

Trevor Brooking's WORLD CUP GLORY

Spectrum: Type LOAD " " After loading the main program you will be asked to "STOP THE TAPE" while the program initializes (approx. 1 1/2 mins.). Then select your skill level etc. and after a short pause you will be asked to re-start the tape to complete loading.

Commodore: Press the SHIFT and RUN/STOP keys. After loading the main program there will be a short pause while the game initializes. The tape will re-start to complete loading after you have selected your skill level etc.

Amstrad: Press the CONTROL and ENTER keys. When the tape stops select your skill level etc. and the tape will re-start to complete loading.

SAVE & LOADING A SAVED GAME-

Insert your save game tape, Press S under Menu selection INFO and PLAY & RECORD on your cassette player.

Spectrum: After saving the main program you will need to press a key when the prompt appears on screen. To load a saved game, simply insert your save game tape and type LOAD " " .

Commodore: To load a saved game, first load the master tape, and then load your save game under Menu INFO (Press L to Load).

Amstrad: To load a saved game first load the master tape and then insert your save game tape (do not re-wind the master tape). Select Y to load and press PLAY on your cassette player. When the tape stops, replace your master tape and press PLAY and any key to complete loading.

Skill Levels 1-5 (5 = hardest level).

You are manager of England in group 1. Use Menu TEAMS to change the Team name.

Your qualifying group matches are listed on the INFO screen.

If you qualify for the finals (month 12) you must select your final World Cup squad of 22 players BEFORE your first quarter final match. YOU CANNOT ALTER YOUR SQUAD AFTER THIS MATCH.

MENU

Press M for the Match. If "Squad not Balanced" is displayed, check your squad selection under SQUAD (See notes on SQUAD).

Team Selection: Your squad is listed in 4 groups - Goalkeepers, Defenders, Midfield Players and Forwards. Press T to Select and Enter the squad number and his position in the team. Press S to select a substitute. Press D to Drop a player. Press C to continue to the next group of players. When you have selected 11 players and 5 substitutes press C to advance the squad to the forwards and then Press E to exit to the match.

The match screen shows a running record of Possession, Free Kicks in and around the penalty area, Corners and Shots at Goal. Press S to bring on a substitute. Press D to drop a player and then Press T to select your substitute, Press E to return to the match.

COACHING - Press C. You can only coach your squad on a month when you have a fixture arranged. Press for your selection and Enter the no. of hours 1-5.

Fitness Training to improve Form & Fitness

Coaching to improve players Ability

Team Work to improve overall team play.

SQUAD - Press S. You can select a maximum of 3 Goalkeepers, 7 Defenders, 7 Midfield Players and 5 Forwards. The number of Goalkeepers, Defenders etc. selected is displayed at the top of the screen. After listing a group of players the numbers in brackets confirm the min. and max. number of players that must be selected from that Group. You can only play a match with a balanced squad that falls within the min. and max. range. Press S to Select or D to Drop and then enter the player ref.

S = selected. B = 1 match ban. I = injured. PS = position. A = ability. F = form/fitness. C = caps. G = goals.

GROUPS = Press G. Press F for fixtures & results of any group. Press L for league tables of any group.

TEAMS - Press T. Enter the Team number for details of their strength and style of play. Press C to change a team name. (You cannot change the names of team in your group). Press P to arrange a friendly. You cannot arrange a friendly with a team from your group or on a month when you have a fixture arranged.

STRATEGY & TACTICS

You must finish top of your group to qualify for the finals and top of your quarter final group to reach the semi-finals.

The strength of your midfield, the overall fitness of your team and home advantage will be important factors in the amount of possession you have. It's up to your forwards to 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 quality of their goalkeeper.

Midfield players in positions G ~ J will play an attacking role supporting the forwards and trying to get to wide positions behind your opponents defence. ~Their ability rating will be divided between wing strength and midfield strength. A significant advantage in wing strength will help your players get to wide positions to create more opportunities for free kicks and to force corners. These dead ball situations will increase your chances of scoring.

Forwards playing in positions L and O will have their ability rating divided between the wings and forward strength. A player in position F will play just in front of the back four supporting both the defence and midfield. A player in position K will play just behind the front players supporting the midfield and attack.

The total strength of wing play for both teams is listed as Left & Right. This refers to the left & Right of YOUR team formation - e.g. your opponents rating for their right side represents their strength along positions E, J and O.

Team Play will be stronger if you select a consistent squad (ie. the greater the number of caps in your squad the better the team Play.