

PREMIER II

©

For the Amstrad/Commodore 64
& 48K Spectrum

INSTRUCTIONS

A FOOTBALL MANAGEMENT
STRATEGY GAME
FROM

E & J SOFTWARE

A GAME FOR THE AMSTRAD/ COMMODORE 64 & 48K SPECTRUM

LOADING INSTRUCTIONS AMSTRAD

To load PREMIER II press down the CONTROL key and then press the small ENTER key on the Amstrad. If your Amstrad has only one ENTER key then use that one. Then press play on your cassette player.

LOADING INSTRUCTIONS

COMMODORE 64

To load PREMIER II hold the SHIFT key down and press the RUN/STOP key, then press play on your cassette player.

LOADING INSTRUCTIONS

48K SPECTRUM

To load PREMIER II type LOAD"" and press play on your cassette player then ENTER on your Spectrum.

SET UP

At the start of each new game you will be asked to enter your name as Team Manager.

You can then select the Skill level required from 1 to 7 STAR RATING.

IMPORTANT NOTES

You are team number 1. Enter your favourite team as number 1. If your favourite team is already shown in teams 2 to 8 then enter your team as number 1 and change the second entry to another team name.

Your team's MORALE will be affected by the results you achieve. Winning away to a team at the top of the league will improve morale just as losing at home to a lower team may reduce your morale rating.

START GAME

From the main menu you have six options.

PRESS 1: To change player or team name. Then select 1 (change player) or 2 (change team).

PRESS 2: To list your team fixtures or up to date league table.

PRESS 3: To list full squad details of any team in the league. Enter number of team selected. Details given are as follows:-

Type = D efender
M idfield
A ttack

A = Ability F = Form G = Goals

The team Morale is also shown.

No. = Players squad number.

Also shown are the Total Ability, Form Rating, Number of players in the squad and team style (i.e. 4-4-2 or 4-3-3).

PRESS 4: To prepare for the next match. Once you have reached this point you may only return to the main menu after the match.

Prior to team selection you will receive a Pre-Match report which may be good or bad news affecting one of your players.

TEAM SELECTION

You now select the team from the players available in your squad. "P" indicates player selected. After you have picked your team and substitute, your opponents will pick their strongest side.

You will then be shown the Match Programme listing both teams, showing Player's name (or Number), Ability and position.

You will then be shown the team strengths for both sides:

- 1 Morale
- 2 Total ability (Def. Mid. Att.)
- 3 Total FORM rating
- 4 Total GOALS scored
- 5 HOME team advantage

All these factors are based on the players selected and will directly affect the Goal Scoring Ability (GSA) of BOTH sides. Your GSA and your opponents GSA will be rated on a scale of 1 to 6 (highest), and will be displayed immediately before and during the match.

NOTE: THE GSA IS ONLY A GUIDE TO WHICH TEAM IS MORE LIKELY TO SCORE BASED ON CURRENT FORM AND ABILITY. HOWEVER, THERE ARE NO CERTAINTIES IN FOOTBALL!

THE MATCH

You are now ready to KICK OFF!

At half time and midway through the second half you will have the chance to bring on your substitute. After a substitution the GSA for each team will be re-calculated.

At the end of the match the attendance and financial details will be shown. The attendance will vary depending on the current league position of both teams.

Your wages/expenses will also vary depending on the total number of players in your squad as well as their ability. e.g. the wages for players with an ability rating of say 8 or 9 will be higher than for a player rated 3.

PRESS 5: To enter the Transfer Market. Each week you will have the chance to buy and/or sell 1 player.

SELLING - Select the player from your squad you wish to sell and see what offers come in.

BUYING - You may make an approach for any player in the league. Look at the squads of other clubs and note the player/team number before entering the transfer market. (Press 3 for the squad details)

Then make an approach to his club to see if he is available. (Enter team number first and press enter. Then enter the player number and press enter.) If he is, you can then

submit your offer - you will be allowed 3 offers to make the best deal.

Players are valued according to their ability, form and goals scored. When you buy a new player you will need to enter his name under menu selection 1, after first checking his squad number under selection 3.

PRESS 6: For financial breakdown or Save game option. A loan facility is available.

SAVE GAME AMSTRAD

If you wish to save a game, prepare a cassette to record. Press 3 and then start recording, then press "Y". N.B. you can only save a game after 3 matches have been played.

To load a saved game - Load the Master tape as above. Then under Option 6 on the Main Menu press 4. Put your saved game cassette in and press play.

SAVE GAME COMMODORE 64

If you wish to save a game, prepare a cassette to record. Press 3 and then start recording. The game and data will save in approximately 14 minutes.

SAVE GAME 48K SPECTRUM

If you wish to save a game, prepare a cassette to record. Remove the ear socket on your SPECTRUM and press (S) to SAVE. Start recording and then press any key.

END OF SEASON

At the end of each season the following procedure will apply:-

Your full squad details and final league table will be displayed. The ability and form rating of all teams will be re-calculated (with the exception of your own teams ability)

Your performance as Manager will be assessed and action taken if you have failed in any important respect.

If you survive, season ticket sales will be published.

The bottom team will be relegated.

YOU ARE NOW READY FOR A NEW SEASON!

SPECIAL NOTES

Your starting salary will be £20,000. At the end of each season the Directors will increase your salary by an amount relative to your league position. You may also increase your salary by joining another club.
HOW MUCH CAN YOU EARN?

The maximum loan balance you are allowed is £2,000,000. However, if your loan balance exceeds £1,000,000 at the end of a season you will be **SACKED!**

Successful teams near the top of the league may want to hold on to their star players, so you may have more difficulty buying players from these clubs. Of course, the availability of players will vary from week to week. A player that is unavailable one week may be transferred the following week.

PANIC BUTTON

COMMODORE 64. Premier II has been written to avoid accidental crashes. However, if you do manage to crash out then type GOTO 305 and press enter to return to the menu.

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At certain times during the game players may make transfer demands. If you do not accept any of the offers made and keep the player you may find his ability will suffer.

If during the course of any season your team is in the top 3 you may receive an offer of the manager's position with one of the other teams in the league.

If you are interested you will have the opportunity to "visit" the club concerned to review their squad and current league position before making your decision. If you accept you may find that some players form and ability will be affected due to the new management. Some positional changes may also occur.

If you win the PREMIER CHAMPIONSHIP your club will receive a bonus of £500,000.

If at the end of a season you are sacked, you must switch off your machine and re-load the master tape.

IF PLAYING CONTINUOUS SEASONS IT IS RECOMMENDED THAT YOU SAVE THE GAME AFTER EACH 3RD SEASON AND THEN RE-SET YOUR MACHINE. YOU CAN THEN RELOAD YOUR SAVED GAME.

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