS 5.0 or higher
- * MSCDEX 2.1 or higher
- * Optional: soundblaster card

Football Ltd supports soundblaster compatible sound cards. If no sound card is installed you may still play Football Ltd, but without any music and sound effects.

INSTALLATION

Before you can play Football Ltd you must install the program on your hard disk as the files on disk only contain packaged files. The PC version of Football Ltd can therefore only be played from the hard disk and not from the CD ROM. To install the program first of all start up your PC. Insert the CD into the CD drive (D).

Using the command

D: <ENTER>

switch to the CD drive (in our example drive D).

Then enter the install command:

INSTALL<ENTER>

The installation program then starts and is self-explanatory. Simply follow the on-screen instructions. Once installation has been successfully completed you will have an FL directory on your hard disk.

STARTING UP THE PROGRAM

Using the DOS command CD switch to the FL directory and start the program by typing FLTD

Example: CD FLTD <ENTER>
 GO <ENTER>

TECHNICAL SUPPORT

If you have any problems running or playing this game, please contact us either by fax or telephone. The line is open from 10.00 am to 7 pm every weekday (except Bank Holidays) and from 10.00 am to 2 pm on Saturdays. The fax is available 24 hours a day. Telephone: 0161 839 0999. Fax: 0161 839 0997.

THE FIRST SEASON

FL offers a huge variety of options intended to provide a committed player with the finest of tools with which he can shape the skill of his club and his team. If, as a beginner, you wish to begin at the highest complexity level in the management business, you will soon find yourself hopelessly bogged down. For this reason the game has been designed to make things simpler and the following entry level instructions describe the course of a simple first season.

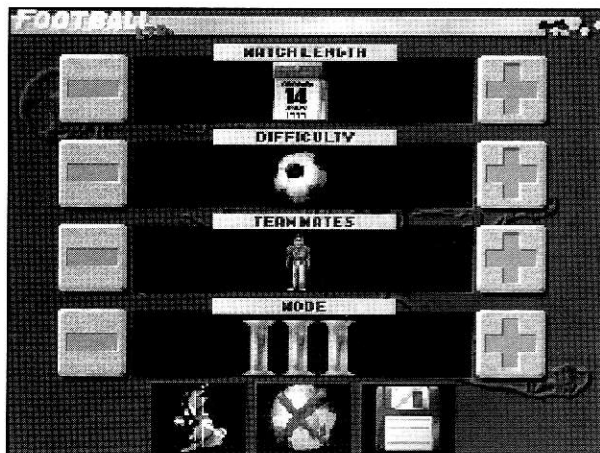
All the text printed in *italics* represents recommendations. We suggest that you observe these recommendations as they will considerably facilitate your entry into the game.

THE OPTION SCREEN

After starting up FL and the title screen, the option screen appears, containing seven options that are important for starting the game.

To change the values click the left mouse button on either the plus/minus fields or on the symbols.

Read from top to bottom and from left to right, the options are as follows:



1. Duration of Game:

Determine how many football seasons you want to play consecutively. The selection ranges from one to an infinite number of seasons.

Selecting one season (calendar symbol) ought to be sufficient to begin with.

2. Level of Difficulty:

The spectrum ranges from one to ten. To start with we only want to play football so select difficulty level one. This means you will have a constant capital of £25 million available, which saves you all bank transactions,

share speculations and other financial wheeling and dealing.

3. Number of Players

It would be best to start with a single test run so set the number of players to one person.

4. Mode (complexity level)

In addition to the level of difficulty, the function scope of the game can also be set. One represents the most basic application of the game. Level two adds a greater scope whilst level three represents all the possibilities of Football Ltd. Although level 1 would be appropriate for a first play it is equally useful to get to grips with the full capabilities of Football Ltd so select level 3.

5. Premier Mode

This is, so to speak, an exit button. Click on it once and a cross appears. However, as we are not playing exclusively internationally, this option should remain switched on.

6. World Cup Mode

If the World Cup option entices you, even at this early stage, don't give in! Switch it off as it will unnecessarily complicate the game at this entry level.

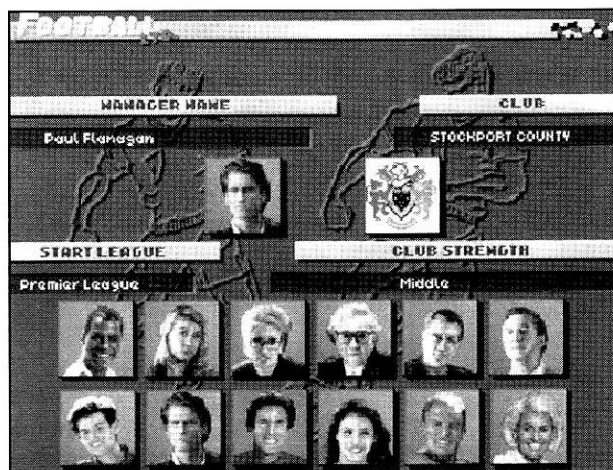
7. Load and Save

The function that speaks for itself. You can save your current states of play and reload them at a later stage. Once you have selected all the settings in points 1 to 6 properly, your screen should look like the one shown above.

To continue click the right mouse button.

SELECTING A CLUB AND MANAGER

After clicking the right button the screen page is reached allowing you to choose a name for your baby.



1. MANAGER NAME

Enter the name that will identify you as the new manager. Any name will do, so be imaginative.

Click the left button on the name field and enter the required name, followed by <ENTER>.

2. CLUB SELECTION

Here we encounter one of the multi-level possibilities of FL. You can choose your favourite team, which does not necessarily have to be in the Premier League. FL offers you the original clubs from the five highest English leagues, as well as a number of other traditional clubs. Click on one of the club emblems and a red tick shows which club you have selected. Exit the club selection option by clicking on the right button.

3. STARTING LEAGUE

Select which league you wish your club to start in. You can, if you want, start with Arsenal in the Premier League or with Nottingham Forest in the first division. However, in order to keep things professional and with the necessary motivation, we recommend that you select the Premier League as the starting league.

4. CLUB STRENGTH

Here you can determine how strong your club is to be compared with the competing clubs in the selected league.

Select the upper third for club strength in order to increase tension.

5. MANAGER PORTRAIT

Depending on your taste, you can select a good-looking, intelligent-looking or aggressive-looking portrait. Click on the manager portrait of your choice.

By again clicking on the right button, a dialogue box appears in which you are asked to confirm your settings. By clicking on "yes" the actual game starts. You cannot now change your settings - unless you start the game again.

INFORMATION ABOUT WINNERS AND CUP COMPETITORS

Before the game really gets under way, three consecutive screen pages will inform you which teams will appear additionally in the European competitions during the coming season. You will see the draw for the FA and UEFA cups live with your team being represented. Clicking once on the mouse will interrupt the live draw.

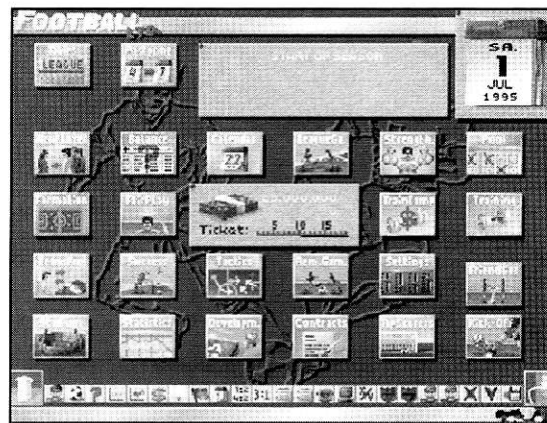
Click on the right button to scroll through the individual displays.

NEWS

We are again briefly interrupted, but (hopefully) with good news. Usually there is a message about how many season tickets have been bought before the start of the season. If you are playing a higher difficulty level, this will noticeably benefit the club's coffers. However, for now it is unimportant as you have over £25 million available.

Click on the right button to access the main menu.

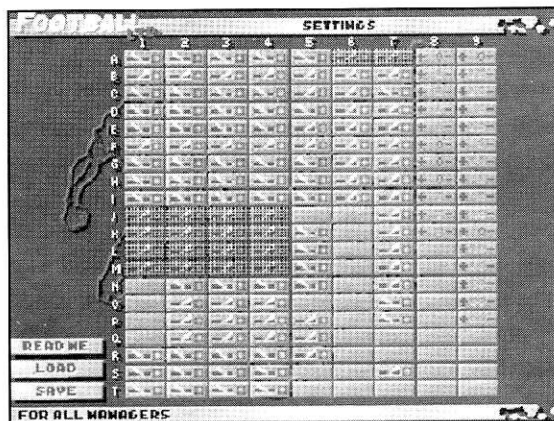
THE MAIN MENU



Now we're ready and the game may begin. What you see in front of you now should be the main menu, the part of the game from which the various options branch out in all possible directions: training camps, game operation, tables, statistics, banking business, stadium construction and so on. If you touch the bottom edge of the screen with the mouse pointer there are further options, but these will only serve to confuse at this stage and so we will only use a few of the most important. First of all some basic, but vital, settings should be operated within these options.

THE "SETTINGS" FUNCTION

Look for the icon labelled "Settings" and click on it.



On the left there are letters, with numbers at the top. As in a table, you can read off the switch designations here. To help, the current switch designation is indicated at the bottom right of the field when you move the mouse pointer over the switch table.

FL has a very large number of very different options which can be easily controlled from this one screen. This saves you having to search around to switch on a particular function in some sub-sub-submenu. For the setting switches you can see here, there is a table explaining all the functions in manual 2 "Description of the Functions".

Note:

The table OVERVIEW OF SETTINGS SWITCHES can also be found on the folding card included with the game.

If you want to, have a look at it to get an idea of the meaning of the various switches. However, for our purposes you do not need to remember any of it. We will deal with all the important matters here and now. Please look for the following switches and set them to the following values, if necessary, by clicking on the mouse.

No.	Value	Function	No.	Value	Function
A1	ON	After a day's play the updated Premier League table is shown	E5	ON	Main switch for broadcasting matches.
A2	ON	During the day's play the half-time table is shown at half-time.	F1	ON	Drawing of FA cup matches.
A3	ON	After the day's play all the player results are shown.	F2	ON	Half-time results of FA cup matches.
A4	ON	The results of the day's play are shown on the sports reports	F3	ON	Final results of FA cup matches.
A9	10	Interval duration (interval between individual play minutes)	F4	ON	Showing of FA cup matches on the sports report.
B5	ON	Switching on of reality mode, real-time calculation of all game moves	F5	ON	Yellow cards shown.
B9	20	Duration of screen display in the event of a scored goal.	F7	ON	Switching on of results table in the sports report.
C9	20	Duration of screen display in the event of a missed opportunity.	G5	OFF	No waiting for a mouse click after a chance in the game.
			G7	ON	"Team of the day" shown on the sports report.

No.	Value	Function
H5	ON	The computer waits for a mouse click after the game before continuing.
I5	OFF	No waiting for a mouse click after the goalkeeper animation.
O2	ON	Display of half-time results of postponed matches.

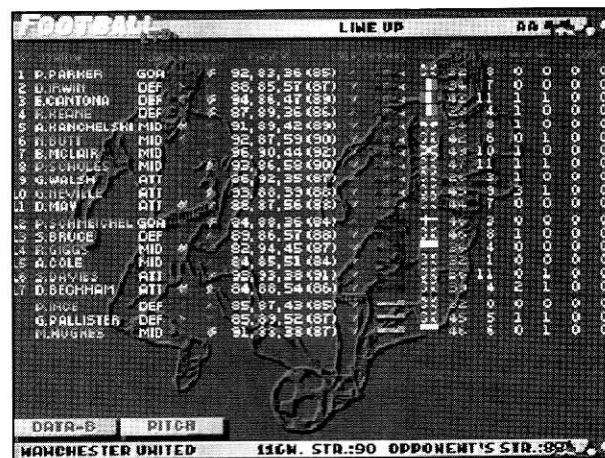
That's it. FL is now set for a number of useful and sensible functions. By clicking on the right mouse button you can now exit the settings menu.

Also: these settings are saved along with the current game. You can however save them separately in order to have your favourite settings ready at all times.

THE TEAM

You are now the manager of your favourite team and have placed in it in the league with the FL set up to have everything you need ready for a successful season. However, one thing is missing: acquaintance with your team of players. This is of course elementary and is easily dealt with.

Click on the "Formation" icon.



The screenshot shows the 'LINE UP' screen for Manchester United. It lists 17 players with their positions, numbers, and various statistics. The players are arranged in a formation that roughly corresponds to a 4-4-2. The statistics include goals, assists, and other performance metrics.

Player	Pos	Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6	Stat 7	Stat 8	Stat 9	Stat 10
1. P. PARKER	GOAL	92	83	26	(85)	0	0	0	0	0	0
2. D. FARR	DEF	88	85	57	(87)	0	0	0	0	0	0
3. E. CANTONA	DEF	94	88	47	(89)	0	0	0	0	0	0
4. R. REAGAN	DEF	87	89	36	(86)	0	0	0	0	0	0
5. A. HANCOCK	MID	91	89	42	(89)	0	0	0	0	0	0
6. N. BUTT	MID	92	87	59	(90)	0	0	0	0	0	0
7. B. MCLELLAN	MID	95	90	44	(92)	0	0	0	0	0	0
8. P. COULDES	MID	92	86	59	(90)	0	0	0	0	0	0
9. G. WALSH	ATT	86	92	38	(87)	0	0	0	0	0	0
10. A. NEVILLE	ATT	93	88	39	(88)	0	0	0	0	0	0
11. D. MAY	ATT	88	87	56	(88)	0	0	0	0	0	0
12. P. VERHELDEL	GOAL	84	88	26	(84)	0	0	0	0	0	0
13. S. BRUCE	DEF	89	86	57	(88)	0	0	0	0	0	0
14. R. GIGGS	MID	82	94	45	(87)	0	0	0	0	0	0
15. A. COLE	MID	84	85	51	(84)	0	0	0	0	0	0
16. S. CHARLES	ATT	82	93	38	(81)	0	0	0	0	0	0
17. D. BECHHAM	ATT	84	88	54	(85)	0	0	0	0	0	0
18. J. KINGS	DEF	85	87	43	(85)	0	0	0	0	0	0
19. G. PALLISTER	DEF	85	87	52	(87)	0	0	0	0	0	0
20. M. HUGHES	MID	91	88	38	(87)	0	0	0	0	0	0

At the bottom, it says: DATA-B PITCH MANCHESTER UNITED 11GM. STR.:90 OPPONENT'S STR.:89

An overview appears from which you can familiarise yourself with your team's attributes which are set out, left to right, as follows:

1. The player's number.

For the sake of the games orientation in the game this is initially in chronological order. Only in encounters, i.e. substitutions, do the players keep the back numbers allocated before the game.

2. Player's name.

3. The tactical position of the player
(goalkeeper / defender / mid-field / forward).

4. Spatial tendency of the player on the pitch.
A diamond means that the player is a typical man for the middle of the pitch, arrows to the right or left denote players who would be better playing on the right or left. An outside left forward who always kicks with his left foot would be a man with two arrows to the left.

5. D/A.
This assesses the defensive / attacking tendency of the individual players. Two arrows pointing down indicate a players with strengths in defensive positions, one arrow up would mean that this man is better orientated towards opponents, i.e. to the front.

6. C/T/F.
These figures represent the current state of the player in terms of condition, technique and fitness - with marks out of 100. In brackets there is then an overall assessment, which is not the average of the previous values, but a specific weighting thereof.

7. TD/Status/HC/Exh.
These four points denote the following: TD shows the

trend which increases or falls depending on the overall constitution of the player. Using one of three different symbols, Status shows whether the player is fit and on the pitch, whether he is on the substitute bench, or whether he is currently sick. HC denotes the home country and shows the player's national flag. Exh means exhaustion and indicates the player's current level of exhaustion ranging from one (low exhaustion) to one hundred (high exhaustion).

8. Gm/G/PA/YL/RL
These points reflect how many games a team member has played this season, how many goals he has scored, how many balls he has laid onto goal and the number of yellow and red cards he has been awarded in the current season.

Clicking on the field "Data-B" opens the second page of the player data described as follows:

Player	Pos	Age	HT	WT	DOB	HC	TD	Status	HC	Exh	Gm	G	PA	YL	RL
1. P. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
2. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
3. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
4. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
5. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
6. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
7. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
8. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
9. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
10. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
11. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
12. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
13. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
14. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
15. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
16. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
17. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
18. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
19. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0
20. J. PARKER	FW	21	175	65	1978	ENG	100	1	0	0	0	0	0	0	0

9. Age

Requires no further explanation - we are all subject to this phenomenon and have a reasonable impression of its effects!

10. TS/S/SS/PS/CS/FK/CB

A set of confusing letters which boil down to the following explanations:

TS = Team spirit	CS = Challenge strength
S = Speed	FK = Free kick strength
SS = Shooting strength	CB = Corner ball strength
PS = Passing strength	

There are small containers which symbolise the quality of the player in the individual disciplines and can be filled in four stages.

11. L.gm / Eu.gm / To.gm / To.gls/ To.pb

In order to learn about the most recent glorious deeds in a game right down to the very last detail, there are further headings:

- L.gm (League games)
- Eu.gm (European competition games)
- To.gm (Total games)

To.gls (Total goals)

To.pb (Total placed balls)

To know more about individual players move the pointer to the data line to the right of his name and click the left mouse button. A screen will appear showing, amongst other things, a photograph, insurance sum, salary, loan status.

Remember, this data is to provide you with an impression of your team; we do not want to actually change anything yet.

Now click on the right button to return to the main menu.

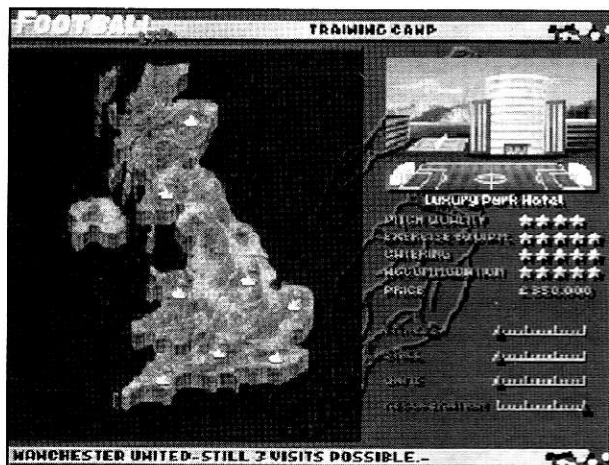
THE START OF THE SEASON:

BEFORE THE FIRST MATCH

Now that we know where the strengths and weaknesses of our men lie, we should spend some time in training before entering the fray.

Look for the "Training Camp" icon and click on it.

On the left you will see England pictured as an appetising cake shape with small flags representing individual training camps. If you move the mouse over them a profile picture of the training camp will appear.



As you can see, the quality of the individual institutions (quality of space, fitness equipment, food and accommodation) varies greatly. This is, of course, reflected in the price. However, an expensive, good training camp promises corresponding effectiveness. As in our test run we always have £25 million available we will not worry about the price and will allow ourselves to choose a decent, mid-priced training camp. Click on the fitness centre crown, set the sliding controls for condition, technique and match to a medium value (the remaining time for relaxation is calculated from this) and confirm your choice with the icon "I'll do it".

PREPARING FOR THE FIRST OPPONENT

Now it's starting to get serious.

The season is about to begin (don't worry, you will spot the precise moment) and we should consider our crusade. The opponent has particular strengths and weaknesses which we should use and take into account wherever possible.

Now click on the "League Games" icon.

GAMES PREMIER LEAGUE		Saturday, 14.10.1995
MIDDLESBROUGH	7. F 55, T 58, F 52, M 44, Q 86	- LIVERPOOL
SOUTHAMPTON	19. M 79, T 78, F 57, M 50, Q 79	- NEWCASTLE
QPR	2. M 82, T 81, F 52, M 40, Q 82	- LEEDS UNITED
MANCHESTER UNITED	18. M 90, T 87, F 48, M 62, Q 90	- BLACKBURN
WIMBLEDON	13. M 81, T 81, F 52, M 60, Q 82	- COVENTRY
BOLTON WANDERERS	16. M 70, T 69, F 50, M 70, Q 71	- ARSENAL
ASTON VILLA	17. M 75, T 74, F 54, M 59, Q 75	- CHELSEA
NOTTINGHAM FOREST	14. M 77, T 76, F 49, M 52, Q 78	- MANCHESTER CITY
WEST HAM UNITED	12. M 71, T 75, F 51, M 74, Q 74	- SHEFFIELD WEDNESDAY
		- EVERTON

This table shows the day's matches (here: the first day) at the top right and bottom left with the day mark. If you want we can take a short excursion into the most interesting options in this table. If you do not feel like it

(it is not absolutely necessary at this stage), simply skip the next paragraph.

As you can see the "Pairings" button is currently switched on and the current day's matches are shown. If, on the other hand, you are interested in when Manchester United is playing Arsenal, for example, click on "Find Match", then on Manchester United and finally on Arsenal. Now you will see on what day these two teams will meet. With "Matches played by ..." you can call up all the matches played by a team (scroll on with the two broad red arrows if the screen is not sufficient for the display). Using the currently available statistics you can give the computer a tip, "Computer Tip", or jump from here to other similar menus such as "Table" and "Strengths".

Your own team is always shown in green. Underneath the team there are five indicated values, such as: Everton C 88, T 87, F 70, M 52, C 93

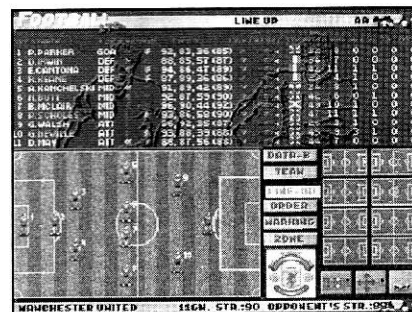
Yes, you already know what this means: Condition (Fitness) 88 out of 100, Technique (Skill) 87, Fitness (Form) 70, Morale (Commitment) 52, and finally a triple shaken (not stirred!), weighted and freshly rolled overall average value, calculated using a secret formula, which reflects the overall strength of the team out of 100 points.

And so off we go! From now on you are asked to prove your skill as a budding top-class manager:

Step 1

- Compare the values of your first opponent with your own and try to assess who would probably be strongest overall.
- If your team is the stronger one you could try using attacking tactics; if it is the other way round it would be advisable to act more defensively.
- Switch to the "Settings" menu in order to determine your general tactics.

Click the "Settings" icon using the right mouse button. In this menu click on the "Pitch" button.



Step 2

Having arrived in the "Pitch" menu, it should briefly be mentioned that you can leaf through the second page of the match data still visible at the top using "Data B", and that you can close the "Pitch" menu with "Team".

It now becomes interesting on the large pitch, on which your eleven warriors can be seen alongside their numbers with the goalkeeper on the left. To the right of the screen there are eight small football pitches, the upper four of which are provided with small dots for the team; the four lower ones are empty.

One of the fields is bordered in yellow and enlarged (situated on the left). FL offers you four pre-prepared and four free standard settings for your team.

We will ignore the free settings for the time being. For the sake of simplicity we will work with the prepared ones.

From the four prepared settings select those coming closest to your assessment of your offensive or defensive behaviour.

1. (Top left)

Very offensive; with one prong, attacking mid-field; recommended for home matches against weaker opponents.

2. (Top right)

Offensive; two prongs, attacking mid-field; recommended for home matches against equally strong or stronger opponents.

3. (2nd row left)

Slightly defensive; two prongs, mass mid-field, 4 defence; recommended for away matches against weaker or equally strong opponents.

4. (2nd row right)

Very defensive; one prong, held-back mid-field and mass defence; recommended for away matches against strong opponents.

If, despite being new, you wish to try your own settings, then nothing is in your way. You can change any of the 4 prepared settings at will. Once this is accomplished hold down the left mouse button on a free space until the setting of the previously bordered field are copied to this free space. Just try it out for a bit. For full details you will have to refer to manual 2.

We are assuming here that you will first of all continue and want to play a "real" match as soon as possible. Right click to return to the main menu. Now click on the "Tactics" icon.



Step 3

You are now in the Tactics menu with its pretty school table. After the explanation of the individual points we recommend a standard setting. If you want to start actually "fiddling about" just now, you can vary these settings. However, to do this it is necessary to know the strengths and weakness of the opponent precisely.

a) Pitch top left

Here you can, to a certain extent at least, determine the pitch orientation of your team. This is done in four stages (just click...) with the arrows becoming longer to the front or the rear.

Thus: if the arrows are long to the rear, your men will always run quickly and purposefully back if they are not on the ball. Long arrows towards to the opponent indicate an advancing team, shifting play into the opponent's half.

Recommendation: a medium value

b) Small pitch in the middle

Off-side trap. Mastering the off-side trap is an art and can be disastrous if it does not work. Take care! Only use against inferior opponents.

Recommendation: switch off the off-side trap.

c) Small pitch right

Fore-checking. Here you can choose whether your own team "lets the opponent come normally" or whether it will attack early and thus tie up its mid-field game. Fore-checking requires an effort and can open up spaces for the opponent. Care is needed here too. Use only against weak teams and those with weaknesses in mid-field.

Recommendation: switch off fore-checking.

d) Large pitch bottom

Pass length, goal shooting distance and outside forward use. You have three difficult decisions to make. How precise are my team's passes, how good is the opponents defence, and do I have strong kicking mid-field players or only single-challenge forwards? Fast, extreme outside left forwards justify clear flank changes, a lively, small mid-field forward would rather have passes through the middle.

Recommendation: set all three to a medium setting.

e) Important..

By repeatedly clicking on this word, it acquires up to eleven exclamation marks. The more you click the more purposefully (and therefore harder) your team will play. This requires energy and can also mean more yellow and red cards.

Recommendation: depends on the match, the referee... use your instincts.

f) The sketched men

Clicking on both selects the option of playing with high or low balls.

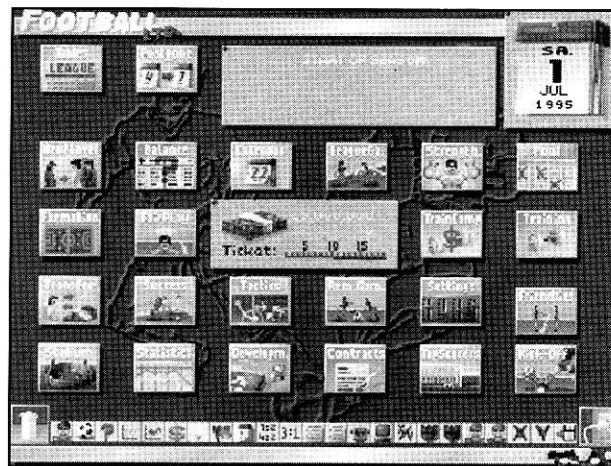
Recommendation: lower balls are usually less risky, unless the opponent is very weak.

Finally a word for those who like to play around with tactics. Here, only a precise study of the opponent will help. Click on "Strengths" and select your opponent from the list. Using the selector button you can find out how good the goalkeeper is, which team is in the best condition, or even view the exact profile of the opponent's left defender in order to find any possible weaknesses. The "Pitch" menu in "Settings" also offers you opportunities to allocate tasks to specific players.

FINAL PREPARATIONS

In order to achieve a good start to the season you should call up three further icons onto the main menu. Perhaps you have already discovered that another icon list appears if you touch the bottom edge of the screen with the mouse (touching it again removes it). If you move over these icons an explanatory text will appear. The following functions have proved to be helpful:

Activate "Bank Balance", "Calendar" and "Type of Game" and "Opponent".



TIP: You can move the individual icons on the screen (by holding down the right mouse button).

You can even open sub-menus (the first three icons at the bottom left of the menu line), and move or gather together certain icons there. All this is saved along with your state of play, and it is possible to save the main menu configuration separately.

Now click on "Kick Off". The next screen only shows the words "Charity Shield" so please click again.

THE CHARITY SHIELD

Well... we're still not quite ready to go! But what can you do if you demand reality! Nevertheless, you have had a quick look at the football stadium, even though a match was being played without teams and in a great hurry. What has happened was the holding of the Charity Shield match; last year's FA cup winners and English Champions playing against each other for the Charity Shield, a matter which did not affect us much at this moment. The winner of the game was announced then back to the main menu with one click, and finally off we go.

Click on "Kick Off" once more, and left click again when the next screen appears.

THE FIRST MATCH

Here we go! The broad circle of the stadium we have just glimpsed appears. The name of the referee for the match

is shown on a blue band right across the pitch and the game now starts.



At the top of the large announcement board the minutes of play are counted off and calculated. If something interesting happens (chances or goals) the blue band is faded out and the players can be seen in action on the pitch. A shot at goal (which the keeper either saves or lets through) is faded into the large announcement board.

The blue band contains up-to-the-minute information about the match showing the teams and their numbers on the pitch (sometimes a team only plays with 10 men),

their yellow and red cards, goals scored so far, the size of the crowd, the temperature and the weather.

OPTIONS

You now have the opportunity of becoming involved in the match events if you wish. There follows a short overview of the functions:

- a) Button P = Pause on/off
- b) Right click on own club name: jump to the tactics menu with the option of changing the settings there.
- c) Left click on own club name: jump to set up menu, with simultaneous blinding in of the "pitch".
- d) Click on the left one of the three press booths, to the left of the announcement board: jump to the "League Matches" overview.
- e) Click on the middle one of the three press booths: jump to the current "League Table".
- f) Click on the right one of the three press booths: jump to the "Settings" menu.

The right mouse button returns you from each of these sub-menus to the game which will subsequently continue.

TIP: Try finding a representation speed in the "Settings" menu which allows you to follow the game without problems. If possible, activate various switches so that after certain events a mouse click has to be awaited before continuing.

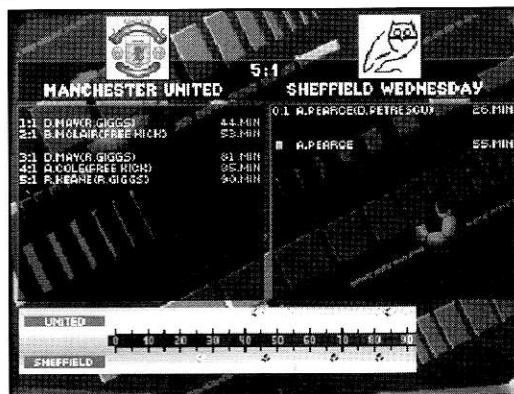
Now observe the distribution of chances, the issuing of yellow and red cards and the current state of play. Using this information you should now be in a position to assess the course of the game more accurately. If you are leading by one goal shortly before the end against a strong team, set your tactics to "defensive" in order to save the result. On the other hand, if you are trailing by two goals and are fighting against relegation, you have nothing more to lose. In this case there is only one thing to do: everyone to the front! In this way you can even cover a dangerous opposing forward, successfully use a fast winger by substitution or react to an over-correct referee by letting your team play less roughly.

Furthermore: Players can be substituted by clicking on the two players (team & reserve) to be interchanged in the set up menu.

And finally the match end. We hope that you have won. If not, then don't blame the boots or the turf...

TIP: If the match has not gone as described here, e.g. you cannot see any figures, goal scenes etc., please recheck the switch settings on the large "Settings" table. As you will no doubt remember, it can be used to activate all the possible representation modes. You can also refer to the table in the technical manual, or the overview card accompanying the game.

THE SPORTS REPORT

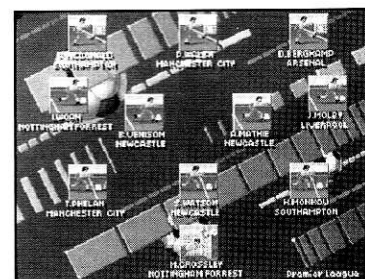


As we have set the fading in of various information within the sports report, we are given a detailed account of the events of the day's play. Click a few times until the first result appears on the screen.

At the top you can see the pairings and the final results. To the left and right the key events are listed chronologically in text form - such as the issuing of a yellow card to player X in the 18th minute, or the 1:0 scored by player Y in the 50th minute.

You will find the same in more detail and in graph form further down. Here the game can be seen as a large cross beam 90 minutes long. At the top and bottom the results are entered for each team: yellow and red cards, goal opportunities, goals and injuries.

Finally the Team of the Day is faded in. From this you can see which player in a future opposing team should be assessed as particularly strong.



AND SO THE SEASON CONTINUES...

You should play a few days like this. In between the FA Cup still to be played for will announce itself. The table will take shape and a number of statistics will be available.

Take enough time between games to study your opponents, to think out your tactics and to look at lists and tables. Every time you click on "Kick Off" (and only then) a new day's play begins. You are therefore not under the pressure of time.

BUYING A NEW PLAYER

It might be that you'll want to look for a new goalkeeper once your keeper has let a totally listless ball through the posts for the third time.

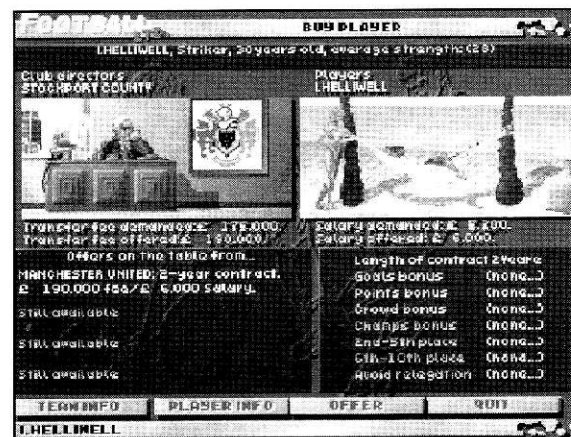
Click on the "Transfer" icon and everything will no doubt soon become clear to you.

On the left you can see your team - essentially the set up menu with all the important information about your players. As you are now looking for a new goalkeeper (the old one has a total form of 10 percent at most!), use the mouse to activate the "GOAL" button underneath the "Transfer Player" window. All the currently available keepers on the transfer market will be displayed.

If you point the mouse at one of them, the cost of the player and the amount you have available appear a little

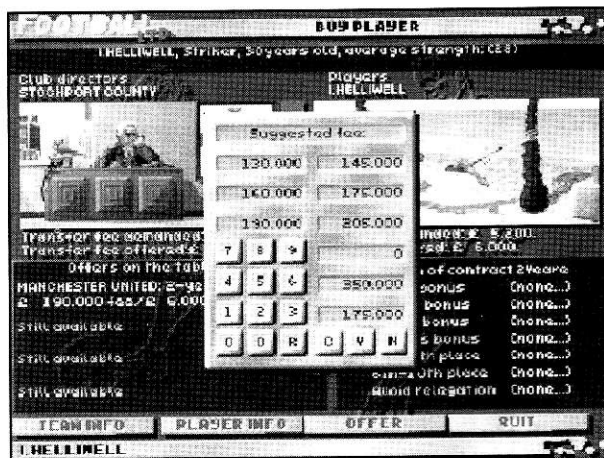
further down (where the stack of money is shown next to your available assets) from where you would actually buy him.

Now click on the player of your choice to mark him and then click on the SELL button (which denotes both buying and selling). A menu then appears in which the player and the management of his current club have to discuss the actual amounts.



Under the pictures the requested sums appear - both of the club and the player himself. If you click on these lines a pocket calculator-type instrument appears on the screen which allows you to enter your offer (the device can be moved about the screen).

THE POCKET CALCULATOR



This tool offers the following features:

a) Top line

Description of the actual transaction.

b) The next 6 small windows

Here you will find six suggestions for sums you could offer, this saves entering separate amounts via the mouse.

c) The 3 windows to the right of the numerical keypad

At the top is the minimum offer, in the middle the highest offer and at the bottom, in red, your currently entered offer.

d) The numerical keypad

Using the mouse you can click on the numbers 0-9 in order to display an offer sum in the bottom window (red).

e) The D, R, C, Y and N keys

D stands for "Delete" and erases the last number of the amount shown in red. R means "Recall" and brings your partner's request back into the entry field. C means "Clear" and deletes the entry. Y stands for "Yes" and N, wait for it, N means "No".

You will then be advised whether your offer has been accepted. If it has, the new player is placed in your "Set Up" enabling you to make him a member of your team.

A SHORT PROVISIONAL APPRAISAL

You have by now come quite a long way. If you have followed and directed your first few days' play calmly and attentively, the pattern on which FL is based will already have become fairly familiar to you.

Don't be afraid of dabbling with all the tables, lists and statistics. You will not alter anything in the game modes and you will acquire a greater understanding. Although only a limited number of possibilities have been described in these entry-level instructions for setting up your team against a special opponent, you will probably already have discovered lots of further functions by yourself. Well, that's it to begin with. You should have successfully entered the game. However, if you think that you already have a competent grasp of the game, move on and study the other manuals in detail over the coming period. FL contains functions and simplifications which you cannot even imagine!

OH YES...

If, despite expectations, you should become tired in the evening (but please only after winning the cup!), you will probably be interested in how the game will provisionally end.

Using the "Save" icon it is possible to save your currently achieved game status. Click on the icon and enter the name of your game and confirm it by clicking on "OK". Finally you have to double click on the "Plug Out" symbol (the symbol that appears at the bottom right when you touch the bottom edge of the screen in the main menu with the mouse pointer).

THE EDITOR PROGRAM

With the editor you can change and update the clubs and several other things in accordance with your requirements.

The Emblem

Either edit the available emblems pixel by pixel, or take it over from an IFF image, drawn with a program such as DPAINT.

The Players' Names

May be freely edited.

The Club Name

Enter the name of your favourite bar club, if it is not already there.

Club Strengths

By entering the current table positions and/or the points/goals from the actual league, the computer calculates the strength of a club and takes this over into Football Ltd. You can therefore always adjust Football Ltd to the current league position in the real football world.

League Structure

The allocation of clubs to the leagues can be freely set.

If a new, real football season starts, the promoted and relegated teams can be easily exchanged.

Strip Colour

With the editor you can allocate individual strip colours (shirt and shorts colour) to each club.

Names of the Country Teams

Can also be edited.

Stadium Names and Referee Names

Can also be entered individually.

© 1995 Software 2000.

NEW SPONSORSHIP
DEAL IN THE OFFING
FOR UNITED

MULTI-MILLION
NEW STAND
PUTS THE BLUES
INTO THE RED!



GUNNERS
LOAD UP
FOR THE
DERBY DOUBLE

COUNTRY'S
CHAIRMAN
RESIGNS

Under growing speculations
of gross mismanagement

FANS INVADE PITCH
AS REDS NOW FACE
RELEGATION



SOFTWARE 2000

ocean

© 1995 SOFTWARE 2000

WE'LL NEVER
SURVIVE THE
FIRST DIVISION"

Rangers' manager
kicks out