Football Manager 2

Guide and Instructions

Press FIRE

Please be careful that you don't select the same file number twice as the SAVE routine is destructive.

SPECTRUM +3 (Disc) - Seving as per America disc service instruction

C64 (Tape) - Saving as per Spectrum saving instructions

C64 (Disc) - Saving as per Anutrad disc saving

LOADING INSTRUCTIONS FOR

LOADING INSTRUCTION IN THE INTERIOR INTE After you have read the message, press your SPACE BAR. New double click your left mouse button on the PMZ icon.

IBM PC AND COMPATIBLES - Insect your due are drive A and turn on your computer.

SAVING INSTRUCTIONS FOR FM2

(Atari ST, Amiga, IBM PC and Compatibles) Place a new formated disc into drive. Select SAVE on management acreeo.

Select file number (0 to 9).

Please FIRE.

Please be careful that you don't polect the same file number (wice as the save routine is destructive.

AMSTRAD (Disc) – Place a new i into drive. Select SAVE on management scre-Select file number (0 to 9)

INSTRUCTIONS FOR FM2 16 BIT

INSTRUCTIONS FOR FM2 8 BIT

LOADING INSTRUCTIONS FOR FM2 8 BIT SPECTRUM 46K - Type LOAD** now press return

SPECTRUM +3 (Disc) - Put disc into drive A. press RESET and then press ENTER. AMSTRAD (Disc) - Type RUN "TM2" now press RETURN.

press RETURN.
AMSTRAD 464 (Tape) — Hold down CTRL and up the small ENTER key:
AMSTRAD 6128 (Tape) — Hold down the SRET RET and press the like key, then type TAPE, how press RETURN. Type BUN* and then press RETURN span.

C64 (Disc) - LOAD "TMT"A,I now press RETURN

CS4 (Tape) - Hold down SHIFT and press the

SAVING INSTRUCTIONS FOR FM2 8 BIT

tage clack and white past means.

Set tage index to 1000 if first serve. Please keep a note of the index numbers so as not to ense a previously saved game.

Now press PLAT and record on your tage decix.

previously saved game.

New press PLAT and record on your tape decile
Select a file number (0 to 9) and press FIRE.

Fissae be careful that you don't overwrise the
program or any previously saved file.

Finase issure a 10 second gap between each FM
file.

Select file number (0 to 9) and press FIRE.
Please be careful that you don't overwrite to
program or any previously saved file.
Please leave a 10 second gap between each File.

Football Manager 2 is not just an improvement on Football Manager 1. – it is a complete re-write.

FMZ contains many improvements on FM1 yet still contains the basic ingredients that made FMI one of the biggest selling home computer games ever.

games ever.

I have completely redesigned the graphics match action and the tactics of team selection. Your team now plays to the style and formation that you select and you can actually watch and assess the performance of your individual players. There is skillful passing, tackling, crosses, lobs into the net, diving goalkeeper saves, close marking, close passing play, kick-and-rush-in fact an infinite variety of action. There are even Action Replays on 16 bit machine versions.

and substitutions.

Other enhancements include League Cup matches, full 92 team league Sponsorship, Success points, Goal scorer display, Enhanced transfer market, Training etc.

There is an encless variety of techniques of playing this game at I'm sure you will enjoy developing your own Football Manageme

I have worked very hard over many months to provide you with a very entertaining game. I hope you have many, many hours of enjoyment from Football Manager 2.

OUICK START TO PLAYING

TO get the best out of the game you will need to study the following instructions carefully but to help you get into the game quickly I have identified some of the instructions between the words "NOTE" and "NOTE IN". Reading what is enclosed by these will give you the basic quide to playing Football Manager 2.

e is controlled using joystick type movements as

ACTION	JOYSTICK	MOUSE	KEYBOARD
UP	UP	UP	0
DOWN	DOWN	DOWN	S
LEFT	LEFT	LEFT	1
RIGHT	RIGHT	RIGHT	P
FIRE	FIRE	BUTTON	RETURN/ENTER

The use of Joystick, Mouse or Keyboard is dependent on the computer on which the game is played.

The game uses UP/DOWN/LEFT/RIGHT to select items using the displayed pointer. FIRE is used to confirm a selection.

TEAM SELECTION CONTROLS

Team selection is carried our midfield and attack as follows The reserve pool slot is at the top of the screen. Pressing FIRE when pointing to this slot will produce the FIRE TO QUIT message.

- when pointing to has snow an produce the FINE TO QUIT message.

 2. When FIRE TO QUIT is displayed—
 a) UPDOWN will scroll through your reserve players and pressing TTRE again will select one.
 b) LEFTRIGET will move to the next right or left screen if possible.
 c) FIRE again will end team selection if 1 players have been picked.
- c) FIRE again will end team selection if 11 players have been picked.
 3. Moving the pointer to an empty slot and pressing FIRE will transfer he reserve player displayed at the top of the screen to that slot.
 4. Pressing FIRE on a let the reserve player displayed at the top. Pressing FIRE on a slot that contains a player selected will transfer him back to the reserves.
- When team selection ends you will be allowed to select two substitutes by scrolling UP/DOWN through your reserves and pressing FIRE to select.
- 6. At half-time you will be able to alter your team and bring on
- Note that display slots are placed over the actual areas of the pitch that each individual player will cover in your team formation.

.....NOTE END.....

PLAYING GUIDE
At the start of the game you will be able to choose your team.

Sponsorship

At the start of each season you will be offered sponsorship. The
maximum is 50,000 per division (i.e. Division 1 = 200,000). If you reject
a sponsor the chances of another offer depend on your managerial
rating (MR). A MR of 100 will give you a 25% chance of another offer
willist at MR of 50 will give you a 50% chance. If your MR is 25% or
less you will get no more offers.

Then choose your skill level: start at I until you gain experience and playing skill. The higher levels help you to maintain a challenge in playing the game playing skill. The higher levels help you to maintain a chauerige in playing skill. The higher levels help you to m

The Match (see Team Selection Controls for details of how to pick the team).

I. Team Display
This is shown in three sections for your Defence, Midfield and Attack.
Each team is shown with the players in their playing positions. The
four paired slots on each screen show the man-to-man marking of
players. That is players in slots horizontally next to each other on a
screen will mark each other during the match action.

The slot at the top of the screen contains your reserve players and can be rolled through to select them.

Z. Playing Skill (see Player attributes)

NOTE The skill of individual players affects the match action significantly. In the man-to-man marking, players with higher skill will tackle more effectively and dribble the ball more successfully past opponents of lesser skill.

lesser skill.

For each half of the match, all of the players in the twelve marking zones are compared with their opposing players and, with a random factor thrown in, the highest value player will start a new playing action sequence in possession of the ball. If the difference between the two players is close, no action sequence will occur. Thus you can influence the whereabouts of the start of attacks and the likely number of them by the way you match the skill of your players up against the opponents with the man-to-man marking.

N. B. If the actions players are close in skill they will probable.

opponents wan the man-to-man maxing.

NB. If the maxing players are close in skill they will probably neutralise each other. If the skills are significantly different, the highest will probably win and start an attack with the ball at the feet. A player marking free space will probably start an attack from there, as the game treats hum as maxing a skill rating 6 beyon.

Players playing out of position, e.g. a Defender playing in Midfield will play as if they have a skill rating of only 2.

.....NOTE END.....

The goalkeeper's skill is a measure of his ability to save shots

3. Formation
There are twelve possible zones in which you can place your outfield players. These are depicted by the four playing slots for outfield players on each of the three team selection screens. Thus you can play in many formations i.e. 4-3-3, 4-2, 4-2-4 etc. Since your team will play in the positions you choose you can decide to play defensivel attacking, with wingers, down the middle or however you wish.

The team selection slots are directly over the area of the pitch which the player in that slot will play when the action starts. Any player in the horizontally adjacent slot will mark him during play and will play in the same zone. Players will also cover areas of the pitch next to their own if there is no player covering that area. Note that this zoning of players allows you to spot the performance of individual players because you can identify them by their position.

.....NOTE END.....

4. Opponents
The skill of your opponent's players will depend on who you are
playing against. If you progress through the cup you will play more
skillful teams as you advance. Top league teams will also be stronger
opponents than lowly teams.

Fitness
Playing in a match will affect each player's fitness. They will pick up knocks during play and may be injured.

6. Full Team You must pick eleven players before you will be allowed to end team selection. You will then be required to pick two substitutes. The substitutes may be brought on and the team formation changed at half

7. Playing Styles
During the Extra Training part of the game, you can modify the playing
style of your team. The effect of this is visible during the match action.
This your team will use close or long passing, or high passes as you
have selected. Note that different opponents will also use varying
styles.

8. The Action Each half of the match will consist of several action sequences. (See Playing Skill for details of how each sequence starts). Each sequence continues until either the ball is out of play, a goal is scored or the goalkeeper saves a shot.

The match action allows you to see the result of your actions. The skill of players you have selected and how you have positioned them will visibly affect what happens!

9. The Home Team
The Home Team will always start the match playing from left to right

10. Half Time
At Half Time you can bring on substitutes and after your team formation. This can be very useful, I'll give you an example: In one match I noticed that my team was doing badly in midfield and I was one down at half time. I moved one midfielder over to mark the opponent's most successful midfield player and moved another out to the wing to give some width to the midfield play. I also moved an attacker out onto the wing. The extra width in midfield allowed my team to get round their strong midfield players and my attacking winger's crosses brought 4 goals in the second half and my team won 4-1.

MATCH RESULTS

a) The other league results and league table will be shown.
 b) The result of your cup match shown.

This displays a list of your injured players. Players with a fitness value less than 50% are injured and unfit to play. Players will accumulat knocks when playing in matches, and possibly sustain long term injuries. Players will recover their fitness gradually when rested from match play.

FINANCE
This shows the profitability of your club. If your club has a negative bank balance, you will be sacked.

Gate receipts are dependent on who was playing at home. If you are successful as a team your home receipts will rise. Cup success also produces high gate receipts.

SELL PLAYENS
All of your players are listed during the sell player routine so you can check your squad. You will be able to sell a player if you wish and an offer up to his displayed value will be made for him if you do. If you reject the offer you will have to wait to the following week to try again. Remember you are paying wages for all players in your squad ween if they are not picked to play. Also if you have less than thrueen players you cannot make up a team and matches will be forfeited.

BUY FLATER

Up to three players will be for sale. You may bid for any of them. The higher your bid, the more chance of purchase. You may even be able to buy them for less than their value. The SQUAD TOO BIG message means you must sell a player before any more will be offered for sale.

EXTRA TRAINING

EXTRA TRAINING

This feature allows you to modify the way your players pass the ball. It is an advanced feature and is best left unaltered until you have got used to the gameplay and watched a lot of matches.

Passing Height allows you to increase/decrease the height of passes. Basically high passes will produce a Kick and Rush style which can help to, say, bypass a weak midfield. Low passing will lead to closer.

play. Passing Length allows you to increase decrease the length of passes. Short passing will suit a highly skilled team that dribbles well. Long passing may suit a side with wingers of the tips on Passing Height and Length above are just a guide and you will be able to develop your own technique to suit your team and style of play. You will see the effect of your passing style on the pitch. If you get the PERFECTED message it means that you have reached the maximum or minimum length or height and more of the same extra training will not have an added effect.

THE SEASON
You will play all of the other teams in your division once and play
through the Cups as far as you progress. Promotion and Relegation
at the end of the season is three up three down.

The aim of the game is to be as successful as possible and try and win the Treble of League and Two Cups. However the game is designed to be enjoyable enough for you to play as long as you like. NOTE

PLAYER ATTRIBUTES
Players have 5 attributes which are shown on the various displays

Players have 5 attributes which are shown on the various displays: Name – the players name is shown. Skill – in the ranges 3 to 9. This affects his play during the match. A player out of position e.g. a defender in attack or a midfield player playing in goal will play with a skill value of 2.

prayer out or position e.g. a defender in attack or a midfield player playing in goal will play with a skill value of 2.

Fitness – out of 100. This is reduced by playing in a match as the player receives knocks or injuries. A player who is rested in the reserves will recover some of his fitness. A player with a fitness value of less than 50 is too badly injured to play.

Position – C, D, M, A. As follows:

G Goalkeeper

D Defender

M Midfield Player

A Attacker

These are the players correct playing positions. Note a player playing out of position is less effective (see Skill above). Playing positions are easy to identify on the team selection screen. The goalkeeper's slot is over the goal. Defender's slots are on the same screen as your goalkeeper. Midfield players alots are shown against the middle pitch backdrop value – 30.000 to 360,000. This is directly affected but he columns.

value - 30,000 to 360,000. This is directly affected by the player's skill and the division you are playing in. It will affect his transfer market purchase and sale price.

NOTE END

Football Manager 2

ISTRUZIONI PER ALLENATORE 2

Qualora si desideri salvare una partita, assicurarsi di disporre di una dischetto formattato vuoto, prima di caricare il programma.

ISTRUZIONI PER ALLENATORE 2

ISTRUZIONI DI CARICAMENTO ALLENATORE 2 8 BIT SPECTRUM 48K – Banece LOAD^{AD} e preme

SPECTRUM 48E - Banere LOAD" e pr RETURN SPECTRUM +1 (Disc) - Inserre dach Drive A. premere RESET e poi ENTER. AMSTRAD (Disc) - Banere RUN "FM premere RETURN.

peemere RITURN.
AMSTRAD 664 (Cassetta) – Tenendo
premuto CT&L battere ENTER minuscolo.
AMSTRAD 6128 (Cassetta) – Tenendo
premuto itanto SEIT, premore 40, quindi batter
TAFE e premere RETURN. Poi battere RUN*e
accora RETURN.

C64 (Disc) - Carloare "FM2",8,1 e premere RETURN

C64 (Cassetta) - Tenendo premzo SHIFT, battere RENISTOP.

ISTRUZIONI PER SALVARE FM2 8

registratore e navvolgere fino alla testa. Se si tratta del primo salvataggio, amerare il contatore. Prendere sempre nota del numero su contatore, in modo da non canoellare quanto giu

IL NUOVO GIOCO L'Allenatore 2, non è solo un ma un completo rifacimento:

una versione potenziata dell'Allenatore 1

Allenatore 2 presenta numerose novità, rispetto alla prima versione ma conserva anche nutte le caratteristiche che hanno fatto di Allenatore 1 un enorme successo di vendite.

I un enorme successo di vendide.

I grafici delle zioni e le statiche di formazione, sono stati
completamente ridisegnati. La nia squadra, adesso, gioca nello stile
e nella formazione scelle da te, e puoi addirittura osservare e giudicare
la prestazione dei singoli giocatori. Ci sono, anche, un'infinità di azioni,
quali passaggi raffinati, contrasti, traversoni, pallonetti in refe, tuffi del
portiere, marcanure ad uomo, passaggi stretti, allunghi. Sulla versione
per macchine a 16 Bit, c'è perfino il Replay

Londone proportie i particologica di chiche i neludone la marcanura del

I cambiamenti apportati nelle tattiche, includono la marcatura ad uomo, la scelta della formazione e le sostituzioni.

Ulteriori apporti sono rappresentati de partite di Coppa, Campionato completo a 92 squadre, Sponsorizzazioni, Funteggi, Tabella marcatori un più ampio Calcio Mercato, Allenamenti, ecc. Ci sono tanti modi per giocare, e siamo certi che ti divertirai a

Scegliere SALVARE mila videata di gestion ce un numero di file (da 0 a 9) Premere

ERM PC E COMPATIBILI – Inserire dischetto nel drive A; e accendere il computer.

ISTRUZIONI SALVATAGGIO 16 BIT

Attenzione a non scegüere lo stesso numero di file due volte, perché la routine di salvare e di tipo

ISTRUZIONI DI CARICAMENTO 16 ATARI ST – Inserre discheto nel drive e accendere il computer. Dopo letto il messaggio premere la BARRA SPAZIATRICE. Quandi premere la BARRA SPAZIATRICE. Quandi

