



TREBLE CHAMPIONS

AMSTRAD CPC



INSTRUCTIONS

LOADING: Press the CONTROL and the Small ENTER Keys Simultaneously. When the Tape stops Press the CAPS LOCK and ENTER Keys (Note: All input should be in Upper Case - Capitals). After Entering your Skill Level (1 - 3 Star Rating) and your Difficulty Level Press ANY KEY to complete Loading.

The Difficulty Level is the Division you Start in. The Top 3 Teams in Divisions 2, 3 and 4 are Promoted and the Bottom 3 in Divisions 1, 2 and 3 are Relegated. Only the Bottom club in Division 4 is relegated to the Non-League Division 5. You must Finish Top in Division 5 to Win Promotion.

You are Team No. 1 - use Menu Option A if you wish to Change the Team Name.

The Object of the Game is to Win the League Championship, the F.A. Cup and the League Cup to become TREBLE CHAMPIONS

THE BASICS

HOW TO PLAY YOUR FIRST MATCH: HOLD DOWN the J Key until your Next Fixture is confirmed. Select your Team and two Substitutes from your First Team Squad of 20 Players. To Select a Player simply Enter his Squad No. When you have selected 11 Players you will be asked 'Final Team Y/N ?'. If you Enter Y, you must then select 2 Substitutes. If you want to change the Team, Enter N and then the Squad No. of the Player to Drop. The No. of Players Picked is displayed at the top of the screen, together with these prompts: P = Pick Player - S = Pick Substitute - D = Drop Player.

The Match Screen shows the Team strengths for you and your opponents together with a running record of MATCH FACTS ie. POSSESSION (this refers to Quality Possession in and around the Penalty Area). SHOTS AT GOAL and GOALS. For further details of this feature see Strategy & Tactics ('THE MATCH').

During the Second Half both you and your opponents can use up to 2 Substitutes. To bring on a Substitute HOLD DOWN the S Key until your Team starts to list. Then Enter the Squad No. of the Player to Come Off and then the Squad No. of the Player to Go On.

TIME MANAGEMENT SYSTEM

Each week you will have only a limited time for Club Management. The number of 'Hours' available is displayed on the Main Menu. Club Manage-

ment Time is adjusted as follows:

SPECIAL TRAINING/COACHING	1-5 Hours (You Select)
NEGOTIATE A LOAN	4 Hours
VIEW OTHER TEAMS	1 Hour per Team
OFFER FOR A PLAYER	2 Hours per Offer

Note: You will need AT LEAST 3 hours to buy a Player. 1 Hour to view the Team and 2 Hours per Offer. You cannot apply for a bank loan if you have less than 4 Hours of Management Time available.

CHANGE NAMES (Menu Option A) - To Change a Team or Player name. You can only Enter a name for a RESERVE after he has been promoted to the First Team Squad (See RESERVE PLAYERS).

MAIN LEAGUE (Menu Option B) - Only after 4 League Matches played.

SQUAD DETAILS (Menu Option C) - Details of your Squad as follows: Squad No. - Player Type (ie Defender, Forward etc) Status (P=Picked - S=Sub. - I=Injured) - Ability (1-9) - Form/Fitness (1-5) - Age - Potential Counter - Injury Report (ie No. of weeks unavailable) - Goals Scored - Appearances. Your Squad comprises 2 Goalkeepers, 8 Defenders, 6 Midfield Players & 4 Forwards.

FINANCE (Menu Option D) - Shows the balance on your current a/c - The Amount outstanding on Loan - The Max. Loan permitted - Current Interest Rates (variable).

NOTE: Interest Charges are due once a week and do not apply to Midweek Matches.

DATA (Main Menu) - This confirms The No. of Seasons Played, Your Skill Level - The Difficulty Level (ie The Division that you Started In) - Your current Division - and the No. of League Matches Played.

OTHER TEAMS (Menu Option E) - To view the Squads of any other Team. (See TRANSFERS-Buying & Selling).

FIXTURE (Menu Option F) - HOLD DOWN the F Key to list your next fixture.

ALL LEAGUES (Menu Option G) - Enter 1-5 To view League tables for any Division.

SAVE/LOAD (Menu Option H) Insert your Saved Game Tape and then Press S to Save and wait for the prompt 'PRESS REC AND PLAY THEN ANY KEY'. The Data will save in two parts. You will need to Press ANY KEY again when you see the second prompt.

LOADING A SAVED GAME: Load the Master Tape as Usual then insert your Saved Game tape. Under Menu Option H Press L to Load and wait for the

prompt "PRESS PLAY the ANY KEY". Press ANY KEY again when you see the second prompt.

TRAIN/COACH - (Menu Option I) - Enter F for Fitness Training or C for Coaching then Enter the No. of Hours 1-5.

Fitness Training applies to the whole Squad. The Form/Fitness Rating for each Team is displayed on the MATCH SCREEN. A Team with a significant Advantage in Fitness is likely to be stronger in the later stages of The Match. Coaching is applied to groups of Players (eg. Defenders, Forwards etc). The Younger Players & Reserves in your Squad may have Potential to Improve their Ability by up to 4 points (eg a Player of 2 Ability may Improve through Coaching to a 6 Ability). All of your Players have a Potential Counter (See Squad Listing) which records the Potential Pts. accumulated through Coaching. When Potential points exceed a Player's current Ability rating his Ability will go up. If after regular Coaching there is no improvement on a Player's Potential Counter, then he has reached his maximum Potential.

GENERAL NOTES

RESERVE PLAYERS: When you SELL a Player his place in the Squad is taken by a RESERVE. Reserves are always Young Players and may have Potential to Improve their Ability (See COACHING). If you improve the Ability of a Reserve Player he is promoted to the First Team Squad and you can then Enter his name under Menu A, and he can be Sold as a Normal Squad Player.

SELLING A PLAYER

After Each League Match you will receive an Offer for one of your Players. If you wish to accept the Offer Enter Y. Enter N if you do not accept the Offer. When you Sell a Player his place in the Squad is taken by a Reserve. You will not receive offers for Reserve Players. You may receive offers for injured Players, but any offers are likely to be well below their normal value.

BUYING A PLAYER

You Can only Buy a Player if you have a RESERVE Player of the same Type (Player type = Goalkeeper, Defender, Midfield, Forward) in your Squad. For Example, If you wish to Buy a Forward, you must first Sell one of your existing Forwards, so that his place is taken by a RESERVE. You can then make an Offer for any Forward from any Team provided that you have AT LEAST 3 Hours of Management time available (See TIME MANAGEMENT).

Find the Player you want using Option E. Enter the Division you want to Scout (1-5) and then the Team No. Press M to look at other Teams in that Division or P and then the Player No. for Details of the Age, Ability Rating (Skill), Form and Estimated Value of a particular Player. If you do not wish to make an Offer for the Player Press R to Return. To make an Offer Press

O and then Enter your Offer. If your Offer is refused you can make a further offer, but only if you have sufficient Management Time available. If you Press O and there is no response then you have either run out of Management Time (try again after your next League Match) or you do not have a RESERVE Player of the same type that you are trying to buy. You Cannot Buy Players after the TRANSFER DEADLINE which is confirmed on the Main Menu.

MIDWEEK MATCHES - Include all F.A. Cup Replays and all League Cup Matches & Replays except the League Cup Final. Note: The Results listing for all Divisions after your Match gives the Results for all Matches played that week, and will sometimes include the Results of Midweek Matches.

STRATEGY & TACTICS - THE MATCH

MATCH/GAME FACTORS - Total Ability for Goalkeeper - Defence - Midfield - Forwards - Home Advantage - Form & Fitness.

HOW TO ASSESS YOUR TEAM'S PERFORMANCE

The Match Screen gives details of the Team Strengths and the MATCH FACTS with a listing of QUALITY POSSESSION AROUND THE PENALTY AREA - The NO. OF SHOTS AT GOAL - and GOALS SCORED.

The Strength of your Midfield will be an important factor in the amount of POSSESSION you have and it is up to your Forwards to create chances & 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.

As Manager you can Select any Team from your Squad and any Formation you wish (eg 4-4-2, 4-3-3 etc), but, whatever formation you choose it is important to select a Balanced Team.

END OF SEASON: After completing your League & Cup programme HOLD DOWN the F or J Key to start the End of Season routine.

MADE IN ENGLAND

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