

WORLD CHAMPIONS

INSTRUCTIONS

LOADING:

SPECTRUM 48/128K- Type LOAD then Press ENTER and Start the Tape.

COMMODORE 64/128K- Press the SHIFT and RUN/STOP Keys Simultaneously

AMSTRAD CPC- Press the CONTROL and ENTER Keys Simultaneously

Skill Levels 1 – 7 (Highest Level = 7)

You are Team No. 1

All Players are given Squad Nos. These Nos. should be used for all actions, ie. Change Name, Pick Team & Substitutions etc.

CHANGE PLAYER NAMES – Screen 1 lists Players 1 – 11
Screen 2 lists Players 12 – 25. Enter Y to Change Names and then the Squad No. of the Player to Change and then Enter the new name.

CHANGE TEAM NAMES – Enter Y to Change a Team name. Enter the Team No. to change and then Enter the new Team name. NB the Nos. on the right of the Team names indicate the Team strength (1 = Fair – 2 = Good – 3 = Strong)

SQUAD DETAILS

T = Player Type (ie Goalkeeper, Defender, Midfield or Attack)

A = Ability 1 – 5 F = Form 1 – 5 C = Caps (No. of International matches previously played) G = Goals (No. of goals scored in the current World Cup campaign)

DISCIPLINE = Sending off 6 pts Booking 3 pts – 6 pts = Match ban.

FIXTURES – At the start of the game you must select 2 Teams for Friendly Home matches. After Qualifying for the Finals you must then select 3 Teams for Tour matches (Away games). Enter the Team No. to Select.

PLAY MATCH – After you have selected your opponents for

your first 2 Friendly Games you can Play your first match. Team Selection Screen 1 lists Players 1 – 11 and Screen 2 lists Players 12 – 25. Press C to choose a Player and then Press P for Player or S for Substitute and then Enter the Player's Squad No. Press D to drop and then Enter the Player's No. Press L to update the No. of Players & Substitutes selected on the display at the top of the screen. You must Select 11 Players and 5 Substitutes. Press Y to list your final Team selection and your Total Team Strengths:

M = Morale E = Experience D = Defence M = Midfield A = Attack F = Form

MORALE – The Morale Rating of your Team (1-9) will depend on your results. For example, a home win against a strong team (strength 3) will improve morale, as will an away win against a weaker side. Defeats will lower team morale.

EXPERIENCE – The Experience rating (1-9) is based on the total No. of caps of the Players selected.

FORM – The Form rating is based on the Total Form of the Players selected.

All these factors will directly affect the Goal Scoring Ability (GSA) of both Teams. The higher your GSA rating the greater your chance of scoring. The GSA ratings are displayed immediately before and during the match.

STRATEGY & TACTICS

Your Players Ability Ratings will vary during your World Cup campaign. For example, after playing 3 matches (ie 3 caps) a Player's Ability rating will increase by 1 (to a max. of 5). These do not have to be consecutive matches and the Players do not have to play a full match. Of course, an injury or loss of confidence and/or form will also affect a player's ability.

By careful Team Selection and the Skilful use of substitutes you can improve the overall Morale of your Team and/or strengthen the Ability Rating of your weaker Players.

You must Finish Top of your Group (Qualifying & Final) to progress in the competition.

NB – You must re-load to start a new game if you are knocked out of the competition and at the end of the game.

SAVE GAME

SPECTRUM 48/128K – Prepare a cassette to record the Full program & Data. Press S to Save and Press PLAY & RECORD on your cassette player, then Press any key.

COMMODORE 64/128K – Prepare a cassette to record the Data only. Press S to Save and then Press PLAY & RECORD. To Load a saved game – Load the Master tape as usual, then insert your saved game and under Menu Selection 6 Press L to Load and then Press PLAY.

AMSTRAD CPC – Prepare a cassette to record the Data only. Press S to Save and then Press PLAY & RECORD and any key. To Load a saved game – Load the Master tape as usual and then insert your saved game tape and under Menu Selection 6 Press L to Load and then Press PLAY.

This program is the copyright of E & J Software and no part may be copied, stored, transmitted or reproduced in any form or by any means, hired or lent without the express permission of E & J Software.

©1987 E & J SOFTWARE



For details of our full range of games please send a S.A.E. to

E & J SOFTWARE 37 Westmoor Road
Enfield Middlesex EN3 7LE