

LEAGUE STRUCTURE - The league consists of four divisions, each containing sixteen teams, giving a total of sixty-four teams in each league. In general, division one clubs will receive higher gates (and thus more cash) than those in division four and will feature in most of the TV games, but that is the only difference between the divisions. At the end of each season, the top three clubs in divisions two, three and four will be promoted, whilst the bottom three clubs from divisions one, two and three are relegated. Each team will play the other fifteen teams in its division twice each season - once at home and once away, giving thirty league matches per team per season. Three points are awarded for a win and one for a draw.

THE S.L.F.A CUP - As well as playing in the league, each team will also take part in the S.L.F.A cup, which takes place over six rounds. The first round of the cup is played on week ten - this is a special week when only the cup matches will be played. From then on, any further cup rounds are played on the same week as a league match - on weeks 17, 20, 24, 28 and the final on week 31 (the last week of the season). Therefore, if your team is still in the cup, you will be playing two matches on those weeks. **NOTE** - There is no extra turn charge for this - also, the same squad is used for BOTH matches (should any player be injured or sent off in the first match (league) then the computer will automatically choose the best replacement for him (if you have one) for the next match). Should a cup match end in a draw, thirty minutes of extra time will then be played, followed by a penalty shoot-out - there are NO replays in the cup and all matches MUST be decided on that week. The cup draw is made on week 1 and every week after a cup round (i.e. weeks 11, 18, 21, 25 and 30). In general, the further you get in the cup, the larger the crowds will be. The final will be played at your league's national stadium and will always attract a huge crowd - the finalists are certain to receive a large cash bonus.

YOUR TEAM - There are many important areas involved in running a successful football club, all of which will be described in more detail in this rulesbook. Note that, as a manager of a 'SOCCER STAR' team, you will also be responsible for balancing your club's books, improving the stadium etc. However, the most important aspect of football management lies in the successful running of a team of professional players.

PLAYERS - At any time it is possible to have a maximum of FIFTY players employed by your club. It is also necessary to keep a MINIMUM of at least eleven players in both your full team and youth squads - fines will be imposed on clubs unable to field full sides. On every turn report, a full list of all players currently employed by your club will be shown, along with their most important details. The list is arranged into full and youth squads and each is again arranged into player positions (i.e. goalkeepers, defenders etc).

PLAYER NAMES AND LD CODES - Players names should consist of both their first AND second names. The full name can consist of no more than 25 characters. Before each player's name, you will also see a four-figure number - this is his identification (LD) code. Whenever you give any orders concerning your own or opposing players, you should ALWAYS give both his name AND LD code.

PLAYER LISTINGS - The player listings which you will receive on every turnsheet will show the following details:-

APPS (Appearances) - Shows the number of appearances this player has made THIS SEASON for this club. Figures in brackets show appearances as a substitute. Therefore, a reading of 10 (2), would show that this player has made 10 full appearances and 2 more as substitute this season. **NOTE** - The computer DOES keep a record of a player's full career appearances, but these are only shown under more detailed player reports.

GCN or GOALS - Shows the number of goals conceded (for keepers) or scored THIS SEASON for this club. Again, full career scoring records ARE recorded, but not shown on this list.

The next five columns show the players' main skills. For keepers, these are POSN (positioning), HAND (handling), REFL (reflexes), AGIL (agility) and CROSS (crosses). For outfield players, the skills are CONT (control), TACK (tackling), PASS (passing), HEAD (heading) and SHOOT (shooting). The following four columns show SPEED, STR (strength), FIT (fitness) and FORM. Under all nine of these columns, a player's current standing in that particular category is shown as a word, giving a rough guide to how well he's doing in that area. These are only rough guides, the computer actually keeps very precise ratings in each area, which may well change regularly. However, since only a rough estimate is shown on the list, any minor changes in a particular area will not be obvious. There are 10 different levels of ability shown on the list - in order, they are ABYS (abysmal), V/PR (very poor), POOR, B/AV (below average), AVER (average), FAIR, GOOD, V/GO (very good), EXCE (excellent) and BRIL (brilliant).

The next heading, (AGGR), shows a player's aggression. This can be either CALM, AVER (average) or WILD.

Next comes the players AGE (this will be increased by one year at the end of every season for every player), then his WAGES. Following this is a heading marked CONCT (contract). This shows how long a player's contract has to run. The figure will show as two numbers (e.g. 1/13), showing first how many seasons and then, how many weeks the contract has left before it expires. The final column is DSP (disciplinary points). DSP's are increased by 3 for every booking and 7 for a sending off - after 21 points the player will be suspended for a week and the club fined £10,000. A player will also be suspended for 2 weeks for a sending off.

PLAYER SKILLS - A player has five main skills, showing his ability to actually use the ball well on the field. These abilities do not change quickly, but through constant practice and training they WILL gradually rise (unless the player is doing badly). These skills are described in detail below. Goalkeeper skills are shown separately below the outfield player skills - the following five descriptions apply to defenders, midfielders and attackers only.

CONTROL - This skill reflects a player's ability to control the ball at his feet, as well as bringing the ball under control from passes and dribbling the ball. This ability is important to all outfield players.

TACKLING - The ability to cause an opponent to lose possession of the ball, or even to gain possession from him. Tackling is the most important rating for a defender, it is also very useful for midfielders, but not particularly important for attackers.

PASSING - The ability to pass the ball, precisely, to a team-mate. Also includes the ability to make crosses into an opponent's penalty area. Passing is most important for midfielders and also very useful, though not absolutely necessary, for defenders and attackers.

HEADING - The ability to win the ball in the air, and head the ball precisely either towards goal, to a team-mate, or away to a safe position. Heading is important to ALL outfield players, especially midfielders, and is used extensively both in attacking AND defending. This skill is most important to midfielders, since they are constantly involved in both attacking AND defending, whereas attackers and defenders mainly stay in their designated areas.

SHOOTING - This skill shows the amount of power and accuracy a player can get behind the ball when striking (with his feet) at goal. Obviously, this skill is extremely important to attackers. It is also very important for midfielders who share a lot of the attacking work, but less important for defenders, who very rarely attempt shots on goal anyway.

GOALKEEPING SKILLS - A goalkeeper is a very specialised player and as such, his five main skills vary immensely from those described above. His other attributes however (described below under **PHYSICAL AND MENTAL ATTRIBUTES**) are identical. The five goalkeeping skills are as follows:-

POSITIONING - Getting into the right position for an incoming shot is almost as important as actually saving it, since it'll subsequently be much easier to save if the goalie's positioning is good.

HANDLING - Getting to the ball is one thing, but actually catching it well, especially when being challenged, or catching cleanly from a powerful shot is another matter. Handling shows a keeper's ability to hold onto the ball in such situations.

REFLEXES - Although not important in all situations, reflex saves can often be the only thing a keeper has left. When a long shot is hit at him, a goalie doesn't need his reflexes at all, but when quick, close shots or even deflections cause the ball to fly at him suddenly, a reflex save can deny a certain goal.

AGILITY - The ability to move quickly and nimbly, in order to reach the ball through jumping and diving is extremely important to a goalkeeper.

CROSSES - Although not important in all situations, the ability to deal with incoming crosses is nevertheless very important to goalkeepers. A good keeper should come out to meet crosses at the right time and catch or clear the ball.

PHYSICAL AND MENTAL ATTRIBUTES - A player's physical and mental state is extremely important to him, no matter how good a player he is. Attributes such as speed, strength, fitness, form, morale, aggression and happiness are all very important.

SPEED - This reflects the player's sprinting speed and will affect all of the above skills (except for goalkeepers whose speed is only important on very rare occasions such as when he is required to rush out to clear a ball). A player with high speed will often be the first to reach a loose ball, or may be able to outrun opponents whilst in possession of the ball.

STRENGTH - A player's physical strength can play an important role as it often affects his ability to resist, or to cause injuries. A weak player may well be prone to many injuries, whilst tougher players should prove more resilient. Equally, a weak player is less likely to injure an opponent than a stronger player. This is only a general rule though, and even the weakest of players could injure a strong player through clumsy tackles etc.

FITNESS - An extremely important factor and also one of the most flexible of ratings - fitness will prove vital to your team's success. Whereas the other abilities are very slow to change, fitness can fall and rise rapidly, depending on the amount of play and training a player gets. It affects ALL other skills during a match, which will drop gradually through-out the game as the player gets more tired. Extremely fit teams will find themselves to be much more effective during the end of games than those with unfit players. Goalkeepers do not tire as quickly as outfield players, therefore fitness is less important to them (though a very low rating could prove a liability). Midfielders use more energy than all other players, therefore they should be fitter.

FORM - A player's current form will drastically affect the way he plays. Match results will have a minor effect on form. Whether or not he plays in a match will also affect a player's form - those who are left out regularly may well lose their touch. A player's morale will also have an effect on his form and there are also random factors which may affect him. Form can only be regained through good results, high morale, regular matches and perhaps a bit of luck (sometimes players just re-discover their touch suddenly).

AGGRESSION - Shows a player's general behaviour on the pitch. Calmer players are much less likely to commit deliberate dirty tackles than maniacal players and are therefore less likely to get booked or sent off. This doesn't mean that well behaved players won't go in for crunching tackles, but they won't deliberately attempt to injure their opponent. They are also less likely to back-chat the ref, get involved in punch-ups/slanging matches etc. The less aggressive your players are the better (unless you WANT to injure your opponents). Unfortunately, there's nothing you can do to change a player's aggression so you'll just have to put up with trouble-makers.

MORALE - Can also be seen as 'enthusiasm'. A highly enthusiastic player will play much more to his true abilities and put in much more effort than a depressed player and a squad full of such high enthusiasm may well pull off a few surprises. Morale can change very quickly indeed and is especially influenced by match results, match appearances and other factors such as injuries, sending-offs etc. A player who is unhappy with his club, is also less likely to have much enthusiasm. Morale can be improved by good results, regular appearances and special team outings to generally improve the team's morale. When a player changes club, through a permanent transfer (not a loan) his morale will revert to an average level.

HAPPINESS - This is not a reflection of the player's overall happiness, but instead shows his happiness WITH THIS CLUB. If he feels hard done by, he will become unsettled at his club and if this becomes too much for him he may well request a transfer. Even if he doesn't do this, he could refuse to sign a new contract unless you can make him happy with your club. The main factors on a player's happiness are his wages and the number of match appearances he gets. Note that a player's happiness will never be known to you, unless he becomes upset at your club, in which case he will tell you so. When a player is transferred to a new club, his happiness with that new club will revert to an average level.

PLAYER WAGES - Every player must be paid a reasonable wage every week while he is employed at your club, regardless of how well he plays or even if he plays at all. What you consider to be a reasonable wage, may not be considered reasonable by the player in question and if a player thinks he is not being paid enough he will tell you so. If you refuse to pay a player what he considers to be a decent wage, he will become unhappy at your club and will request a transfer or refuse to sign a new contract. Youth players will be paid a standing wage of £50 every week and will not complain about this whilst they remain in your youth squad. The minimum wage for a full team player is £250, but the maximum could well be anything up to £5000 per week or more. Note that players do have a fairly decent idea of how good they are and will not usually demand unreasonable wage packets. Increasing or decreasing a player's wages will have a considerable bearing on his morale and happiness with the club.

CONTRACTS - Every player employed by your club MUST have signed a legal contract before he will be allowed to play in your team. A player who has no contract cannot play in any matches for your club. Whenever a player's old contract has expired, or a new player arrives at the club, he will then be required to sign a new contract before he can play for your club. If he is already unhappy at the club, he may refuse to sign a new contract, in which case you must either sell or sack him. Likewise, if you are unhappy with the player, the same options are open to you.

INJURIES - Players can pick up injuries at any time, either in matches or during training. Whenever a player picks up an injury you will be informed immediately and details of the injury and its effects will be shown. Most injuries will leave the player unable to play until the injury clears. Most will also limit the types of training a player can do - for example, an injury to the leg will make fitness, speed, ball control etc almost impossible to train and the player will have to miss out on these sessions until he is fit again. Full details of all effects of an injury will be shown on the 'PLAYER STATUS' section of your turnsheet. **NOTE** - A

player can only be affected by one injury at a time - If he picks up two injuries, then only the most serious will be considered.

PHYSIOS AND TREATMENT FACILITIES - Every club will have one physiotherapist employed, who will do his best to treat any injuries and may occasionally speed up a players recovery. However, to help him in his job, you may also spend up to £1,000,000 on special treatment equipment. For every £100,000 you spend, the treatment facilities at your club will increase by one level - the higher the level, the quicker your players SHOULD recover from injuries. Note that treatment facilities cost £250 per level per week to maintain.

MANAGERS REPORTS - You can get a more detailed view of up to two of your players every week by asking for managers reports on them. A managers report shows a players ratings and history in more detail than your squad reports.

CHOOSING YOUR SQUAD - You should always choose 11 players for a first team match and two substitutes. If you fail to do so for any reason your coach will step in and play your best possible team. This will deter deliberate cheating and also help your squad should your team selections fail to arrive on time.

SUBSTITUTES - Two substitutes should be chosen if possible for every match. Substitutes will automatically replace any player who is injured during the match but may also be given specific orders as to when to come on. You may choose to bring on your sub(s) when your are winning or losing (although they will not come on until half time if you give such orders) or in a specific minute of the match. The computer will automatically choose which player(s) will be replaced - they will normally be of the same position as the sub and will always be the players who appear to be flagging. Substitutes can sometimes swing a match since they will be full of energy when they come on and could overwhelm your opponents.

CHANGING A PLAYERS POSITION - It is possible to play a player for a single match out of position but it should be noted that he will normally not perform very well, especially in role is totally alien to him (e.g an attacker playing in goal). You may also change a players position permanently at any time if you think he's more suited to that role but it may not work out well for him. Changing position could have a bad effect on a players morale.

THE YOUTH SQUAD - Your youth team is a special team of up and coming youngsters whose basic purpose within the game is to develop into full time professionals. Like your full team squad, the youth squad will play one match every week, but will not actually take part in a league or cup - all youth matches are assumed to be played as competitive friendlies. The youth squad's opponents will ALWAYS be the youth team of your full team's opponents. Like your full time pro's, youth players will generally improve if they are given regular matches and win those matches. Unlike your full squad however, it is not up to you to choose the squad every week, instead this task is left to your team coach, who will generally choose the best players, but may well give some of the less talented players a game every now and then. Youth players are always aged 16 or 17 - once they reach 18 they will be moved up to professional ranks. Whilst under a youth contract (YTS) they will be paid a mere £50 per week and will be quite happy with this. Youth players will train with the rest of the squad and should improve much more rapidly - they are also less likely to become upset at having extra training forced upon them. Should you ever wish to promote a youth player to professional ranks before his 18th birthday, you should simply say so on your turnsheet - the following week the player will appear as a full pro* (with wages decided by the board and a 31 week contract).

DISCOVERING NEW YOUTH PLAYERS - Every team will have one youth scout employed by their club. His task is to look around local schools/clubs for promising young players and then convince them to join your club. You are allowed to look for players of a certain position or just for any suitable player. If a player is spotted, the scout will tell you how he rates him and you can then sign him up or ignore him.

TRANSFERRING PLAYERS - In order to strengthen your squad, it may be necessary to buy players from other teams within your league. The process of transferring players is fairly simple - first of all both managers must agree on the transfer details and then both must write in the transfer order ON THE SAME WEEK. If both transfer orders are received and both are identical, the transfer will be carried out immediately and the player(s) involved will be available to their new clubs on the following week. It should be noted though, that only one player from each club and one amount of cash may be involved in a single transfer deal - therefore it IS possible to swap two players between clubs or buy or sell a single player, or even offer cash and another player for a single player, but IS NOT possible to buy two players from another club in a single deal - if you wish to do this you must write each deal as a separate order. You may also sell players of up to £100,000 directly to the league.

THE TRANSFER MARKET - Although it is quite possible to arrange deals with other clubs directly, you may also find it useful to use the transfer market, where players are offered for sale. Every week, a list of all players currently up for sale is shown on the transfer list and you are free to scout or bid for any of these players. Any bids you would like to make should be written on your turnsheet and they will be forwarded to the relevant team. If they agree to your bid then they will contact you and you can complete the deal as normal. To put a player on the transfer market, simply say so on your turnsheet and specify how much you would like to sell him for.

LOANS - Players can be loaned between clubs just as easily as buying or selling them. First of all, both managers must agree on the loan deal and then both must write the loan order on their turnsheets ON THE SAME WEEK. Assuming both sets of orders are identical, the loaned player will appear on both teamsheets from then on until one of the clubs terminates the loan (any of the two clubs can terminate the loan at any time). The team who is receiving the player on loan will pay his wages and a set amount of cash every week until he returns to his old club. Whilst on loan, he will not be able to do anything at his old club and his ratings will not be shown on their turnsheet, but he will still appear on their squad list with the words 'OUT ON LOAN' next to his name. The players ratings will rise or drop at the new club as usual and when he eventually returns to his old club he may well be a completely transformed player. Note that players on loan cannot be transferred, sacked or given new contracts until his loan has been terminated. Also note that if a players contract at his old club has less than two weeks left he will automatically be recalled from his loan.

DIRECTORS - Your club's directors can play a major role in the running of your club, but their most obvious role in 'SOCCER STAR' is to contribute towards the finances of your club and to keep an eye on the transferring of players. Should you ever attempt to sell or buy a player for more than one and a half times his value or less than three quarters of his value then the directors of one of the clubs involved in the deal will almost certainly step in and stop the deal, since they will feel that their club is losing out cash-wise because of the deal. For example, a £1 million player could not be sold for more than £15 million or less than £750,000 without the intervention of directors. In a loan deal, the directors will expect you to pay around five times a players wage to the other club every week for his services - again, anything over 15 times or below .75 times that value will be stopped. Directors will also occasionally inject cash directly into your bank balance to help keep your club solvent.

TRAINING - Although there is no substitution for real match experience, a player would achieve very little without regular

training. The purpose of training is to keep a players skills finely tuned, teach him how to improve those skills and to teach new match techniques (setpiece play etc). In 'SOCCER STAR', you will have a choice of five main training routines each of which cover vastly different aspects of the game and are described in detail below:-

SKILLS TRAINING - The most basic type of training, used mainly to keep a players ball skills finely tuned, although it may actually improve those skills slightly. Most of this type of training involves simple games, such as dribbling around obstacles, games of one-on-one, group 'volleyball' etc. Due to the simplicity of these games, physical contact is very rare and therefore the chance of picking up an injury is very slight. Skills training should be fairly regular otherwise you may find your players' skills beginning to drop - especially those who haven't had a match.

SETPIECES / CORNER TRAINING - In modern football, a large percentage of goals come from setpieces - therefore, it is wise to spend some time practicing such moves. Note that this type of training involves not only the execution of such moves, but also how to defend against them. The main areas practiced will be the taking of free kicks from various positions and the taking of corners. The idea of course, is to discover new patterns and methods of getting the ball into the net (or keeping it out for the defenders). All teams have a 'setpiece rating' which will be used in the correct situations in every match, both to defend against and carry out such moves - if your opponent has been doing more setpiece training than yourself, then he will be at a considerable advantage. Although such training does require physical contact, most of it should be fairly harmless, since the idea is simply to learn methods of play rather than actually get 'stuck-in'. Therefore, injuries shouldn't be too common.

FITNESS TRAINING - Without doubt the most important training routine - it is vital to keep your players in tip-top condition and is especially important for those players who have been left out of the first team. Without regular fitness training your players will rapidly lose their stamina. Fitness training consists mainly of gym work, normally followed by a long run. Picking up an injury in fitness training is rather difficult, although pulled/strained muscles etc are sometimes a problem.

COMPETITIVE TRAINING - This involves competitive games of 5-a-side or 7-a-side football, or even full matches, where the idea is to win the match, not to learn! Consequently, there will be plenty of physical contact and the chances of picking up an injury are just as high as they would be in a proper match. Effectively, competitive training is just like playing in a full match and is therefore extremely useful in keeping all skills - including fitness - up to scratch.

ATTACK ON DEFENCE - In these sessions, the players are split into attackers and defenders, with the midfielders taking equal time in both groups. The idea is simple - the attackers must score past the defenders, trying various routes to goal. New methods and tactics will be attempted and if they work, can be used in matches. This type of training affects matches in the same way as does setpiece training - in other words, the more training you've done in this area, the better your tactics will be in a match (unless your opponent has done an equal amount of such training). The risk of injury is not particularly high, but does sometimes occur.

SETTING YOUR TRAINING PATTERN - All training will take place on Mondays through to Fridays (game time, not real time). It is assumed that Saturdays are set aside for match days and Sunday training is discouraged and will not be tolerated by some players. For each of the five training days, a space will be provided on your order-sheet to specify the type of training that your squad will be doing. Any of the five training methods may be chosen any number of times - for example, you might wish to do five solid days of non-stop fitness training to get your squad into shape. Alternatively, you may want to give your squad a break, in which case they can be given the day-off, or you could even arrange a special team-outing to improve team morale. Occasional breaks are a good idea, especially if your players' morale is suffering - hopefully they'll come back refreshed and raring to go again after their day-long break. Days off and team-outings are an ideal way of improving team-morale quickly (at the expense of an otherwise useful training session of course).

SPECIAL TRAINING - Ontop of the normal training that your squad is required to do, it is also possible to give a number of your players some special training sessions. The number of players that may be coached in this way is limited to a maximum of five players per week, since the player must be coached individually for an extra couple of hours per week by your team trainer. However, such training can be extremely useful, as it concentrates solely on the player at hand and his particular capabilities. Training can be concentrated on any one of the five main ball skills (ie control, passing, heading, tackling and shooting (or the goalie skills if he's a keeper)) or strength, speed or fitness. It should be noted that each player can only be trained in one of these areas at a time - in other words, you can't give one of your players two special training routines. It is also important to realise, that many players will become annoyed at the extra work he's being asked to do and will probably lose morale and happiness at the club - however, the benefits he gains from such work should be worth all the hassle. Special training is far more likely to have an effect on player skills than normal training.

TRAINING FACILITIES - Most training can be done on a football pitch, but there may be times when indoor training facilities are much more useful. Your squad will initially have no special training facilities but these can be improved at a cost of £50,000 per level up to a maximum of level 10. Level 10 facilities include large indoor training areas and all the latest equipment. The better your training facilities, the more your players will improve during training sessions. The cost to maintain training facilities is £250 per level per week.

MATCH TACTICS - The actual ability of a team is obviously the most important aspect in a match, but other factors, in particular the styles of play employed by the two teams, can often swing a result in one teams favour, regardless of the difference in ability. For example, a poor quality team may often decide to play defensively against better teams in order to gain draws. In 'SOCCER STAR', there a variety of different tactics and styles that may be used in order to gain an advantage over an opponent. The tactics used by each team are offset against each other, so that if one team played defensively and the other played offensively, then neither would infact gain an advantage. On the other hand, if both teams played offensively, then the scoreline would almost certainly not remain at 0-0. Note that your squad will not play exactly the same way throughout the entire match and may often use different styles when the opportunity arises, but they will generally stick to the game plan. There are four basic elements to a full match plan - they are:- General tactic, aggression, attacking style and defensive style. The different options available in each category are described below.

GENERAL TACTICS - There are three general tactics allowed - Defensive, balanced and offensive. Each is described in more detail below.

DEFENSIVE PLAY - Your players will attempt to contain the opposition and save their breath and maybe catch them on the counter-break. The midfielders will generally play a defensive role and the defenders will NEVER attack. This tactic will be much more effective if you play five (or even more) defenders. The effects of playing defensively are as follows - both teams will have less chance of scoring (unless the other team played an OFFENSIVE style of play) and your team will lose energy less

quickly than normal and will therefore become more dangerous towards the end of the match. If you drop behind in the match, your squad will revert to a balanced approach for the time-being in an attempt to draw level - if they manage to equalise they will again play defensively.

BALANCED PLAY - This is the default option used if you fail to give your match tactics. This style simply means that your squad will play both offensively AND defensively, depending on the situation. For example, when your opponents have the ball, your players will pull back to defence and vice versa.

OFFENSIVE PLAY - This is the opposite of defensive play and is a very risky tactic to play, unless your squad is considerably better than your opponents'. Your players will push forward at every opportunity, leaving just enough defenders back to mark the opponents' attackers. The risk of course, is that your opponents may well score on the counter-break. Both sides (but in particular the side that is playing offensively) will have more chance of scoring (if both sides play offensively then the goals will come flooding in - on the other hand, if the other side plays defensively, then the two tactics will effectively negate each other). A team playing offensively will lose energy faster than normal and are therefore more likely to score early on in the match - note that if the squad is unfit, they may well run out of steam altogether and end the match defending badly. This tactic is more effective if you play three (or even more) attackers.

AGGRESSION - You may choose four levels of aggression - NONE, LOW, MEDIUM and HIGH. The more aggressively you play, the bigger an advantage you gain, although of course, if your opponent plays equally aggressively then neither team will gain an advantage. The disadvantage of playing aggressively is that your players (especially the ones with a high individual aggression rating - i.e. WILD) will be more likely to be booked or sent off. They are also more likely to injure opposing players during the match. The default aggression is LOW.

ATTACKING STYLE - There are three styles of attacking play, describing how your attacks will be built up - they are DIRECT, WING PLAY and PASSING PLAY. The style describes how the ball will be delivered from the defence to the attackers. Note that it is ALWAYS necessary to give a choice of attacking style, even if you intend to play defensively - after all, your squad is certain to do at least a little bit of attacking. Each style is described in detail below.

DIRECT APPROACH - Often referred to as the 'long ball' approach. The idea is simply to whack the ball from defence straight up to the centre forwards - hopefully catching the opponent's defence by surprise. Although not considered to be a particularly attractive style of football, this method is often very successful and can be particularly effective against sides playing offensively. It is the easiest style of play to implement successfully but doesn't necessarily leave your attackers with an easy goalscoring chance. This is the default style of play.

WING PLAY - This style involves working the ball down either wing and then putting a cross into the box where it will hopefully be met by one of your players. Wing play is more difficult to implement than the direct approach and may well break down before the cross is delivered, but when successful can cause havoc amongst the opponent's defence. Normally, a good cross will either be caught/cleared by the keeper, cleared by the head of a defender or directed towards goal by the head of an attacking player. Since the build up takes some time it is often possible for the attacking team's defenders to get into the opponents box along with the midfielders and attackers, thus adding more danger for the defending team.

PASSING BUILD-UP - The slowest and most difficult style of approach, this method is also the most deadly when carried out successfully. An example of this style of play is the famous Brazil world cup winning squad of 1970. The idea is to slowly work the ball towards the opponents penalty area, usually involving many passes and short runs and then to deliver a dangerous ball through the defence for an easy goalscoring chance. The majority of such attacks will break down before the final ball is delivered (unless the attacking team is far more skilful than the defending team) but when successful can put one attacker in an excellent position for scoring.

DEFENSIVE STYLE - There are three choices of defensive style - MAN TO MAN MARKING, OFFSIDES and SWEEPER. These dictate how your defenders will do their job. All are described in more detail below:-

MAN TO MAN MARKING - This is the normal style of defending and is the default option should you fail to give a choice. All attacking opponents will be picked up by a defending player and marked as tightly as possible, giving the opposing team very little room to manoeuvre. Any spare defenders will fill gaps in the field or even double-mark an opponent. The defenders will hardly ever look to play offside. This tactic will work better with five or more defenders.

OFFSIDES - This is a more risky style of defending and should only be used if you are sure of your defenders' ability. The defenders will mark the opposing attackers as normal, but will ALWAYS look to play them offside when the possibility arises. Most of the time this will be successful, but it's quite possible that your opponents will be too quick (or your defenders too slow) on occasions and the trap will be sprung, leaving your opponent with a virtually open goal.

SWEEPER - This is basically a mixture of the other two defensive tactics and can be very effective when implemented correctly. One defender (the best) will play the sweepers role, while the others man to man mark any opposing attackers. The sweeper will always try to remain the spare man in the centre of defence, who's job it is to clear up any loose balls at the back and to work any offside. Note that sweepers will play offside far more often than man to man marking defences. This tactic should always be used with five defenders.

CHOOSING YOUR TACTICS - On each week's turnsheet, there will be a line for choosing your tactics. To choose your tactics, simply write the tactic for each area in the relevant space - for example, in the space following GENERAL, write either OFFENSIVE, BALANCED or DEFENSIVE. Note that your tactics do not carry over from week to week and will be reset to the default options of - BALANCED - LOW - DIRECT - MARKING - at the beginning of every week. Should you fail to send in your turnsheet, these are the tactics that will be used.

BANK BALANCE - Your bank balance begins at £250,000. Cash can be gained or lost through a variety of different causes, but you should always try to keep your club solvent. If your balance drops below zero, you will be charged 8% interest weekly on your debt. Your directors will also become very concerned if you remain in the red for too long and will generally be less favourable towards you in the future. Even more importantly, your players will become very concerned at the state of the club's finances and will tend to lose happiness and morale at a faster rate than normal. If your finances are particularly bad then players may refuse to sign new contracts through fear of not being paid.

OVERDRAFTS - To help you stay solvent, or even to help fund other projects (e.g. transfers) you can draw an overdraft of up to £10m from the bank at any time. This will be added to your bank balance the following week although you will be charged .5% weekly on the overdraft amount. However, since this is obviously more favourable than paying 8% interest on a negative bank

balance, you may find overdrafts a useful way of temporarily boosting your bank balance.

SHARES - Every club will begin the game with 10,000 shares. These will be worth anything from £5 to £7.50 each (depending on the division you start in) and will rise or drop in price slightly with every match, depending on the result. You may own a maximum of 30,000 shares at any time. There is no limit to the maximum price of shares - the minimum price is £1.

SPONSORS - All clubs will have several small sponsors which do not concern the manager, but the club's major sponsor should be decided by you. You can have one major sponsor at any time. When you wish to arrange a new sponsorship, you should inform the S.L.F.A. Your new sponsors will offer you a certain amount of cash as a lump sum to confirm sponsorship for a certain length of time. The more successful your club is, the longer the sponsors will be likely to sponsor you for. Sponsors may also offer a WIN BONUS, which they will pay to you every time you win a match.

SCOUTS - Each team will have two full team scouts, as well as a youth team scout (described in the section on youth teams). The two full scouts can be used to scout other players in your league or to obtain details of entire teams. If you wish to look at an individual player, you simply give his I.D. code and his team to your scout - the following week you will receive the scout's report on that player. This can be useful when looking for players to buy from the transfer market. Alternatively, a scout can obtain a team list and season's results list of another team - this will show the players used by that team last week and their season's results. Note that you will always receive such a list detailing your next week's opponents without the use of one of your scouts. To obtain such a list, simply tell the scout which team to look at, but do not give him a player I.D. code.

STADIUMS - As well as running a successful team, it is also your job to keep your ground up to scratch. Building new stands, improving facilities and finding the money to finance these projects is all up to you.

STANDS - Every ground has a total of 20 stands - 5 on each side of the pitch (the goal ends also count the two corner stands at their end as part of that side). Each and every stand in the ground will be detailed on your turnsheet and each may be demolished, rebuilt and improved at will. To begin with, your ground will consist of mainly terracing stands, but over time, it is possible to rebuild your ground into an all-seater super stadium. Of course, you should bear in mind that such work is extremely expensive and that the bigger your stadium is, the more it will cost to maintain. Your ground should be given a name (max. 30 characters) and you may also name each end of the ground to add a little atmosphere (e.g. The Kop, Stretford End etc).

STAND DESCRIPTIONS - Should you ever wish to build a new stand in your ground, you should first of all have an empty space where an old stand has been demolished. At that point, you may build any of the following types of stand in that space. NOTE - All of the following stands are assumed to be covered stands since all modern stands have roofs - it is not possible to build an uncovered stand.

ALL TERRACING STANDS

- 1) 250 terraces. Cost to build = £80,000. Time to build = 5 weeks. The smallest and most basic stand available.
- 2) 500 terraces. Cost to build = £115,000. Time to build = 10 weeks.
- 3) 750 terraces. Cost to build = £145,000. Time to build = 15 weeks.
- 4) 1000 terraces. Cost to build = £175,000. Time to build = 20 weeks. This is the typical size terracing stand, found at most real-life football grounds.
- 5) 1250 terraces. Cost to build = £205,000. Time to build = 25 weeks.
- 6) 1500 terraces. Cost to build = £230,000. Time to build = 30 weeks.

MIXED STANDS - These are common stands found at many football grounds. The seats are always built behind the terraces.

- 7) 250 terraces, 250 seats. Cost to build = £150,000. Time to build = 10 weeks.
- 8) 500 terraces, 500 seats. Cost to build = £250,000. Time to build = 20 weeks.
- 9) 250 terraces, 1000 seats. Cost to build = £340,000. Time to build = 25 weeks. The standing section on these stands is completely segregated from the seating area, which is built slightly further back from the pitch than normal. It is basically a large seating stand, with a small terracing stand in front of it.

ALL SEATER STANDS

- 10) 250 seats. Cost to build = £110,000. Time to build = 5 weeks.
- 11) 500 seats. Cost to build = £175,000. Time to build = 10 weeks.
- 12) 750 seats. Cost to build = £240,000. Time to build = 15 weeks.
- 13) 1000 seats + 5 executive boxes. Cost to build = £400,000. Time to build = 20 weeks.
- 14) 1500 seats + 5 executive boxes. Cost to build = £525,000. Time to build = 25 weeks.
- 15) 2000 seats (two tier) + 10 executive boxes. Cost to build = £800,000. Time to build = 30 weeks.
- 16) 3000 seats (two tier) + 10 executive boxes. Cost to build = £1,050,000. Time to build = 35 weeks.
- 17) 4000 seats (two tier) + 10 executive boxes. Cost to build = £1,300,000. Time to build = 40 weeks.
- 18) 5000 seats (two tier) + 10 executive boxes. Cost to build = £1,550,000. Time to build = 45 weeks.
- 19) 6000 seats (three tier) + 10 executive boxes. Cost to build = £1,800,000. Time to build = 50 weeks. This type of stand is simply unheard of in this country, though some foreign clubs with regular support of over 100,000 fans do have three-tier seating stands.
- 20) 7500 seats (three tier) + 15 executive boxes. Cost to build = £2,350,000. Time to build = 55 weeks. This is the largest stand available and is unlikely to be built very often. An entire stadium of such stands would hold 150,000 fans - almost twice as many as Wembley!

REFURBISHING CURRENT STANDS - As well as being able to build entirely new stands, you may also refurbish old stands, by simply removing or building new seats. Seats may be built into terracing spaces at a cost of £350 per seat and removed at a cost of £175 per seat. A maximum of 50 seats will be fitted/removed per week. If you wish to do this, then the stand will have to be closed down until refurbishment work has been completed. It is important to note that each seat takes up twice as much room as a terracing space and each stand has a maximum space (which will be shown on your turnsheet). Therefore, if you had a type 1 stand, with only 250 terrace spaces, you could only fit a maximum of 125 seats into that stand.

EXECUTIVE BOXES - All of the larger stands come equipped with executive boxes and although these add a fair sum to the initial price of the stand, they will soon pay themselves off. Each executive box will ALWAYS bring in £500 for each home game, regardless of how bad your support is. Executive boxes cannot be fitted to older stands - they must be built with new stands.

SEGREGATING FANS - Due to violence within grounds, it has become necessary to segregate home and away fans. This can be achieved in 'SOCCER STAR' by simply making each stand available to either HOME or AWAY fans. Of course, you should try to fit in all fans from both teams for maximum gates, but if you wish, you could completely ban away fans by making all stands HOME areas only.

FACILITIES - Although good stands are required to accommodate all home and away fans, a ground can be vastly improved by good facilities. They also help to improve attendances at home matches. The following facilities will all be rated on a level of 1 to 10.

TOILETS - Adequate toilets are required by all fans at all sides of the ground. Cost to improve by one level - £5000. Maintenance - £25 per lvl per week.

CLUB SHOP - Club shops make varying profits every week, 25% of which will be added to your bank balance, the rest being used to maintain the shop. Cost to improve by one level - £25,000. Maintenance - £0.

REFRESHMENT STALLS - Again, these actually make profits (although only at home matches) which will pay for their maintenance as well as adding a little to your bank balance. Cost to improve by one level - £10,000. Maintenance - £0.

SCOREBOARD - These range from small wooden boards, barely visible from certain parts of the ground, to huge television screens showing actions replays etc. A level 10 scoreboard is actually two TV screens - one at each goal end. Cost to improve by one level - £50,000. Maintenance - £(lvl * lvl * lvl) per week - e.g. £1 (1*1*1) at lvl 1 to £1000 (10*10*10) at lvl 10.

PRESS FACILITIES - These are required to accommodate all press reporters and T.V camera positions. Cost to improve by one level - £5,000. Maintenance - £25 per lvl per week.

SAFETY FACILITIES - This includes fire extinguishers, safety barriers etc. Cost to improve by one level - £10,000. Maintenance - £250 per level per week.

FLOODLIGHTS - Although not required at most afternoon matches, except in winter, floodlights are required for the occasional evening match. Cost to improve by one level - £25,000. Maintenance - £100 per level per week.

MEDICAL FACILITIES - Includes first aid personnel, access to the ground for ambulances etc. Cost to improve by one level - £5,000. Maintenance - £50 per level per week.

CAR / COACH PARKING - A car park outside the ground is extremely useful, especially for away fans. Cost to improve by one level - £50,000. Maintenance - £25 per level per week.

DISABLED FACILITIES - Facilities for disabled people are now a common factor at all major football grounds. Cost to improve by one level - £10,000. Maintenance - £50 per level per week.

TICKET PRICE - The cost of entering a match for fans is an important consideration. In general, the cheaper the entrance cost, the more fans you will get, but the less income you will receive. The accepted prices for standing are £7 for first division clubs down to £4 for fourth division clubs. Seating prices are between £10 to £6. Around 25% of all fans attending matches will be juveniles or O.A.P's who pay half price. A full breakdown of all fans, both home and away and the amount of income generated will be printed after every match. The away team will only receive 25% of match income on league matches, but the income is exactly 50% on cup matches.

S.L.F.A GROUND INSPECTIONS - To ensure that all grounds in the league are up to the expected requirements, a team of S.L.F.A inspectors will visit your ground occasionally - the chance of a visit is around 2% per week. Their main concern is to ensure that your ground has adequate floodlighting, safety and medical facilities. Should any of these facilities not be up to scratch, your club will receive a very heavy fine (the worst the facility, the heavier the fine). It is therefore, in your interests to keep these facilities at as high a level as possible.

KIT COLOURS - You may choose the colours of your squad's home strip and this will appear on all match reports. Since colour clashes are not a problem to the computer, away strips are not required. Your kit description should be a maximum of 80 characters (including spaces).

FRIENDLY MATCHES - Your team may be involved in ONE friendly match per week with another club in your league. To arrange a friendly, both clubs must inform the S.L.F.A on the same week. If one club fails to confirm, the friendly will not take place. No details of friendly matches will be shown - only the result. There is no financial element to a friendly match.

INTERNATIONALS - After a league has been running for over one season, it will become a full international league and will play regular international matches against other leagues. The S.L.F.A will nominate one manager from the league, who will become the international league boss (as well as still running his league side(s)). The international manager will be informed of any matches to be played and will pick his selection of players from the information lists showing best players etc on the turn sheets. Details of international match results will be printed on the following weeks turn sheets.

MANAGERS COMMENTS - If you wish to converse directly with another manager, we suggest that you obtain that managers address or telephone number from them - note that the S.L.F.A WILL NOT supply addresses or 'phone numbers as some managers may not appreciate regular contact. We will also not be held responsible for the behaviour of managers outside the running of the game. Of course, there are many advantages to direct contact - for example, you can arrange private transfers quickly and easily over the 'phone. Alternatively, you can send messages to all other managers, or just to a single manager every week. The message you send will appear on the relevant managers' print-out for that week only. Each message may contain a maximum of 250 characters (letters AND spaces) - any message which is too long will be cut short. Any offensive or abusive language in your messages will not be printed.

TELEVISED MATCHES - Every week, three matches from your league will be shown on television - one live match and two highlighted matches. First division clubs (mainly the league leaders etc) will feature most regularly but other clubs may make the odd appearance. Each club appearing on T.V will receive £75,000 (for live matches) or £25,000 (highlights).

RUNNING TWO CLUBS - Should you wish to run a second club in your league (or a different league) you should inform the S.L.F.A who will assign you with a second team as quickly as possible. The cost for running extra teams is only £1 per week. However, it should be noted that you may NEVER transfer or loan players between two clubs run by yourself.

ELITE CLUBS CHAMPIONSHIP - At the end of every season, the sixteen best teams (which will include the cup winners & runners-up + the top three teams in each division) will take part in the Elite Clubs Championship. The result of this knock-out competition will be announced on week one of the following season. The winner will be awarded a trophy.

PRIZES - The cup winners, runners up and top three teams in each division at the end of each season will receive a trophy as a prize for their achievements. These will be sent to you during the mid-season break.