



BBC
MATCH
OF THE
DAY

ZEPPELIN
PREMIER

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- **LOADING INSTRUCTIONS**

ATARI ST LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer and place the **MATCH OF THE DAY** disk in the drive. The game then loads automatically.

AMIGA LOADING INSTRUCTIONS

Remove all cartridges. Switch on the computer. When the "**Workbench**" prompt appears, insert the **MATCH OF THE DAY** disk in the drive, and the game then loads automatically.

IBM PC AND COMPATIBLES

Switch on the PC and enter **DOS**. Install a mouse driver if required. Insert the **MATCH OF THE DAY** disk into drive **A** and type **A:** followed by [ENTER]. Then type **MOTD** [ENTER].

Choose your required Graphics Adaptors by moving the pointer with the cursor keys and pressing [ENTER].

- **INTRODUCTION**

BBC TV's Match of the Day is introduced with an animated sequence on **Disk A**. Replace the disk in the drive with **Disk B** when requested by the computer.

- **TEAM SELECTION**

All selections in **Match of the Day** are made using a **MOUSE** connected to the relevant port on the computer.

A team is selected from the 20 available in Division 4 by clicking on the two arrow icons and then on **Accept** when the desired team is displayed.

• MAIN PLAYING SCREEN

Match of the Day accurately represents the daily trials and tribulations of a modern soccer team manager. All events are shown against a real time scenario, the manager only having a limited number of appointments per day of the week.

Decisions therefore need to be concise and accurate, combining all of the knowledge gained in the past with the right measure of "*gut feeling*"

Each day of the week, the manager has **five** appointment slots available to him. Two are in the morning and the rest are in the afternoon.

The available appointment times are:

9 am

11 am

1 pm

3 pm

5 pm

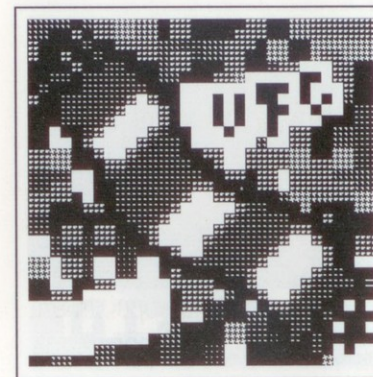
The gameplay options available are shown as icons on the right hand side of the screen. Some events are inserted by the computer, but the vast majority of the tasks and their timescales are left up to you.

Clicking on the left mouse button allows the manager to drag their chosen main icon across to an appointment square in the Weekly Diary.

To advance to the next event click on > .

Appointments may be previewed in the coming days (up to 15) by using >> and return using << .

• THE SUPPORTERS CLUB



The Supporters are the backbone of the club, bringing in liquid cash every week to invest in new talent. Supporters have their opinions on all of the players in the team, and nearly all of them think they could do a better job than the current manager!

Their opinions are therefore valuable, and have to be taken into consideration at each major decision.

The Supporters Club icon reports on the popularity of each player in the team, shown as a list from best to worst. Sell a popular player, and the loss may make some members of the public stay at home rather than face the cold weather in the North Stand. A player whose romantic romps have reached the front pages of the tabloid press may also find his popularity reach rock bottom, or go sky high!!

The overall morale of the team is given at the bottom of the table. Play careful heed to this as an indicator of how well you are performing.

• PHYSIOTHERAPIST



The Physio option reports on player fitness and allows you to choose which players are first in line for his attention. The Manager's requests to the Physio are given at the bottom of the screen:

LIST PLAYERS UNABLE TO PLAY
I WANT TO RE-ORGANISE PRIORITY SCHEDULE
LIST RECENTLY INJURED PLAYERS
GOODBYE

1. LIST PLAYERS UNABLE TO PLAY

Any members of the squad that are not fit enough to play through injury are listed. A player with a fitness below 80% is unable to play match games.

2. I WANT TO RE-ORGANISE PRIORITY SCHEDULE

The Physio has a number of available sessions every week to work on players. Clicking on a player's name allocates him a number of sessions with the Physio to improve on fitness.

3. LIST RECENTLY INJURED PLAYERS

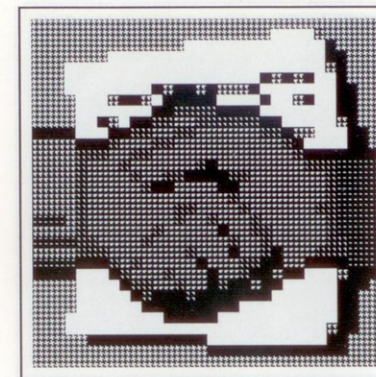
Players that have been injured in recent matches are presented for Physio consideration and manager assessment.

4. GOODBYE

Ends the appointment with the Physio.

Through the course of **Match of the Day**, Physios can be purchased from other clubs. As each Physio has their own method of working, the time taken for the players to improve and the number of sessions available will alter from individual to individual. Any change in the Physio will necessitate a re-working of the priority schedule with the new member of the management team.

• DEALING



Dealing is a complex and time consuming procedure, only attempted after careful consideration of all possible consequences of a change in club personnel. The following options are available:

PURCHASE PLAYER
FREE TRANSFER MARKET
SELECT PHYSIO
SELECT TRAINER
SELECT SCOUT

1. PURCHASE PLAYER

The negotiation for the purchase of a player can only be used after a scout has found clubs prepared to sell this week. A list of players is presented for manager evaluation. Clicking on the player's name gives the following detail on the player:

NAME	PHOTOGRAPH	POTENTIAL SKILL IN ATTACK, MIDFIELD, DEFENCE AND GOALKEEPER POSITIONS
PRESENT TEAM	PERCENTAGE FITNESS	MORALE NOTORIETY

Using the previous and next options allows scrolling through available individuals before either accepting the asking price or exiting the option.

2. FREE TRANSFER MARKET

Once again, the Scout has to prepare this information for you prior to the selection of this option. Players are selected using the same procedure as given in option 1.

3. SELECT PHYSIO

The available Physios Name, Salary and Skill Level are given for possible addition to the Club's Management Structure. Physio posts can either be accepted or the option exited.

4. SELECT TRAINER

The same process as outlined for Physio selection is available for the Club's Trainer Position.

5. SELECT SCOUT

Scouts are employed via the same method as points 3 and 4.

Please note that the transfer markets close after **Week 28** of the season.

• TEAM SELECTION



Your present squad is presented for your information and evaluation for team selection. The players' names are given on the left hand side of the screen with individual's data sheets shown on the right.

Clicking on a player's name reveals the following information on the data sheet:

PLAYER NAME	PHOTOGRAPH	WAGE	MORALE
NOTORIETY	FITNESS		
SKILL BARS FOR:			
AK ATTACK			
MF MIDFIELD			
DF DEFENCE			
GK GOALKEEPER			

The skill bars are of vital importance in the team selection procedure. A **green** bar indicates the current skill level in that discipline, whereas a **red** bar shows current skill level which could be improved upon.

Pressing the **Right Hand Mouse** button cycles through the possible positions including **SB** for substitute and **?** for player information.

The **Left Hand Mouse** button adds a player to the team when pressed whilst on that player's name.

A player is de-selected from the team by pressing the right hand mouse button until the playing position displayed on the selection pointer matches that of the player you wish to remove. Clicking on the player's name then removes that individual from the team, allowing another member of the squad to take his place.

Up to **5** players can be selected for attack, midfield or defence up to an overall total of **13** including **1** goalkeeper and **2** substitutes. Players less than **80%** fit cannot be included in the team.

• TRAINER



The Trainer option reports on player and team abilities, and allows you to make various team decisions. The Manager's requests to the Trainer are given at the bottom of the screen and are selected by clicking on them:

I WANT TO RE-ORGANISE TRAINING SCHEDULE
LIST PLAYERS RECENTLY OFF FORM
GOODBYE

1. I WANT TO RE-ORGANISE TRAINING SCHEDULE

The Trainer has a number of available sessions every week to improve the players' abilities. Clicking on a player's name allocates him a number of sessions, indicated by a football icon, to improve on a specific discipline. The number next to the ball indicates how many more days it will take before the player's skill is raised by 1 point.

For each player skill bars in each area are shown on the bottom left hand side of the screen. The right hand mouse button cycles through the disciplines, and clicking on a player's name with the left mouse button allocates a training session to that player.

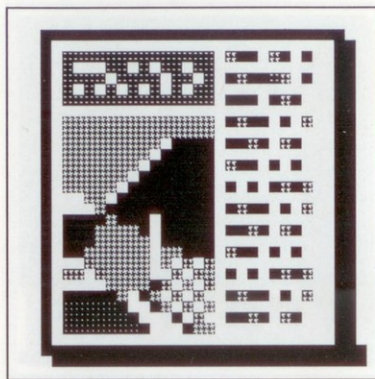
2. LIST PLAYERS RECENTLY OFF FORM

Players that have lost their form in recent matches are presented for manager assessment.

3. GOODBYE

Ends the meeting with the Trainer.

• SPORTS PAGES



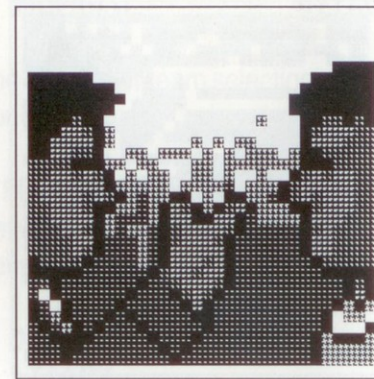
The tabloid press is essential reading for most football supporters, filled with reports on key matches, player and club gossip, sales and transfers. The press can build up all players to the level of idols, and then demolish them with in one easy stroke. They are therefore of vital importance to a major soccer club manager.

Watch the headlines for match reports and keep an eye out for players personal problems reaching the eyes of the supporters. This can have a devastating effect on morale all the way through the club's infrastructure.

Look out for clubs in trouble as this can result in a wealth of cheap players appearing on the marketplace, and you may also gain advance notice of a major team looking for a new manager.

The sports pages are also a valuable source of reference for Saturday's fixtures.

• TEAM TALK



The Team Talk option is used to report on recently booked and notorious players, and also allows players to be put on to the free transfer list.

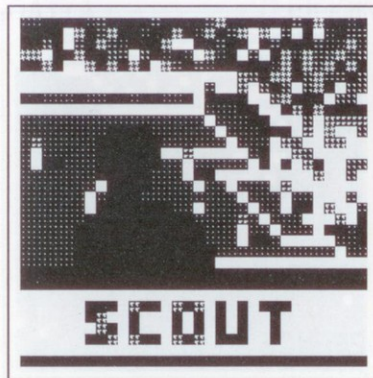
The **right** mouse button is used to cycle between player information or free transfer list selection, represented by **?** and **FT**, respectively.

Clicking on a player name with free transfer adds him to, or takes him off, the free transfer list.

Booked or Notorious players are shown with a division sign next to their name. Clicking on a player's name with information option selected enables that player to be fined as punishment for his misdemeanours. An amount suggested by the trainer will appear in the fine box and this may be adjusted by using the up and down icons.

Be careful - over fining may cause bad morale within the team, even to the extent of turning a player off form.

• SCOUT PAGES



The Scout is the vital element in any manager's team. Finding talented players with plenty of potential whilst they are still playing with junior sides means that you can obtain a squad of top class players at a fraction of the price paid by the big clubs. Purchasing all depends upon your management style - whether you like to develop talent, or have the large cash reserves necessary to purchase and keep the cream of the football world.

The tasks given to the Scout take approximately one day to perform, and he will book in his own appointment in the Diary to report his findings.

The Manager's discussions with the Scout are given at the bottom of the screen and are selected by clicking on them:

CONCENTRATE ON NEXT MATCH TEAMS
CONCENTRATE ON THE FREE TRANSFER MARKET
CONCENTRATE ON NAMED DIVISIONS
REPORT LAST FINDINGS
GOODBYE

1. CONCENTRATE ON NEXT MATCH TEAMS

The opponent's team and the manager's team are broken down for comparison in the areas shown on the opposite page:

• SCOUT CONTINUED...

**TEAM
DEFENCE**

**MORALE
MIDFIELD**

**GOALKEEPING
ATTACK**

This information should be utilised for team selection and for identifying player qualities that are lacking from your own squad.

2. CONCENTRATE ON FREE TRANSFER MARKET

The Free Transfer Market can be used as a pool of talent for the Club. The Scout asks the manager what type of players he is looking for from the following disciplines:

**GOALKEEPING
MIDFIELD**

**DEFENCE
ATTACK**

The Scout will then get straight on with the job and report back to the manager with the name of the player and present club. Further detailed information is gained by clicking on the player's name before reaching a decision on whether or not to take him on board.

3. CONCENTRATE ON NAMED DIVISIONS

The task allotted to the Scout can be narrowed by asking him to look for certain types of players in specific divisions. This information is useful in assessing the cashflow requirements of moving up or down a division, as well as the quality of players available for purchase. The manager decides which division he wants the Scout to concentrate on, as well as the required playing positions.

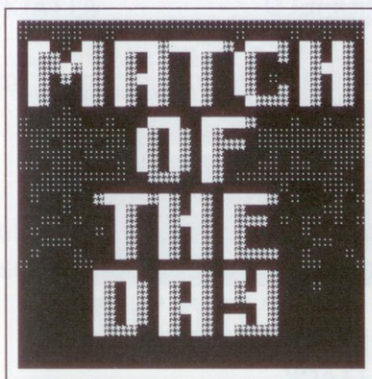
4. REPORT LAST FINDINGS

When the Scout has been allotted a task, he automatically returns with his findings within 24 hours of the initial request. Clicking on the name of the player from the list presented to the manager gives further details on the player and, where applicable, the asking price of the club. A purchase decision then has to be made as to whether the player will fit into the squad, and if the potential rewards outweigh the initial outlay and subsequent salary.

5. GOODBYE

Ends the period of time spent with the Scout at this meeting.

- **MATCH OF THE DAY**



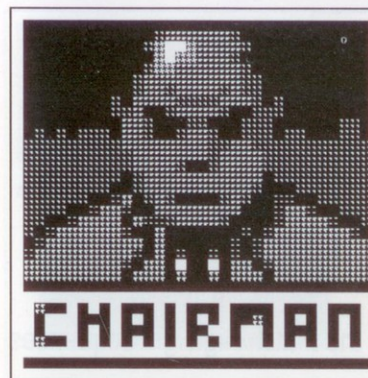
Match of the Day is a computer inserted icon which appears on Saturdays as a League match, and from **week 24** on a Wednesday to indicate Cup matches.

The action takes place around the **BBC TV** studio, with presentation and subjective comments being provided by **Des Lynham** and **Jimmy Hill**. After a brief introduction to the show, the Highlights from the first half of the game are shown which incorporates an exciting mixture of goals, near misses and moments of high drama.

Des and Jimmy lead into the second half with a discussion of the developments in the first 45 minutes. The professional analysis of your team's performance by these two experienced commentators may give an indication of how your team is being perceived by the general public.

At the end of the programme, results from the rest of today's matches are given for your consideration and analysis.

- **FURTHER COMPUTER INSERTED ICONS**



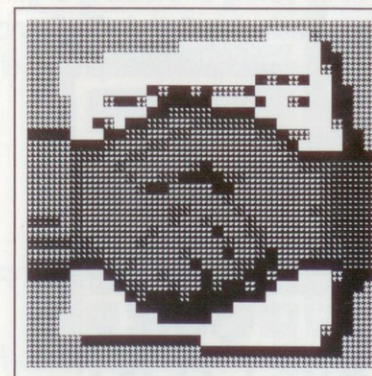
- **THE CHAIRMAN**

As manager of the club, you are answerable to the Chairman and the Board of Directors for all of your actions. Winning matches will help you to retain your job, but other aspects of your performance will also be monitored. Keeping the Club liquid with good cashflow projections, restricting the players appearances in the Tabloid Press, building a good relationship with your team and other members of middle management are just some of the many assets you must have to retain your post. Failure to please the Chairman will result in your dismissal.

The Chairman also reports when a free transfer player has been taken from your squad.

- **DEALING**

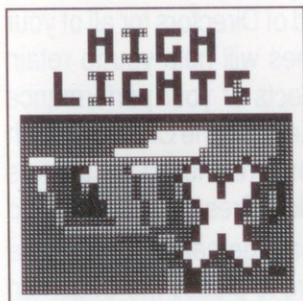
The problem with building up a good team of players is that they are also attractive to other clubs. Although this helps financially and is good for the player concerned, it does create replacement problems. When another club makes an offer for one of your squad, the Dealing Icon is automatically inserted in your Diary for your consideration.



On the other hand, another Club may well be impressed by your performance and could make you an offer for the big time that you may find hard to turn down!!

• SERVICE ICONS

These icons do not take up any time in the diary and so may be clicked on directly at any time.

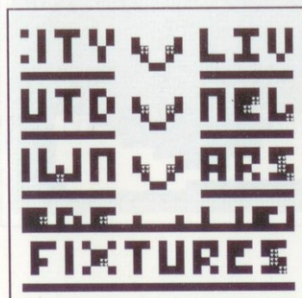
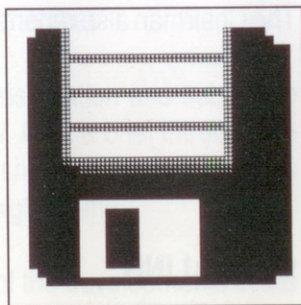


• 'HIGHLIGHTS

Allows the manager to turn the Match Highlight sequences ON or OFF.

• DISK LOAD & SAVE

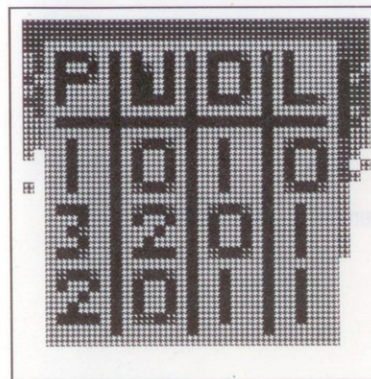
Allows saving and loading of game progress in any one of four blocks labelled **A**, **B**, **C** and **D**. Disks to be used for saving must have been previously formatted.



• FIXTURE LIST

The Fixture List shows the sequence of home and away matches for the season, highlighting the next match. Remember that this information is important as your club will only receive income when playing at home.

• FURTHER SERVICE ICONS



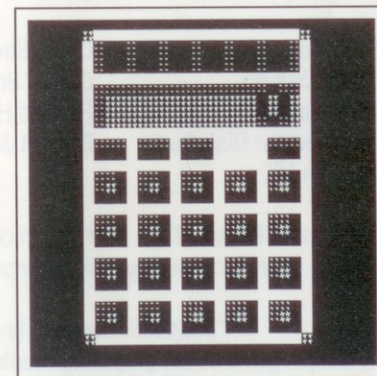
• LEAGUE TABLES

The current positions of the teams in the full four divisions are shown to monitor progress up, or down the League. Your team's current position is highlighted. At the end of the season, the top **3** teams will be promoted and the bottom **3** teams demoted from each division where applicable.

• CASH FLOW

Many an excellent manager has been sacked due to their ability to balance the books. Evaluation of the facts presented to you on this selection will help you to avoid the same fate!

Your Club's sponsor will provide a bonus amount after the first game of each season, but after this the book balancing is completely up to you.



- **GAMEPLAY HINTS AND TIPS**

- **PICKING THE BEST TEAM**

Fitness is perhaps even more important than player skill when selecting your team. Team Morale is vital, and should always be kept as high as possible. A player will not be happy if he has not been selected in his best potential position. Bear in mind that this will be where his best potential skill lies and not necessarily his best skill of the moment

Players may go off form by the following methods:

Not being selected for the first eleven Being Over-fined Placement on the free transfer list

- **CASH FLOW**

As a general rule, because clubs only receive income for home matches, try to keep the cost total less than half the last gate income.

The gate will fall the more matches you lose, although it can be restored by a win or a draw. Gate income can be raised by playing more popular players in the team.

- **PLAYER TRANSFERS**

You are only allowed **20** players in the club at one time so if no club wants any of your players you will not be able to buy. Try to remove the weakest and very unfit players to allow space for additions.

Try to be prepared for the last **10** weeks of the season (29-38) when no more transfers can be made but the injuries keep on coming.

Program:	David Sowerby	Graphics:	Neil Hislop
Game Design:	Gareth Briggs & David Sowerby	Music:	Adam Gilmore
BBC Liaison:	Richard Hollis	Game Testing:	John Murphy
Introduction Disk Code:	Brian H Jobling		
Made in UK			

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