

WINTERS LTD.,24 SWANNINGTON CLOSE CANTLEY, DONCASTER.

BIG MATCH FOOTBALL

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THE RULES OF THE GAME ARE AS NORMAL FOOTBALL. IF THE BALL GOES OUT A THROW IN, GOAL KICK OR CORNER IS TAKEN. THE COMPUTER REFEREES.

ONE PLAYER PLAYS THE LEFT TEAM THE OTHER THE RIGHT.

TO SELECT A MAN TO MOVE PRESS HIS NUMBER - LEFT 1, 2 , 3 , 4 or 5, RIGHT 6, 7, 8, 9, 0. TO MOVE THE MAN USE THE KEYS q TO r (LEFT) OR u TO p, AS INDICATED ON SCREEN. THE NO. SHOWS AT TOP OF SCREEN. TO KICK USE a TO g OR h TO enter. EACH KEY GIVES A LONGER KICK. THE SELECTED MAN MUST BE NEXT TO THE BALL TO KICK. TO SUSPEND GAME AND SHOW PLAYER NOS. USE THE t OR y KEYS.

THE PROGRAM IS LOADED WITH THE COMMAND LOAD "f".

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