

INTRODUCTION

You may select ANY EUROPEAN country of your choice or accept the built-in ENGLAND squad of players provided.

The month is July. You have been offered the opportunity to manage a national team and prepare for the forthcoming Nations Cup Finals in two years time. Your first qualifying match is in October and have up to 100 players all knocking on the door for international recognition.

The game runs on a four yearly diary, two years Nations and two years World Cup. ALL OTHER COUNTRIES are COMPUTER MANAGED and will be attempting to achieve the same success . . . so USE YOUR WITS. EVERY PLAYER for EVERY COUNTRY will have INDIVIDUAL abilities, talents, shortcomings etc . . . so TREAT THEM WITH RESPECT.

Hark! . . . the national anthems playing . . . time you made your way to the dugout . . . the match begins.

LOADING INSTRUCTIONS

MENU'S

Menu's will automatically change colour and the cursor will avoid any option that is not available.

SQUAD SELECTION

All countries have individual maximum and minimum ability ranges which are distributed to each squad player. This will guarantee the players performing to their realistic capabilities.

MANAGING ANOTHER COUNTRY

YOU MUST ENTER A MINIMUM OF THIRTY PLAYERS (maximum 100) FOR YOUR SQUAD plus their playing position. You may also enter his club (max 30). If you choose not to use this last option . . . then leave blank.

The LAST club entered will appear for each player unless deleted and altered. TO FINISH SELECTION type the word 'EXIT' in PLAYERS NAME SPACE.

DATE

The date will automatically advance to date of next fixture so as to avoid unnecessary key pressing.

SQUAD

Current squad players will be highlighted by asterisk.

SCOUT

Reports will be available for teams either watched or scouted.

NOTE . . . individual players throughout the game will alter according to their form etc, so keep a regular check. Scout reports are only valid up to ONE YEAR. Thereafter it will be deemed out of date.

NOTE . . . you are NOT permitted to watch other internationals on the same day as your own fixture.

TABLES & FIXTURES etc.

League tables plus all results and fixtures for either the NATIONS or WORLD CUP are available. To avoid unnecessary searching, the cursor will automatically appear at the group your own country is involved in.

NOTE ALL EUROPEAN groups will be in groups 1-8 All SOUTH AMERICAN groups 9 & 10

The REST of WORLD groups 11-13

NOTE Four team groups = ONE quality

FIVE team groups = TWO quality.

DIARY

This will scroll ALL fixtures for current month.

NOTE. CUP MATCHES are displayed in another colour.

ARRANGE FIXTURES

Only TWO fixtures may be arranged within any one month. The EXCEPTION to this are TOURS. Only ONE tour is permitted per CALENDAR YEAR.

TOUR

Only ONE tour is permitted per calendar year. A tour will consist of FIVE matches within TEN DAYS. Enter the DATE you wish the tour to COMMENCE then enter the Opposition. A maximum squad of 25 players may be available for any tour.

Opponents have the right to decline a fixture. This may be for several reasons.

- Unable to raise a satisfactory team (example: injuries)
- Committed to other forthcoming friendly fixtures.
- Requiring a rest from too many previous matches.
- Do not consider you worthy opponents.

NOTE. It is advisable to have reserves for all departments as REPLACEMENT PLAYERS are NOT PERMITTED on tour should injuries occur.

HINT. If a player plays a game within a few days of a previously played match his STAMINA will be affected which will automatically affect his abilities, so select your team carefully and save your best players for important matches (especially if you qualify for the FINALS).

GAMEPLAY

Superb programming enables ALL fixtures, both cup games and friendlies, to be played within a total speed of less than a second. Therefore all goal scorers, goal times and match statistics are completely genuine.

The MATCH YOU PLAY/WATCH has been slowed down to allow you to follow a comprehensive running commentary. This may be SPEEDED UP or SLOWED DOWN BY JOYSTICK.

TACTICS . . . may only be altered during a game at either half time, full time if extra time is required or during substitutions.

INJURIES . . . when occurring will affect the players running ability plus his skills through the remainder of the game. If you tactically assign one of your players to be aggressive towards an opponent beware that a booking or sending off may occur as well as the likelihood of the opposition seeking retribution.

BOOKINGS & SENDING OFF'S

A player may be booked only once during a match. A further booking will result in a sending off. Sending off offences will incur up to a three match ban.

NOTE. All players stretchered off or considered severely injured will be removed from the squad. A club will not release a player it considers unfit. A player sent off cannot be replaced.

LOADING INSTRUCTIONS ATARI ST and AMIGA

Insert disk and switch on machine.

LOADING INSTRUCTIONS for PC TRACKSUIT MANAGER 90

Insert Tracksuit Manager 90 disk into drive A.

At the A> prompt type

A>TRACK

the game will load and begin to play

GAME CONTROLS ATARI ST and AMIGA

All controls are joystick controlled or cursor arrow keys.

Press control (CTRL) key and 'P' for printout.

SAVING TO DISK

When saving to disk ensure production disk is in drive and that right protect is off.