

The Soccer Player Manager 2016 - Manual

A free Football management retro game inspired by Anco games Kick Off 2 & Player Manger.

The Soccer Player Manager 2016 source code is 100% original work made by "Kick Off World" community members:

<http://www.kickoffworld.net>

This retro game reproduces the Commodore Amiga 2D graphics, with top down full size fields and fast gameplay.

You can play this game without even reading this manual, but it is unlikely that you will get to the top.

We hope you enjoy this old-school soccer game

You can follow us on our social accounts:

<https://www.facebook.com/Kickoff2world>

<https://twitter.com/KickOffWorld>

<https://www.youtube.com/channel/UC5Q2bOLSmHy73XOkkgOeemw>

CONTROLS : MANAGER - Mouse/touchpad/touch screen Control
: THE MATCH - Keyboard/touch screen Control

INTRODUCTION

The newly appointed Player Manager, an international class player, can use his skill and experience on the pitch and help his club to be promoted swiftly.

Further promotion and success in the top division will require a balanced team and winning tactics.

Four well proven tactics are provided and he can refine tactics or design totally new tactics. The transfer market gives the opportunity to strengthen the squad. There are over 1000 players in the league. Each player is an individual with a unique mixture of several attributes and playing skills.

The financial control of the club rests with the board. The manager is kept informed as to how much money he has available to buy players. If extra money is required, he must seek the boards permission. The board may also ask him to sell players in order to help the club's finances.

The actual match uses refined versions of KICK OFF and KICK OFF 2, retaining the controls and the game play. The match lasts five minutes each half and the manager, if selected, can play in the game. He can either control the player nearest the ball or play in his designated position. Only in his assigned position will he play as an international class player. In other positions he will assume the attributes of that player. He can substitute the players and change tactics at any time during the match with the 'C' key.

If watching instead of playing he has the option to watch any one player on the field and study his game play in depth, an invaluable facility to study a player on the transfer market. He has the option to watch an accelerated version of the game on the scanner, still retaining the options to substitute the change tactics.

The manager can greatly improve his chances of success by paying great attention to the player info. The player attributes and skills change with experience and training.

A player improves his skills with his playing position, yet his talents may lie elsewhere. The manager may experiment by training a player in a different position and perhaps discover a hidden talent.

The real task of a manager is to understand how events can affect the morale of an individual, player or the whole team and the measures he must take to counter the effect. The manager must be aware of his own contribution to the team as a player. When to hang up his boots finally, is the single most important decision he will make.

The manager must, at all times, pay due attention to the individual player morale and the team morale notified in the coach report. The morale effects the individual player performance and the team performance.

The MESSAGE screen appearing from time to time is used by the board and coach to keep the manager informed. It also displays interesting NEWS items which may or may not have a direct bearing on the manager's decisions.

He must at all times pay attention to the messages from the board. His job security rests with the board.

MANAGEMENT

NEW GAME

Once TSPM2016 is loaded you can you choose your language.

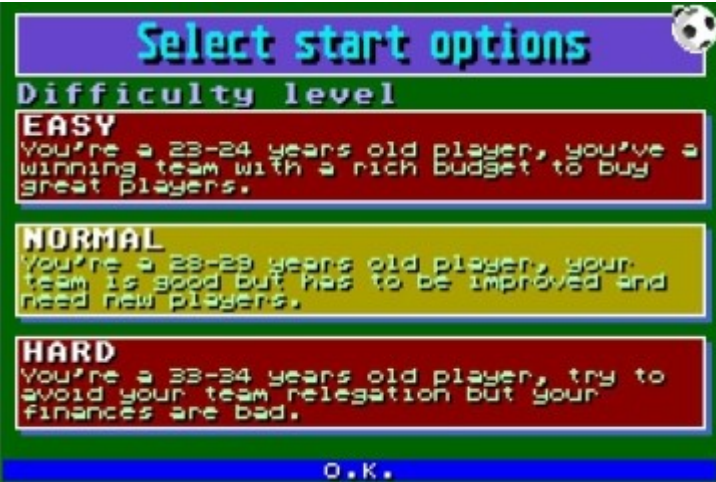


The main screen has 4 options.



- | | |
|--------------------|---|
| New game - | Starts a new game |
| Load game - | Load a previously saved game |
| Demo game - | Starts a new game with options already set |
| Demo game arcade - | Starts a demo game with ready to go options |

Choosing a **NEW** game takes you some start options.



- EASY:** You start younger, have the best starting team and have the most starting money (Auto selection of players)
- NORMAL:** Medium starting age and, an ok team and a good amount of starting money. (Auto selection of players)
- HARD:** Towards the end of your playing career, team needs some work and hardly any money to start with.

More start options



Select the league in which to start your game.74 to choose from.

Choosing England will select English players, if you choose Greece then you`ll have Greek player names etc.

Press **O.K.** to continue.

Once you`ve chosen your league (previous step) you can view the teams in the divisions. You can edit the names of the clubs using the keyboard.



If the name you have chosen for your team has already been used in one of the divisions, the name in that division will be replaced with BURY.

You will not be allowed to use your club name in any of the other divisions. Please check the team name is only provided at this stage.

If you click on the kit icon, you can edit each individual kit for each team. (up to three kits and keeper)

Stars: Shows the strength of the team

LOAD: You can load a previously made league

SAVE: If you have edited the league you can save it out

DONE: Continues to next step.

The computer takes approx. 10 seconds to initialize.



The next screen will show the player managers name and his playing record. It will also show the club name.



Use the keyboard to edit the player manager name and the club name. Click in the boxes to edit. You will also be asked to select whether the manager will:-

PLAY AS A TEAM - The option allows you to control all the players on the field if the manager is playing.

PLAY IN POSITION - The manager plays in his selected position i.e. as a forward.

This option is the right and best way to play the player manager game. A manager playing as a team is handicapped to compensate for the immense versatility of a human player

PLAY AS MANAGER – This option is managerial only. Even if Alex Reeves is playing. Like hanging up your boots.

Press **O.K.** to continue

MAIN MENU : The options on the main menu take you to various aspects of the management. Select the option by clicking the mouse.



The week No. of the season is displayed on the main menu and advances by 1 after returning to it from the match day.

This is your start screen. All the available options are here to make your team a success.

TEAM - The squad screen shows the name, Age, Position, Shirt # and status of all the players in the squad.



POSITION - There are four categories of players, namely Forward, Midfield, Defense and Keeper.

A player training and playing in a given category will over a time acquire the skills associated with that category.

SHIRT # - With the exception of #1 shirt which is assigned to the keeper, all the shirt numbers are dictated by the shirt numbers selected in tactics design.

STATUS - The status shows the availability of the player for selection. If he is injured or banned, letters I or B will appear.

If the player is out of contract a C appears next to the player's name. A player on the transfer LIST(T) or requesting transfer(R) is also displayed. This information can be useful to the manager. Click the status column for STATUS-SCREEN, a detailed information on each player.

PLAYER INFORMATION: The details of a player's attributes and skill levels are obtained by clicking the mouse pointer at the player name.

Player Information			
Name	A.Hope		
Position	Goalkeeper		
Age	22	Skills	
Height	191 cm	Passing	135
Weight	62 kg	Shooting	81
Pace	127	Tackling	118
Agility	121	Keeping	174
Stamina	137	History	
Resilience	160	Games	Goals
Aggression	47	0	0
Morale	Great	IntOpp	1 2 3 4
		1	2 3 4 22 0
		0	0 0 0 0 0
O.K.		status	

The attributes and skill levels are rated on 100 being an average. A rating of 200 for pace e.g. signifies two times the average pace.

The ratings are on an absolute scale. The information on each player should be studied with care by the manager and especially the change in the skills and attributes over a period.

How many games the player has played and in what division is under 'History'

You can view the player status by pressing 'status'

STATUS-SCREEN: Click on the status column for any player on the squad screen to display the status information of that player.

Player status			
Name	A.Hope		
Player fitness	Pos	KEEPER	
	Age	22	
	Contract	1	
	Valuation	241K	
Disciplinary	Offer a new contract		
	4 years	3 years	2 years
Transfer status	DENY TRANSFER		
	TRANSFER PLAYER		
	CANCEL TRANSFER		
	FREE TRANSFER		
O.K.			

INJURY-REPORT: Gives the manager the extent of player's injury and the approx. period the player will not be available to play.

If a player has been put on light training after a serious injury, the manager can play him but runs the risk of aggravating the injury.

DISCIPLINARY-REPORT: A red card means suspension for the next two matches. To keep the behavior record of a player, each red card equals 10 points. Exceeding 10 points results in automatic suspension for 2 matches. Each yellow card is equal to 4 disciplinary points.

TRANSFER-STATUS: A players transfer request, the reason for the request and the duration for which he is waiting for a reply is shown.

FREE TRANSFER: If you can't sell a player. He can leave the club with this option.

The manager has the option to ignore the request, take an action to cause the player to withdraw the request or deny request.

His action will determine the player's performance. Info regarding a player put on the transfer list on his own request or by the managerial decision and the duration on the list is shown. If a player is not sold, the manager has the option to cancel the transfer or re-value the player.

REVALUE: The manager has the option to revalue a player at an higher or lower figure. The former is basically to keep a good player requesting transfer and the other to unload an over-priced player. The manager can set his selling price independent of the boards valuation.

OFFER-NEW-CONTRACT: A player coming to the end of his contract or requesting transfer may be offered a new contract. The manager has the option on duration but not the cost of the new contract. Long contracts are generally more expensive. The cost of a new contract on a lump sum basis will be deducted from the money available to him for buying new players. The manager should keep a close watch on the players nearing the end of their contract. The offer of a new contract should be made early as the player may refuse it. At the end of the contract, the player is on a FREE and not a member of the squad. The club is likely to get only a fraction of their valuation for a player on a free transfer. A manager can offer a new contract to a player only once in a week. He may accept or refuse the offer.

CLUB: The following options are available.



Club Records: League records over the past five years

Finances: Shows the clubs finances, amount of loan, players wages etc.

Managerial Assessment: Shows the current managerial assessment by the board. Also the option to resign is here.

The board informs the manager as to how much money he has available to buy players or the money the board needs quickly, i.e. instructing him to sell players. The board also informs the manager of their views on the team's and manager's performance.

DONE to exit back to the main screen.

LEAGUE: The following options are available.

League - Week 1							
Div 1	Div 2	Div 3		Div 4			
Tables	Results	Fixtures		Scorers			
Team	PT	P	W	D	L	GF	GA
Cardiff City	0	0	0	0	0	0	0
Norwich City	0	0	0	0	0	0	0
Ipswich Town	0	0	0	0	0	0	0
Bournemouth	0	0	0	0	0	0	0
ANCO UNITED	0	0	0	0	0	0	0
Wigan	0	0	0	0	0	0	0
Derby County	0	0	0	0	0	0	0
Fulham	0	0	0	0	0	0	0
Brentford	0	0	0	0	0	0	0
Middlesbrough	0	0	0	0	0	0	0
Reading	0	0	0	0	0	0	0
Watford	0	0	0	0	0	0	0

O.K.

The **division** tables.

List of clubs in the league.

Results of the previous week.

The **fixture** list and the results week by week.

Top **scorers** (you can click on the player to view the information.)

CUP: There are now TWO extra cups. Champions league and Interleague.

Champions	Interleague	The Cup	
Qualifying	1st round	2nd round	Finals
Tottenham	VS	Marseille	
Ein. Frankfurt	VS	Getafe	
Sevilla	VS	Lyon	
Villarreal	VS	Rubin Kazan	
Hamburg	VS	Udinese	
Dynamo Moscow	VS	Sampdoria	
Galatasaray	VS	Malaga	
Lille OSC	VS	Genoa	
Wolfsburg	VS	Zenit	
Athletic Bilbao	VS	CSKA Moscow	
Bordeaux	VS	RedBull Salzburg	
Torino	VS	Inter	

O.K.

The cup matches are played in the same week as a league match. If there is no result, then extra time is played. If there is still stalemate, then it is settled by a PENALTY-SHOOT-OUT.

Each team takes a penalty in turn. If after 5 penalties, there is a tie, the result is decided on the basis of sudden death. The cup menu takes you to the draw and the results.

Also on this screen you can view all the 1st,2nd,3rd and all the finals results. 'aet' will be shown next to a game if the game was won after extra time. Similarly, 'pen' is shown if the game went to penalties.

You can click on 'VS' to see the upcoming cup game with either fast or normal speed options

TACTICS: This feature allows you to design your own tactics.



You can design and store as many tactics as you like. The screen is icon driven. The icons on the top are instructions operators while the icons on the right are for set pieces like corner kicks etc.

The pitch is divided in grids numbered 1 to 12 is also shown. Highlighting a sector by clicking the left mouse button places the ball in that sector.

The tactics are designed for your team playing left to right as indicated by the arrow at the bottom. When your team switches sides at half time a mirror image of the tactics with the players switched to the opposite wing is automatically produced by the computer.

The tactics must be designed with the following rules in mind.

1. At kick off, the opponents must be outside the circle and each side in its own half.
2. No more than 6 players of any side excluding the keeper can be inside the 18-yard box.
3. No opposing players can be inside the 18-yard box during the goal kick.
4. When a ball in grid numbers 1 or 5 or 9 no player except the keeper may be present in 4, 8 and 12. Similarly if the ball is 4 or 8 or 12, no player except the keeper can be positioned in 1,5 and 9.

Tactics not obeying these rules cannot be saved. One of the players in the offending group of players will flicker if an attempt to save such tactics.

To move a player, point the pointer at the player and press the left mouse button. Keeping the button pressed, place the pointer at the desired position and release the button. To exchange a player with another, place the pointer on the first player and press the RIGHT MOUSE button. The player will start flashing. Carry out the operation on the player with which you want to exchange position. The first 2 icons on top are **SAVE** and **LOAD** respectively. The next icon is **FLIP** icon. This places all players on the opposite wing. The next icon is **RAY TRACE**. **RAY TRACE** is very useful in testing the movement of the players as successive sectors or set piece icons are highlighted. The manager should make sure that his players have the pace to get to the required positions and that they're line of movements have a minimum of crossings. The best way to learn to design is to load any of the already provided and experiment with them.

THE COACH: The coach menu provides the manager the opportunity to train his squad. Following options are provided.



SQUAD TRAINING: The manager having studied the player information can now decide to change the playing position.

TACTICAL TRAINING: Though any number of tactics can be designed and stored, the squad can only use four tactics in any one week. A list of the current tactics in use is displayed. An option to replace one of the current tactics is provided. Only one tactic in a week can be replaced. Select **RETRAIN** option. Any of the current tactics in use can be refined by selecting **MODIFY TACTICS** option.

TAKE A BREAK: This is a morale booster for the squad. This option can only be exercised at the start of the week. NO other activity except playing a match is possible if the squad and the manager are having a break.

EXTRA TRAINING: The squad can be given extra training to improve their performance. Too frequent a use is not advised.

TRANSFERS: This option is solely used for buying a player.



Transfer List			
KEEPER	DEFENDER	MIDFIELD	FORWARD
1-100K	100-250K	250-500K	500K+
Player	Age	Team	Div
L.S.Thomas	20		1
B.Carragher	22		2
S.Smailing	23		1
M.Bremner	25		4
I.Kennedy	27		1
U.Baines	20		1
B.Lopez	26		1
G.Zola	23		1
O.Kendall	24		3
O.Welbeck	34		2
D.Sexton	35		2
T.Coultard	30		4

O.K. up 1 down

Select the type of player and the price range. All available players in that category are shown.

To give greater variety of available players, overseas players are marked INT. Under the club heading are also included.

You can look at any player's details information by clicking on the players name. The skill and ability figures are an indication only and based on the average for the div. and not absolute. Once you have decided on a player to buy, select **BUY** option and the name of the player. The asking price and your offer will appear. You can increase your offer and the seller may reduce his price or quit dealing if your offer is too low. The deal is done only if you and the sellers prices match. If you need more money, then you can ask the board for extra cash. You can only bid for 2 players in a week. The maximum size of the squad is 24 Players.

SELLING PLAYERS:



SELL PLAYER

Name: K.Gray
Pos: Midfielder
Age: 21

OFFER 170K
Blackpool

PRICE 190K
up down

Accept the offer Against offer

EXIT

An offer for your player can come at any time, a selling screen can appear at any time if you have players that are transfer listed.

In this example Blackpool are offering 170K for your player. Your listed selling price is 190K.

You can use the **up/down** buttons to increase or decrease the price.

Once you have lowered the price a little hit the **Against offer** button to see if Blackpool accept your new price. Carry on this way until you sell the player.

If you want to accept 170K for K.Gray then select **Accept offer**.

OPTIONS: This is where you can save your game and view a previously saved replay.



GAME OPTIONS

See other match results NO YES

Ball control Easy Normal Hard

Gameplay speed 100% 75% 66%

Match day PLAY IN POSITION PLAY AS TEAM PLAY AS MANAGER

Watch Saved Replay Edit player names

Save Game

continue exit

Match Results: Check the option to view other match results.

Ball Control [EASY NORMAL HARD]: How much the ball sticks to the feet. **HARD** is regarded to be like the original Player Manager.

Game Speed: Change the speed of the game. This, coupled with the ball control makes it much easier playing on tablets with touch screen controls.

Match day: Choose your playing options here.

You can watch a saved replay, edit the current loaded player names and save your game here too.

ANCO UNITED			1	4-2-4
Player	Pos	nr	2	4-3-3
.....	3	4-4-2
.....	4	5-3-2
.....	5	
.....	6	
.....	7	10
.....	8	11 9 7
.....	9	3 8 6 4 2
.....	10	5
.....	11	
.....	12	Result
.....	13	Fast
.....	14	Normal

Select the tactics to be used. Select the shirt number and then the player. You can select three subs (12,13 and 14).

If you are not playing, you can select to watch an accelerated version of the game (scanner view only). Or a result only. No match is played but a result is based on both team's strengths and weaknesses.

The line up	
Bournemouth	ANCO UNITED
J. Brooking	1 B. Elkan
S. Charlton	2 N. J. E. Swift
E. Sunshine	3 K. E. Hart
N. Armfield	4 A. Ferguson
D. P. Peters	5 O. Kendall
D. Hughes	6 J. Greenwood
M. Van Gaal	7 S. Balotelli
V. Gold	8 G. Rush
D. Winter	9 O. Ardiles
K. Moyes	10 ALEX REEVES
P. Mercer	11 E. Moyes
N. Powell	12 B. Hargreaves
N. Macheda	13 C. A. Milner
B. Springthorpe	14 P. Bastin
	↑ ↓
O.K.	

Pressing **O.K.** takes you to the main game.

A screenshot from a soccer game. The field is green with white lines. A goal is visible on the left. A player in a red jersey is in the air near the goal, having just kicked the ball. The ball is in the air near the goal. The score is 0:100. The teams are Bor and ANC.

On this screen you can view the in game stats (% possession etc.)

Also you can press '**Replace**' which starts the substitution phase.

MAKING SUBSTITUTIONS:



HALF TIME:



MATCH REPORT: On returning from the game, the match report, the results of the other games are shown (if selected in the options)



Once the ball goes out of play the subs screen is displayed.

Move up and down to select the player that's coming off the pitch.

Once selected you choose from one of your subs (12,13 & 14)

Before you choose your sub you can press **DEL** to go back to the player selection.(If you choose the wrong player to come off the pitch)

This screen is also displayed if one of your players becomes injured.

Injured play is highlighted green. Select from one of your subs. (press **SPACE** to select)

Press **CANCEL** to not make any changes.

Press **Done** once all your changes have been made

Half time screen shows the match stats for the first half.

You can start a substitution from this screen or select different tactics.

Choose from one of the four loaded tactics

Returning from the match day to the main menu marks the end of the week. Remember, there are more stats below

so remember to scroll down.

White ball = goal

Red ball = own goal

Blue ball = Penalty goal

Blue ball with cross = Penalty miss

DETAILED GAME INFO

The Player Manager has 2 options.

PLAY IN THE MATCH

A manager on the field playing in position or playing as a team can:

1. Select type of corner kicks.
2. Assume the control of the keeper while taking goal kick or defending a penalty.
3. Take a penalty.

WATCH THE MATCH

1. Focus the camera on the ball or any player on the field. The camera will follow the ball or the selected player.
2. Watch an accelerated version of the game.

The manager can change tactics only at any time during the game and at half time or while making a substitution. Substitutions can be made at any time or when the ball is out of play.

PLAYER CONTROL

MOVEMENT - The player moves in all 8 directions. Aftertouch can be applied after the ball is kicked.

HEADERS - If the ball is in the air, pressing the SHOOT/TOUCH key will make the controlled player jump. Move the player in the direction in which you wish to head

the ball when the player is in the air.

TACKLE - There are 2 types of tackles.

1: BLOCKING TACKLE - The purpose of this tackle is to gain possession of the ball from the opponent. You cannot tackle a player from behind without fouling him.

You must intercept the ball by running beside the opponent and get to the ball travelling ahead before he does or tackle from the front.

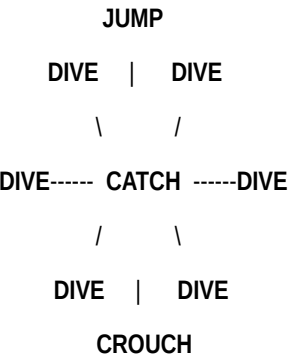
2: SLIDING TACKLE - This tackle can be done from any direction. A sliding tackle from behind is a foul if seen by the referee.

KEEPER CONTROL

You can now control the keeper for the whole game. Just select your player manager as the no.1 shirt. If you don`'t then he is controlled by the computer during the game.

The control is transferred to the player for PENALTIES AND GOAL KICKS only if the manager is playing.

PLAYER DIRECTIONS

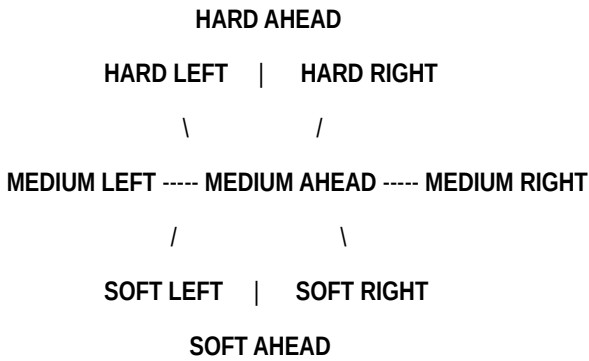


Press the **SHOOT/TOUCH** key to start the move. The longer the **SHOOT/TOUCH** key is pressed the bigger the movement.

The player is also given the control of the keeper for goal kicks. (if you are not playing as the keeper) If he so desires. To keep the game flow, if the player fails to perform

a goal kick then the computer assumes the keeper control. The player must therefore exercise the option quickly and well before the computer goes into default mode.

There are 9 types of goal kicks (if shooting up the screen):



Press the **SHOOT/TOUCH** key to the required position before the keeper kicks or throws the ball.

Press the **SHOOT/TOUCH** key to quickly boot the ball up field to catch the opponents out of position or to stop keeper wasting time. Use the scanner to select the direction and type of goal kick.

BALL CONTROL

The new ball control options affect how much the ball sticks to the feet of the player. If you want to experience the original Player Manager ball control, then choose

'Hard' in the ball control in options.

The ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there is no time to remember the complicated movements. The action has to be instinctive. You are advised to learn the controls by using the practice skills option in the main menu.

DRIBBLE BALL - The ball travels in front of the player. The distance it travels depends on the speed of the player when he made contact with the ball.

SHOOT BALL - Press the **SHOOT/TOUCH** key after touching the ball shoots the ball in the direction the player is facing.

AFTER TOUCH - The ball direction can be altered for a short duration after shooting. Ideal for bending the ball.

STOP BALL - Press the **SHOOT/TOUCH** key before touching the ball will stop the ball and give you total control.

PASS BALL - You must **STOP** the ball before you can pass it. Keep the **SHOOT/TOUCH** key pressed and move in the direction you wish to pass and release the **SHOOT/TOUCH** key. Releasing the **SHOOT/TOUCH** key when no movement keys are pressed and the ball is stationary takes you back into dribble action.

The player will turn in the direction and start dribbling the ball in that direction and if the **SHOOT/TOUCH** key is pressed again, shoot in that direction. The ball will remain stationary as long as no direction keys are pressed.

CHIP BALL - Reverse the direction of the player on making contact with the ball.

SET PIECES

CORNER KICKS - There is a choice of 9 corner kicks. A selection panel appears. Look at the scanner to see the position of your players and select that option by highlighting it and pressing the **SHOOT/TOUCH** key before the computer takes the corner. The arrows on the ball show the direction of the ball movement relative to the goal.

The options allow you to curl the ball in or out. A ball kicked at the top will travel along the ground, in the middle at half height and at the bottom to the bar height.

FREE KICKS - Set piece free kick is played if there is a foul by a defending player within a narrow sector in front of the goalmouth. The ball is placed where the foul occurred.

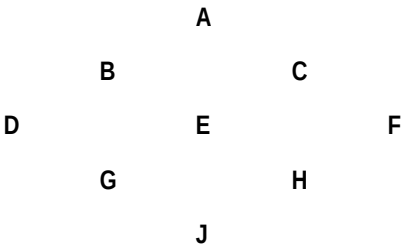
A few yards away on each side of the ball stands a player from the team taking the free kick. Press **SHOOT/TOUCH** to start the player running towards the ball.

The duration of the press determines the height of the ball. The longer the press is the higher the ball will rise. The strength of the kick is randomly controlled.

There are two distinct control movements before and after touching the ball.

In **EASY** mode you will have directional arrows showing you the height, then the direction of the ball.

You first press the fire button, then select height and lastly you choose the direction of the ball. Once done, press fire again and watch the ball hopefully sail into the goal net



BEFORE	AFTER
A - Jump over the ball	Dip the ball
B - Slight left bias	Dip and swerve the ball
C - Slight right bias	Dip and swerve the ball
D - More left bias	Serve ball
E - Straight kick	No action
F - More right bias	Serve ball
G - Pass ball to the left player	
H - Pass ball to the right player	

Only the player taking the free kick has swerve control of the ball. With practice, he can dip or bend the ball round the oppositions wall. The controls give infinite control on the kick

and with practice, a match winner. If the ball is passed to another player, normal ball control is resumed.

DEFENDING FREE KICKS

A wall of players is formed 10 yards (approx.) from the ball in direct path of the ball.

PENALTIES - The angle and the height of the shot are controlled enabling the penalty taker to put the ball anywhere in the net. There is a bar with a pointer moving rapidly

from left to right This indicates the horizontal position of the ball. The height of the ball is determined by how long the **SHOOT/TOUCH** key is pressed before the contact with

the ball is made. The longer the **SHOOT/TOUCH** key is held down, the higher the ball will travel. It is therefore possible to overshoot or hit the goalposts & bar.

As soon as the **SHOOT/TOUCH** key is pressed, the pointer in the bar freezes giving the keeper as split second chance to gauge the direction of the shot and a fighting

chance to save. The penalty must be taken as soon as possible after the ref blows the whistle.

SUBSTITUTION - Press C to initiate a substitution. 'Sub' will appear on the screen to indicate that the ref has noted your request. The game will stop when the ball is out of play.

The number and name of the player last to touch the ball will appear. Use up & down **ARROW KEYS** to change the player name. (WINDOWS ONLY)

You can cancel the sub by pressing the **del** key. Press **SPACE** to make the substitution. The named player will be substituted and the game will resume.

CHANGING TACTICS - If you wish to make a change of tactics while making a substitution, use the right and left **ARROWS** to select the new tactics **BEFORE** pressing the **SPACE BAR**.

HALF TIME - You can make substitutions or change tactics at half time. Follow the instruction detailed above. Press **SPACE** to start the next half.

CAMERA - If watching the match, the manager can focus the camera so that it either follows the ball or any player on the pitch. Press 'F' to toggle between the 2 options.

When the option to watch a player is selected, the players name and shirt # are displayed. Use **UP & DOWN CURSOR KEYS** to change name. Use **LEFT & RIGHT KEYS** to toggle between teams.

KEYBOARD OPTIONS

ESC=ENABLE\DISABLE CURSOR

- 1 = CHANGE HOME KIT
- 2 = CHANGE AWAY KIT
- C = MAKE SUBSTITUTION
- X = CHANGE SCANNER SIZE
- F = FOCUS ON PLAYER
- P = PAUSE GAME ON/OFF
- R = REPLAY LAST 10 SECONDS
- S = REPLAY SPEED
- F1 (or key 3) = FULL SCREEN\WINDOW
- F2 (or key 4) = SAVE REPLAY
- F3 (or key 5) = When pressed during a corner kick in favor, brings the goalkeeper in attack.
- S = Press to speed up substitutions.

PLAYER CONTROLS

CURSORS – MOVEMENT

- CTRL** - SHOOT
- or
- Q W O K** - MOVEMENT
- SPACE** - SHOOT

TOUCH SCREEN - MOVEMENT & SHOOT - On Android, if you pause the game you can swap the orientation of the button and control. (for left handed players)

ADDITIONS FROM THE ORIGINAL PLAYER MANAGER GAME

The original Player Manager game play is there (including play in position and as team) but with these new features and additions.

- 1) Half time and full time stats:
- Ball possession
- Total shots
- Shots on goal
- Corner kicks
- Fouls
- Yellow cards

Red cards.

2) Full time stats include the above and goals and goal scorers.

There are football icons next to player's names in the states screen.

White ball = goal

Red ball = own goal

Blue ball = Penalty goal

Blue ball with cross = Penalty miss

3) During half time and at any time in the match (press **c**) you can substitute a player. You can choose from three subs.

4) You can view any other match by clicking on the 'VS' in the game (press e to exit any time)

5) After touch

6) Ball control is a little easier than the original (there will be an option to play using the original control)

7) Free kicks

8) Pitches from Kick Off 2, Player Manager and all the data disks (Including GIGASOFT hack)

9) Controls - arrow keys and ctrl also QW OK and SPACE

10) Save your game at any time, also view your saved replays

11) Save games transferable with Android and Windows

12) Demo game arcade (starts a new game ready to go)

13) When a player scores the name is shown in the corner of the screen

14) Time is in the top right corner

15) Youth players are promoted to the 1st team from time to time.

16) New stadiums

17) Players now have different hair and skin colour.

18) You can now play as the keeper. Just select yourself as no.1

19) Three different ball controls. (easy, normal and hard) (hard is like the original)

20) At the end of the season some teams make it into the Interleague and Champions cup.

Teams with a red circle next to them go into Champions league

Teams with a blue circle next to the go into the Interleague

Teams with a green circle next to the go into the cup.

Happy managing.