

LOADING

Spectrum: Type LOAD" "

Commodore: Press the SHIFT & RUN/STOP keys.

SAVING AND LOADING A SAVED GAME

Spectrum: Prepare a cassette to record the full program and data. Note: YOU CAN ONLY SAVE A GAME AFTER YOU HAVE PLAYED AT LEAST 5 MATCHES. On menu selection KEEP press S to save and then press Play/Record on your cassette player and any key. You will need to Press any key again when the prompt appears on screen. To load a saved game, simply insert your saved game tape and type LOAD"".

Commodore: Prepare a cassette to record the data only. On menu selection KEEP press S to save and then press Play/Record on your cassette player. To load a saved game, first load the master tape as usual. Then under menu selection KEEP press L to load, insert your saved game tape and press Play on your cassette player.

THE GAME

Your objective is to manage a club in one of the 5 major leagues (English, German, Italian, Argentinian or Spanish) and to guide your team to win 3 major titles in one season - The League Champion the League Cup and the World Club Cup.

You start your career in World of Soccer as an "out of work" and inexperienced manager looking for a new club, so you will need to scan the Job Vacancies to see what offers are available for a manager of your status. Your status in world football is measured by your success and the status points you have accumulated. The number of status points you start with will depend on the skill level selected:

SKILL LEVEL 1 (Novice) = 13 status pts.

SKILL LEVEL 2 (Improver) = 11 status pts.

SKILL LEVEL 3 (Good Club Manager) = 9 status pts.

SKILL LEVEL 4 (Top Club Manager) = 7 status pts.

SKILL LEVEL 5 (World Class Manager) = 5 status pts.

OPTIONS MENU

Press the key for the first letter of the option required.

As an "Out of Work" Manager you will only have access to the following options: JOBS - TEAMS - CUP (League Cup Fixtures - only after week 1) - MATCH (Results) - KEEP (Save & Load) - FIXTURES (League Fixtures) and W/CUP (World Club Cup Fixtures - only after week 2).

PRESS J - to review current management vacancies. One new vacancy is available each week. Press the team ref: (A-O) and then Press V to view or R to return. On skill Level 5 you may find that on some weeks there are no clubs willing to offer you a job. It will be harder to change clubs when you still have 2 or 3 years to run on your contract.

You will not be sacked while you are under contract, but if you fail to finish in the top four of the league in your last season, you will be sacked at the end of the season. If you finish in the top four, you will be given a 1 year extension to your contract.

PRESS P - to list your Players & Reserves.

Use Menu Option "EDIT" to enter Player names if required.

Player Details: PLAYER'S REFERENCE: NAME: POSITION: SKILL: FORM: FITNESS: GAMES & GOALS in the current season since your appointment.

Players A-K are your first team. Players L-R are reserves.

Press T to toggle for INJURY & DISCIPLINE details and for the Total GAMES AND GOALS record since your appointment.

The INJURY column lists the number of weeks a player is unavailable.

The DISCIPLINE column lists the number of discipline points. Booking = 3 points. 6 points = match ban.

Press S to SWOP and then press the Ref; (A-R) of the players you wish to swop.

Press a players Ref: (A-R) for full details on his file.

Players Form & Fitness ratings may vary during the game due to injury or loss of form. Players fitness ratings will only improve when they are rested from the team. Form ratings will only improve by playing in the team.

Some younger players may show promise/potential and improve their skill rating by up to 3 points (Max. Skill 9 pts.) Potential ratings: Fair = 1 pt. Good = 2 pts. Strong = 3 pts.

PRESS R to review your next fixture. The graphs show the team strengths for the Goalkeeper, Defence, Midfield and Attack. Your Team also has a rating for Tackling and Passing (T & P) based on the players selected. This Rating can vary from - FAIR, GOOD, or STRONG and will affect the level of possession you achieve in the match.

PRESS S to sell the player in REF: R in your squad.

THE MATCH

The numbers 1, 2 and 3 below the Team names refer to each teams Defence, Midfield and Attack. A highlight on the number 2 indicates that a team is playing to its original team formation (eg. 4-4-2 or 4-3-3 etc.) When the numbers 1 or 3 are highlighted this indicates that a team has strengthened its Defence play (No. 1) or Attacking play (No. 3). Any strengthening of attacking play will be at the expense of the defence, and any strengthening of the defence will weaken the attack.

At any time during the Match you can adjust your team's style of play to strengthen either your attack or defence. To strengthen your attack Press 3. Press 1 to strengthen your defence (Spectrum owners HOLD DOWN the keys until the adjustment is made). Any significant increase in attacking or defensive play will show on the Team graph. Press/Hold Down the T key to review the team graphs.

If necessary, you can achieve a further boost to your attack by toggling from position 3 through the numbers 1, 2 and back to 3 again. Reverse this process (ie. Press 1, then 3, 2 and 1 again) for maximum defensive play. Teams can only make 6 tactical moves during a match. The number of moves available for each team is displayed on the match screen.

The strength of your midfield will be an important factor in the amount of possession you have, and it's up to your forwards to convert this possession into shots at goal and to score goals. Their ability to do this will depend on the strength of your opponents defence and the ability of their goalkeeper.

BUYING A PLAYER

PRESS T from the Main Menu to scout for a Player. Then Press the League Ref: (A-O) and the Team ref: (A-P). Press S to list the squad and then press the Player's ref (A-K). Press O to submit your offer. Remember that some younger players will have potential to improve, but you will be unable to check on their potential until they have joined your squad.

Note: A Player's estimated value will depend on his individual details, the quality of the club he is playing for and the strength of the League.

GENERAL NOTES

To qualify for the World Club Cup you must win your league Championship. Winning the World Club Cup alone will not qualify you to play in the competition the following season.

Manager Status Points are awarded for success in the League and Cup competitions. You will gain status points for finishing in the top four of the league with extra points for winning the league championship and either of the cup competitions. You will lose status points if you finish bottom of the league or in the last 5 positions.

The maximum status points you can earn is limited by the strength of the League you are in.

"Fair" League - maximum status points 10

"Good" League - maximum status points 15

"Strong" League - maximum status points 20

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