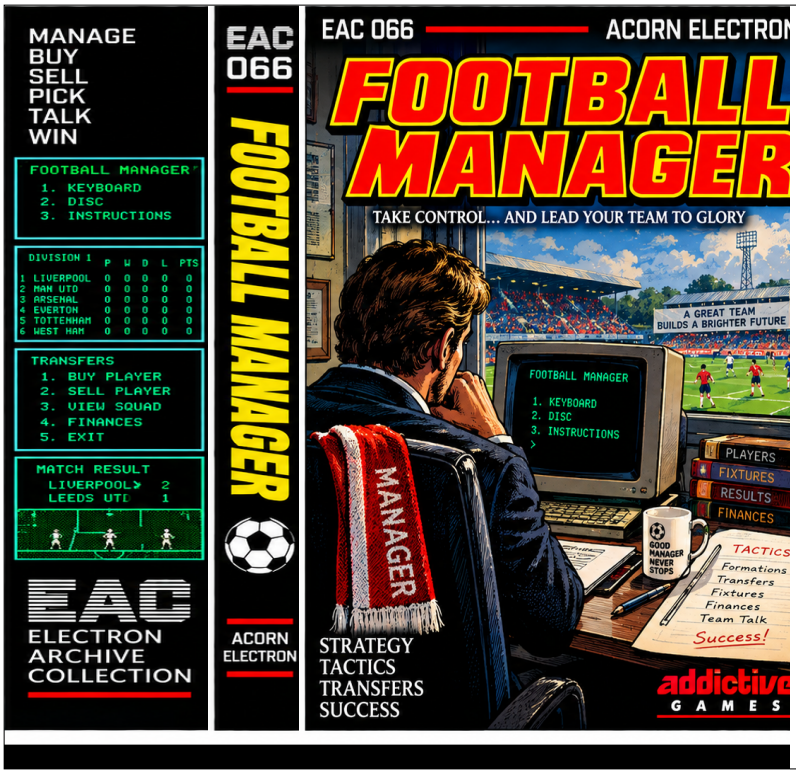


Introduction

Football Manager designed by Kevin Toms. PCW says 'this game is recommended to anyone who has any interest in football'; CRASH an 'amazing engrossing game'. Featuring a transfer market, full league tables, injury problems, a save game feature. promotion and relegation, F.A. Cup Matches, Management rating, four divisions, as many seasons as you like, pick your own team for each match and seven skill levels.

Starting The Game

When Football Manager has loaded. you will be prompted with the question "Do you want a new game?". Press Y unless you want to continue a previously SAVED game.

Team Choice - No matter which team you choose to manage, you will start in Division 4. If your favourite isn't in the 48 included, you can change the team and player names by using the Customiser Utlity.

Skill Level - Start at the Beginner's level and progress as you become more skilful.

The Main Game

This consists of five phases.

Phase 1 - Weekly Options: Sell or List players; Obtain a Loan; Save Game; View Fixture List; Display Division; Switch Sound.

Phase 2 - Playing a Match: You may select your team. Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and a maximum of 20. The match is played with a running commentary of the score.

Phase 3 - Results of a Match: your home gate money increases when you win and decreases when you lose.

Phase 4 - Weekly Bills: details of your income and Expenditure, followed by the Weekly Balance giving your profit or loss for the week.

Phase 5 - Transfer Market: You are given the option of bidding for a player. The more you bid in relation to his value, the greater your chance of purchasing him.

End Of Season

The final league table is displayed. Your League, Cup and Financial Success points are displayed. The top two teams are promoted (except in Division 1), and the bottom two are relegated (except in Division 4) from your division. A new managerial rating is calculated for you depending on your success so far.