TRACKSUIT MANAGER 2

INSTRUCTION MANUAL

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Please ensure you do not dispose of any of the original packaging that comes with this game, as you will be required to refer to it for copyright protection.
Firstly you must do copies of the original disks and then use the copies to play and save the game.

LOADING INSTRUCTIONS

AMIGA - Insert disk 1 at the disk loading screen and follow the on screen instructions.

IBM - Type TSM at the DOS prompt and follow the on screen instructions to install to your hard drive.

This game is not endorsed by any sporting club, person or association.

In the unlikely event of these disks being faulty please return the ORIGINAL DISKS ONLY (NO PACKAGING) direct to Alternative Software Ltd Units 5-7 Baileygate Ind. Est., Pontefract, West Yorkshire WF8 2LN, stating your machine/computer details and specification along with the nature of the problem.

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STARTING THE GAME

After following the on screen loading instructions you will access a screen with 2 option icons, select the icon relevant to your situation.

NEW GAME: Select this icon to start a new game.

LOAD SAVED GAME: Select this icon to load a saved game and follow on screen instructions.

ONE PLAYER:

Next you must select the Team of your choice from the list of league teams. This is followed by the **SELECT CHARACTER** screen. When you have selected the character icon of your choice please enter your **FIRST NAME** and your **LAST NAME**. You will then return to Club Details Screen where you select **EXIT**.

The "**SETUP**" screen will now appear in the form of a multi-panelled football which will gradually fill in the panels. When the football is complete the game will be loaded and you are ready to commence playing. The setup takes approximately 3 minutes to complete on the Amiga 1200 version

TWO PLAYERS:

When player one has selected their team, character, entered their name and returned to the Club Details Screen, then Player Two selects the **2ND PLAYER ICON**. Follow the procedure as player one, select Team, Character and enter their name. The "**SETUP**" screen will now appear and will proceed as above.

THE OFFICE SCREEN MENU

This Office Screen contains certain objects which when selected with the mouse access the following topics.

a) THE MULTI STATISTICS ICON

Select this icon to access the following league information:-

League Tables
Leading Goalscorers
Worst Discipline
Highest Average Rating
Latest Form
Highest Attendance

b) THE PLAYER PICTURE ICON

Select this icon to access the following information:-

CLUB DETAILS

Here you can access all the information about your chosen club or similar details for all the league clubs.

Fixtures
Transfers
League Status
Goalscorers
Ratings
Penalties
Staff
Finance
General Information
Discipline
Previous Results

TEAM SELECTION

Additionally you can access your squad of players and select your team for the next match. To view details on any player click on the players name. Here you can access Historical details of the player by selecting the **HISTORY ICON**, or Transfer List, Fine and Treat Injuries by selecting the **TRANSFER/LIST ICON**.

To view and compare the abilities of your squad select "**ATTRIBUTES**".
The abbreviations on the "**ATTRIBUTES SCREEN**" are:

POS = Position
ABL = Ability
AVE = Average Rating
HA = Handling
SH = Shooting
FIT = Fitness
HD = Heading
TA = Tackling
PA = Passing
ST = Stamina
SP = Speed

To select the players and substitutes for your team click on the number from 01 - GK then click on the square to the left-hand side of the player's name. Should you wish to select a player from the Reserves select "**RESERVES**" and select the player as above.

FRIENDLY MATCHES

Here you can arrange to play pre-season friendly matches.
This will enable you to guage the strength of your squad and improve the match fitness of your players. First select which week you wish to play by clicking on the week numbers to the right of "**CHOOSE OPPONENT**".
Select either the **HOME** or **AWAY ICONS** and from the list of teams select which team you wish to play. You will then be informed whether the friendly match has been arranged or not, and you can either select further friendlies or exit to play the match.

PLAYER NEGOTIATIONS

TRANSFER/LIST/FINE

When this icon is selected on your player's detail screen you will have the options to:

Place the player on the Transfer Market.
Make the player available for Loan.
Fine him for misconduct.
Re-value a player.
Increase his wages.
Remove a player from the Transfer Market.
Treat Injuries.

APPROACH BY ANOTHER CLUB

When another club approaches you to buy one of your players the **PLAYER APPROACH** screen appears first. To view the player details click on the player's name. Select either to allow or reject the approach dependent on the comments in the **APPROACHES** box. Should you permit the approach and the player is interested it will move to the **TRANSFER NEGOTIATIONS** screen.

TRANSFER NEGOTIATIONS

This screen appears when another club wishes to buy one of your players and also when you wish to buy a player from another club. To view the player details click on the player's name. Next adjust the value you either want for the player or you wish to pay for the player by increasing or reducing the value. Follow the comments or bids in the **NEGOTIATION** box until a successful or unsuccessful conclusion.

CONTRACT NEGOTIATIONS

You will access this screen when one of your player's contract expires or to negotiate a contract for a new player. The operation of the screen is similar to the **TRANSFER NEGOTIATION** screen.

c) FILING CABINET ICON

Here you can access details of past matches and future fixtures. You can also access details of the end of season Playoffs and the pre-season Charity Shield. To view details of a past match click on the relevant match.

d) TROPHY ICON

Here you can access the fixtures, previous matches, seedings and past winners of the major English and European Cup Competitions.
To access a particular Cup Competition click on the relevant cup icon and to view the details of a particular result click on the relevant match.

e) MANAGER DESK NAME ICON

Here you can access details on all the league Managers and compare your performance with theirs on the following:-

Points
Job News
Ranking
Salaries

f) TELEPHONE ICON

Here you can access the following:-

Scouts
Transfer Market
Chairman

SCOUTS

SEARCH

Here you can allocate one of your scouts to find players who fit certain criteria set by you. You will first select the Scout you wish to complete the search and then you will select the specific criteria and qualities you require. The Scout will then present you with a list of players who fit your requirements. To view details of any player on the list click on their name and should you wish to buy, follow the procedure detailed in **TRANSFER NEGOTIATIONS** under "**PLAYER NEGOTIATIONS**".

REPORTS

Here you can view any reports prepared by your scouts on designated players. To view a report select **REPORTS** and then you will be presented with a screen listing your scouts and whether they are watching a player, or not, and the name of the player being watched. To view a report click on the Scouts name and to view details of the player click on his name.

TARGETED PLAYERS

Here will be listed the players you have shown an interest in buying by selecting "**ENQUIRE TO BUY**" on a player's detail screen.

TRANSFER MARKET

Here you can view the following lists:-

TRANSFER MARKET - a list of players who have been put on the transfer list either by their club or by their request.

OVERSEAS PLAYERS - a list of overseas players who want to play for an English Club.

LATEST TRANSFERS - a list of players who have recently transferred from one club to another.

NOTE: Should you wish to buy any of the players on the **TRANSFER MARKET** or **OVERSEAS PLAYERS** lists, follow the procedure detailed in **TRANSFER NEGOTIATIONS** under "**PLAYER NEGOTIATIONS**

CHAIRMAN

Here you can view any comments on the team's and your performance from the Chairman and the board.

g) DATE ICON

Click on this icon to advance the date. When you reach a date when there are matches arranged; a screen will appear informing you of such.

h) PLAYING A MATCH - FOOTBALL ICON

To play a match you must first advance the DATE ICON to a date when matches are available and then click on the "BALL ICON" on the COUCH in the office. : if you select the ball icon when there are no matches on that date a screen will appear informing you of this.
If you select the ball icon and there are matches that date and your team are involved the **PRE-MATCH TACTICS SELECTION** screen will appear automatically.
Here you can make final adjustments to your team, select the tactics and view details of your opponents, before you exit to play the match.

FINAL ADJUSTMENTS

To change the positions of any of the players:-
First select the player you wish to move by clicking on his number box. Next select the REPLACE/SUB ICON.
Then select the player you wish to replace by clicking on his number box.

CHANGE FORMATION

To select or change the formation of your team:-
First select the **CHANGE FORMATION ICON**. Next from the formation screen select the **FORMATION FOOTBALL ICON** of your choice and the type of **PASSING ICON**. These icons will be highlighted until you next change them.
These changes to the formation will be reflected in the positions of the players on the field on the screen.

MANUAL ADJUSTMENTS TO FORMATION

You can also make further adjustments to your teams formation and the positional/style of play of individual players by selecting the following icons after first selecting a particular player's number box:-

DEF SUPPORT -	This player will play a supporting role just behind the defence.
MID SUPPORT -	This player will play a supporting role just behind the midfield.
ATT SUPPORT -	This player will play a supporting role just behind the attack
NORMAL -	This player will play in the position selected by your choice of formation and number, and will not move to play in a more attacking or defensive position.
ATTACKING -	This player will play in the position selected by your choice of formation and number but will also move forward to play in a more attacking position.
DEFENDING -	This player will play in the position selected by your choice of formation and number but will also move back to play in a more defensive position.

CHANGE STYLE

To select or change the playing style of your team:-
First select the **CHANGE STYLE ICON**.
Next from the style screen select the **STYLE FOOTBALL ICON** of your choice and the type of **TACKLING ICON** and **MARKING ICON**. These icons will be highlighted until you next change them.

CAPTAIN

To select or change your choice of Captain first select the player you wish to be Captain and then the CAPTAIN ICON.

i) INTERCOM ICON

You select this icon to SAVE or EXIT the game and to switch the music on or off.
To SAVE a game select the "SAVE GAME" ICON and follow the on screen instructions.

j) NEWSPAPER ICON

Here you can view headlines and media comments on your team. Also you will see details of any news regarding your team or players.

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