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o   64 LEAGUE SOCCER    o
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C O N T E N T S

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1) INTRODUCTION.

64 LEAGUE SOCCER enables you to set up a football league and play out fixtures, week by week, over a full football season. It can be played as a solo game, or by any number of players, up to 24.

Any teams can be included in the league, and there is a facility which allows you to make some teams stronger than others, thus increasing their chances of success. Once the league has been set up, the fixtures are worked out and played automatically (although you can postpone games), and the latest league table, appearances, goal scorers and summaries of all results so far, can be viewed at any time. You can also play out FA Cup, League Cup, European, International, friendly or any other non-league games (the 64 will even make a cup draw for you, if you wish.)

There are two types of game available within the program. The first, shorter, type simply summarises all the results and scorers, thus playing out a week's fixtures in 5 minutes or less. The second, longer, type of game gives a running commentary of all the action in a match, including goals, bookings, injuries, missed chances and the like, and so will take considerably longer. However, it is perfectly possible to mix the two types of game, using, say, the longer game for the most important matches and the shorter game for the rest; and in any case the program allows you to stop at any time and save the present league position or tape or disc, for another time.

You don't need a printer, but if you have one, 64 LEAGUE SOCCER will allow you to use this to keep a record of all scores, tables, etc. You can also print out cup draws and team records at any time, and there is a facility for printing out general messages, so you can make the headings of your own choice.

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2) GETTING STARTED.

LOADING THE GAME.

(Don't forget before starting that some games put memory aside for various purposes such as high resolution graphics. 64 LEAGUE SOCCER doesn't do this, but you might recently have played another game which does. If this is the case, you will have to turn your 64 off and on again quickly, to reclaim the lost memory, before attempting to load the game.)

LOADING FROM TAPE

If you have not loaded a program from cassette before, the procedure is very simple. Place the cassette in the deck with the side that you wish to load face up, ensuring that the 'full' reel of tape is on the left hand side of the cassette window (use REWIND if it isn't). Ensure that your 64 is ready, and then press the following two keys :-

SHIFT and RUN STOP

(nb. Keep the shift key held down while pressing RUN STOP). Depress the play button on the cassette deck. The 64 screen will go blank for a short while and will then reappear with the message:

FOUND SOCCER

Now you must press the COMMODORE Key (the bottom left key on your 64 Keyboard, with the COMMODORE logo on it). The screen will again go blank while the 64 loads your program. This loading operation will take about 5-6 minutes to complete, after which the 64 will display the first screen of the game itself, and you are ready to play.

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Occasionally when loading a program you will finish up the message

LOAD ERROR

This is frustrating, but sometimes inevitable. The best thing to do in this situation is simply to turn the 64 off and on very quickly, and try again (there is no need to rewind the tape after one LOAD ERROR, because a second copy of the program follows immediately after the first).

In the unlikely event of you continuing to get a LOAD ERROR, please return the tape to us, with a short explanation of why you are returning it.

LOADING FROM DISK

(nb. You are well advised to read thoroughly your disk drive manual before starting, and to refer to it at all times in the event of disk problems).

To load your disk version of the game, place the disk correctly in the drive and type

LOAD "64*",8

Press RETURN, and the 64 will load your game. When it has finished, type RUN, and press RETURN to begin.

If you experience loading difficulties, refer to your disk drive manual for instructions on how to read the error channel, and how to re-initialise the drive if necessary. Then simply try again. If difficulties persist, then try typing

LOAD "BU*",8,

which will load a back-up copy of the program from the same disk.

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THE START OF THE PROGRAM.

Once the LOAD operation is completed, your
64 will display a short copyright message, and
will then ask you the question:

DO YOU HAVE:
1) A PRINTER?

All you need do to answer the question is
press one of the keys on the 64 keyboard: either
the Y key, if the answer is YES, or N, if it is
NO. However, before you press, please read what
follows. Answering Y (YES) to the question
enables various facilities within the program for
printing out match results etc. on paper. If you
have a printer, and wish to use it, then the
answer you give should be Y. However, if you do
not have a printer, then the answer to the
question should be N. This is because pressing
Y when you do not have a printer will lead you
straight into difficulties. You will not ruin
your 64 or cause any permanant damage to the
program, but you will find your present game is
aborted, with a DEVICE NOT PRESENT ERROR, (note
that if you did have a printer but still received
a DEVICE NOT PRESENT ERROR, then it has probably
not been connected up properly. Consult your
printer manual for details. Don't forget, some
printers need to be initialised by running a
separate program first).

If you have a printer and have answered Y,
then the 64 will print out a blank line on paper,
simply to test that everything is as it should be.
Assuming it is, the 64 will now ask you to choose
between:

1) OPTIONAL PRINT, or
2) AUTOMATIC PRINT

Optional print has the advantage that you do
not have to have a printed copy of every single

result or league table etc, but can pick and
choose which ones you would like printed, by pressing
a special key. This is useful, for instance, if
you want to save paper. However, if you are
fairly sure that you will want a full printout of
every result, then it is probably best to select
Automatic Print. This means that every result
will be printed out automatically, without the
bother of having to press a key every time. (You
can always change your selection later, so there
is no need to worry too much about which to choose,
at this stage.)

When you have made your choice, simply press
whichever key, 1 or 2, relates to that choice.

If you answered N when asked if you had a
printer, then of course you will not have been
asked to choose between Optional and Automatic
print. However, whichever way you answered, the
64 will now be asking you:

DO YOU HAVE
2) LEAGUE SAVED?

This question refers to the facility available
for storing the position of a particular game on
tape or disk in order that you can come back to it
at a later date. Again, a Y or N (YES or NO)
answer is required. If this is the first time you
have played 64 LEAGUE SOCCER, then you will not
of course have anything saved on tape, and you
should press N. The 64 will then make a noise
and ask you if you are sure, just in case of a
mistake. Simply press Y if you are sure (or N
if you did make a mistake).

If on the other hand this is not your first
game, and you do have a league on tape that you
want to come back to now, then you should press Y
and turn to section 5 ENDING FOR THE DAY.

DEFINING YOUR LEAGUE

You now have to decide whether you want to define a league, that is, to tell the 64 the number of teams you want, their names, how good they are, and the like.

Defining a league may take a little time, expecially if you are fairly new to computing or typing. In fact, you do not have to define one: you can, if you prefer, simply play out a series of cup or friendly games, without league tables and so on. In this case you would simply press N for NO (you could always come back and define a league later). However, for the purpose of experimenting with the game, it is probably best to define one anyway at this stage, just to get an idea of the procedures involved.

After pressing Y for YES, you will be asked to tell the 64 how many teams you want. This can be anything from 2 to 24. All you have to do is type in the number you want, and press RETURN. At the moment, it is probably best to limit your league to a very small number of teams, say four, until you become more experienced.

Having typed in the number of teams, your next task is to name them. The 64 will be prompting you by asking

TEAM A?

What you have to do is type in the name of the first team. This will be known as Team A. The team can have any name you like, subject to one very important restriction:- because of the limited size of the 64's screen, it is necessary to keep the names of the teams down to just eight letters or characters each. This means that in many cases, some form of abbreviation must be used. This is not as bad as it might first appear, since it is perfectly possible to find a recognisable abbreviation for vast majority of team names.

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But particular care should be taken with names which can be easily confused, such as Manchester City and Manchester United. Also, don't forget that spaces and other punctuation also count as characters and so should be avoided if necessary.

Having typed in your team name and pressed RETURN (don't worry if you've made a mistake, you can correct it in a minute), you will now be asked

MERIT (1-9)

This allows you to introduce an element of bias into your league, so that some teams have a better chance of winning the league, or avoiding relegation than others. All you have to do is type in a number from 1-9. The higher the number you type, the better that team's chances of success.

One or two points should be made here about the merit facility. The first is that if you accidentally press a key which is not a number between 1 and 9, the merit of your team is automatically set at 5 (average). A more general point is that it is not the merit of a team which determines their success, so much as the merit of a team relative to the merits of other teams. However if you take 5 as an average, then the extremes 1 and 2, and 8 and 9 should normally be avoided except in exceptional cases. In a normal English (or Scottish) league, the range of merits 3 to 7 will normally be quite sufficient to produce a realistic overall league table.

After you have chosen the merit of your first side, the 64 will display the team name and number you have chosen in an accumulative list below, and will go on to ask you for the name of the next team, and so on. When you have finally typed in the details of every team, the 64 will ask

ALL OK?

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To answer this, you simply have to press Y or N (for YES or NO), as before. However, this is now the time to read back everything you have typed, from the list on the screen, to see if you have made any mistakes. If everything seems alright, press Y and you are almost ready to start the league season. If on the other hand there is something wrong, press N. The 64 will ask you

WHICH IS WRONG?

What you must do is type in the team letter (A, B, C, etc.) of the team which is wrong (if there is more than one, you must deal with them one at a time). Thus, if you have made a mistake on team A type A, and so on. The 64 will then cancel what you had previously typed for team A, and ask you to start again, beginning with the team name. When you have corrected your mistake, it will once again ask you if everything is alright. By continuing to type N, you can correct and recorrect your mistakes as often as you wish, until you are finally sure that everything is as you want it.

You are now almost ready to start the league. The final question the 64 will ask is

POINTS FOR WIN?

This simply enables you to decide how many league points (2 or 3) are to be awarded for a win. Note that you can only choose between 2 and 3, and that one point is always awarded for a draw.

Again simply type in the number you want, and press RETURN. The screen will clear, and you are now ready to start the season.

3) LEAGUE MATCHES

The screen display in front of you now is one with which you will become familiar as the game progresses. It is the main List of Options,

and it is from this that the 64 will receive all your instructions throughout the game.

The list of options contains details of eight different choices (nine if you have a printer). You will notice that beside each option is a number. This number represents the code for that particular choice, and all you have to do to make a choice is type in the appropriate code, and press RETURN.

We will examine most of the choices more closely in Section 4. For the moment though, let us concentrate purely upon the first choice, that of playing league matches. To do this, type the number 1, and press RETURN. The screen will clear, and the message WEEK NO. 1. will appear.

"PERCENTAGE CHANCE"

The 64 will also now be displaying the two teams who are due to play out the first game of the season - (all the fixtures are calculated automatically from data within the program), together with a number, followed by a question mark. The exact teams and number will depend upon your own chosen league, but a typical example might be

LIVERPOOL v MAN.UTD 60?

The number actually refers to the "percentage chance" (ie, the degree of bias) which will be shown to the home team during the game. This is not as complicated as it sounds. What it means is that if, say, the number is 60, then every time a goal is scored in the match, there will be a 60% chance that it will be scored by the home team, and only a 40% chance that it will be scored by the away team. (A slightly fuller explanation is that the 64 allocates each goal as it is scored by pulling out a random number, between 1 and 100: if that number is less than or equal to the "per-

centage chance" number - ie, in our example, less
than or equal to 60 - then the goal is given to
the home side; if it is higher, it is given to
the away side. Needless to say, the higher the
percentage chance number, the better the home
side's chances of getting the goal, and vice-versa.)

In calculating the percentage chance to the
home team in any given match, the 64 always starts
off with the number 60 (since this represents a
suitable home advantage in an otherwise evenly
matched game). It then adds to that number the
merit number you gave to the home team, multiplied
by 5. Finally, it subtracts from the result the
merit number of the away team, also multiplied by
5. This gives it the final figure, which it dis-
plays before you. (Just for example, if the home
team's merit was 6, and the away team's 5, then
the percentage chance to the home team would be
60, plus 5 times 6 (ie 30), less 5 times 5 (25),
giving, for this example, 65.)

Don't worry if you don't understand all this:
strictly speaking you don't actually need to. For
all practical purposes, all you need to know is
how to get the match started.

What the 64 is doing is simply offering you
the match as it stands, asking you whether you want
to accept it, or whether you wish to change it. If
you want to change it, all you have to do is type
in an alternative percentage chance, and press
RETURN. Any number from 1 to 99 will do (if you
choose more or less than this, or you type in
something which isn't a number at all, the 64 will
think you are agreeing with its original offer and
nothing will be altered: there is an exception
to this rule, but we will discuss it in the next
section, under POSTPONED matches).

If on the other hand you do accept what the
64 is offering, you need type nothing. Simply
press RETURN on its own, and the 64 will auto-
matically accept this as confirmation of your

agreement. However, whatever you type, the 64
will now confirm the match below, and go on to
offer you the next one. This procedure is
repeated throughout the rest of the week's
fixture list, until the 64 finally asks you

ALL OK?

The method of answering this question is
precisely the same as before. All you have to do
is either press Y (if you are happy with things),
or N (if not). If you answer N, the 64 will
again ask you which is wrong. This time though,
instead of a letter, you must type in a number, ie,
the number of the match that is wrong. Once again,
you can continue the process indifinitely, until
everything is just as you want it.

MATCH OF THE DAY

When you have finally pressed Y to show
that you are happy with things, the 64 will ask
you to nominate one of the games for Match of the
Day. This is the game for which you will receive
a full action commentary, rather than just a brief
summary of the result. To make your choice, simply
type in the number of the match, chosen from the
list on the screen, and press RETURN. The 64 will
display the two teams involved, and ask if this
is alright, just in case of a mistake. If things
are correct simply press Y; otherwise press N
and choose again.

Note that you don't have to choose a Match
of the Day, and if you preferred just a brief
summary of all results, then you would press Ø,
or N, and press RETURN. Similarly, it is possible
to play out two or more matches from the same list
as joint Matches of the Day (even all of them).
To do this you would have to postpone the extra
matches and play them out separately when the
first has finished. See the later section on
POSTPONED matches for information on how to do this.

PICK THE TEAMS

The final decision you must make before your matches get under way is whether or not to pick the teams, that is, to choose names for your players, or make positional changes. Since the 64 will automatically choose names (of sorts) for players, and automatically update the teams, you will never _need_ to do this, as such, and typing N for NO now would spare you from what might under some circumstances be a lot of typing. However, for the purposes of experiment let us pick one or two teams anyway, just to see what is involved. Press Y for YES, and the 64 will list out all the league teams again, in the order in which you typed them in earlier. All you must do is type in the letter of the team you want to change. Now the 64 will list out the players of that team, together with some details about them, before asking you for further instructions.

Reading across any player's details, you will find the following: an identification letter (from A to T), the player's name, his present position (or previous position) in the side, the number of games he has played this season (plus where applicable, the number of additional appearances he has made as substitute), and finally, the number of goals he has scored (not including penalties, which are added separately). Most of these details will be zero or blank at present, but will be filled in as the season progresses. At the bottom of the screen the 64 is asking you to choose from 4 options: NAMES, TEAM, PEN TAKER, or END. NAMES lets you choose the names for your various players; TEAM lets you make team changes, PEN TAKER allows you to nominate the player to take penalties, and END tells the 64 you have finished with the team in question and want to deal with another team or play out some matches. To choose an option, you simply have to press whichever key, N, T, P, or E, corresponds to the choice you want.

NAMES

Let us deal with these options one at a time, starting with the option NAMES. Press N, and you will notice that at the far right hand side of the screen the 64 is asking you to type in a new name for the first player in the team.

When dealing with players names, you will always have three choices. The first choice is simply type in a new name of your own choosing, and press RETURN. This will replace the player's present name with one you have typed. The second choice is to type nothing, simply to press RETURN on its own. This tells the 64 that you are happy with the present name of that particular player, and don't want to change it. The third choice is to press, not RETURN, but SHIFT and RETURN together. This activates a facility for giving players RANDOM names, chosen by the 64.

Suppose for example your first team was ENGLAND and you wanted the goalkeeper to be called SHILTON. Then simply type SHILTON, and press RETURN. The 64 will now ask you for the name of the second player. Let us suppose that you don't want to give him any particular name and are happy with the present name BLOGGS B (at the start of the season the 64 assumes that all teams consist only of players called BLOGGS, who are distinguishable only by their christian names). Simply press RETURN this time, without typing anything. Finally, suppose for the third player that you didn't want any particular name, but didn't want another BLOGGS. In this case press SHIFT and RETURN together. After a few seconds the 64 will show you the player's new name, constructed at random (some names will appear more natural than others!)

Continue down the team list, typing new names, or pressing RETURN or SHIFT/RETURN as appropriate. When you have finished, the 64 will update your team according to your instructions. Then it will again ask you to choose between N, T, P, or E.

Study your team carefully, to see if you have made any mistakes. If you haven't, then you can decide if there are any other team selection changes you want to make. If on the other hand there is something you want to correct, then press N again, and repeat the procedure. This time, however things will be much easier. All you need do is press RETURN on its own everytime you reach a player whosename you are happy with, until you finally come to one where you made an error. Now re-choose that player's name and continue to the end. Although you will find that naming players is a long and laborious process to begin with, it is much easier to correct them once you've done it.

TEAM POSITIONS.

The second team selection option involves team positions, ie, deciding who plays where. This will not take you nearly so long.

If you look at the list of players you will notice that the numbers 1 - 12 appear against the first twelve names. This shows you that these are the twelve players (eleven plus substitute) who will play in the first match. Study the team and see if you want to make any changes. If you do, press T. The 64 will ask you which player it is whose position you want to change, and all that is required here is the appropriate letter, A to T, which appears on the left hand side of the player's name. When you have done this, the 64 will ask you what position you want to move the player to. This time you must type a number, between 1 and 12, and press RETURN. That's all there is to it; the 64 will update the team sheet and ask you again to choose between N, T, P, or E. To make further changes, simply type T again, and repeat the procedure.

PENALTY TAKER

One final adjustment you might wish to make in your team selection is to nominate a particular player to take penalties. You can easily spot a team's current penalty taker (initially chosen at random) because an asterisk (*) appears to the left of his name. However if you type P, the 64 will remind you of the player anyway, before asking you to choose an alternative. Simply type in the player's number and press RETURN. Once again that's all there is to it.

When you have worked your way through all the necessary changes, and your team is exactly how you want it, simply press E to tell the 64 you have finished. It will now ask you if you want to change another team, and all you do is answer Y or N as appropriate. When you have finally finished, the 64 will start the week's matches. Don't worry if you found picking the teams time consuming and hard. The advantage is that now that the 64 contains the team in its memory, you won't have to do it all again, except perhaps to make minor changes later.

Exactly what happens during the week's matches depends on whether or not you have chosen a Match of the Day, but in any case you should have little difficulty understanding what is going on. If you did select a Match of the Day, then at half time, and again at full time, the 64 will summarise the results and scorers, together with any other important incident. Then, whether you selected one or not, the entire list of scores will be summarised. Both these screen displays will remain for a few seconds at half time, but at full time will stay on the screen until you press a key. Any key will do, but if you have a printer set to OPTIONAL print, then pressing the F1 key delivers a copy of the display to the printer (if you press any other key, then the 64 will by-pass the print).

4)   OTHER OPTIONS.

You have now played out the first league matches of the season, and the 64 has returned you to the main list of options, waiting for your

new instructions. You could now of course go on and play out the next stage of the league season, by typing in code 1 again. Alternatively though, you could give the league a rest for a while, and do something else. In this next section, we will examine some of the other options available to you.

NON LEAGUE MATCHES (Code 2)

The procedure for playing non-league matches is in many ways precisely the same as that for playing league matches. However, there are differences, and the main ones are listed below.

After you have typed in code 2, and pressed RETURN, the 64 will ask you to name the competition involved. This could be anything you like, say, Friendly Match, F.A. Cup Round 3, World Cup Final, and so on (the only requirement is that the name you choose does not exceed fourteen characters). In fact, the competition that you choose will not in any way affect anything which happens later. The facility of choosing a competition name is available merely to provide an alternative to the extremely vague title "Non League Matches". It is therefore of no real importance, unless perhaps if you have a printer. If you don't want to bother to name any particular competition, simply press RETURN on its own, without typing anything else.

The next difference you will encounter between league and non-league matches is that in the case of non-league games, there is no automatic fixture list, which means that you must type in the name of every team individually. This is true even if the match you want to play is, say a cup match between two already existing league sides. Also, the 'percentage chance' initially suggested by the 64 for the home side will always be 60, regardless of any merit you might have already assigned to one or both of the teams involved.

In the short game, the 64 will allow you to play up to 12 non-league games at any one time. This will be irrespective of the number of teams you may happen to have in your league. After you have typed in the details of each match, the 64 will simply ask you whether you want to type in the details of another. By pressing Y for YES each time, you can introduce as many non-league matches as you like, until the maximum of 12 has been reached.

In non-league games, all the players' names will revert to BLOGGS, even if the matches are between sides already in the league. Thus you will have to rename all players from scratch. In fact the only players you can re-name are those taking part in your chosen Match of the Day, if any. The procedure for doing this is slightly different too. In the case of a non-league match, the two sides will be listed, one at a time, without the need to select the side you want to pick first. Also, only 12 players can be picked (no reserves). However, the method of selection is the same as with league players: you have the option of typing either a name of your own choice for each player, or else RETURN on its own to agree with the 64's choice, or finally SHIFT and RETURN together, for a random name. When you have picked all 12 players, and also chosen a penalty taker, the 64 will ask you if everything is OK. You should press either N to begin that side again, or Y to go on to the next side.

If at the end of a series of non-league games the scores of any of them have finished level, then the 64 will ask you if you want extra time to be played. This will happen at the end of the final results sequence, unless you have chosen a Match of the Day and that too has finished level, in which case it will happen on the final match summary. If you choose to answer by pressing Y for YES, then a further 30 minutes of play will

commence for all the appropriate matches. Note that if any scores are <u>still</u> level after extra time, then a replay must be arranged; there is no facility for penalty competitions, shoot-outs, and the like.

Perhaps the most important point to remember about playing non-league matches is that once they have ended and you have pressed a key to get back to the main list of options again, the 64 will forget everything about them. No league points will be awarded, and no details of the results will appear on your league team records: to all intents and purposes it will be to the 64 as if they had never been played in the first place. For this reason (unless you have a printer to take care of things for you), it is strongly recommended that you jot your scores down on a piece of paper; this is especially true of course if you are organising a cup competition and so will need to remember which sides have gone through, which need replays, and so on.

POSTPONED MATCHES (Code 3)

You do not have to play every match as the 64 offers it to you. The way to postpone a game is simply to type "P" and press RETURN, when the 64 asks you to confirm the 'percentage chance' to the home team in the normal course of setting up a league match. By this method, up to 127 games can be held at any one time in a special postponed game fixture list, ready for re-use later. (You can also postpone non-league games as well, but the 64 will not remember them after you have done so.)

You can replay postponed games at any time, simply by selecting option 3. Up to 12 can be re-played together, if you wish. After you have typed in code 3 and pressed RETURN, the 64 will offer you each game from the postponed list, one at a time, and ask you to press a key, either Y, N. or E. Y and N stand for YES and NO, as before. If you

press Y, then the game offered to you will be removed from the postponed list and will go onto the list of matches now to be played. If on the other hand you press N, then the 64 will fetch the next match from the list and offer you that one instead. This process will continue indefinitely, with the 64 looping back to the start of the list when it reaches the end, until you have either selected your maximum of 12 matches, or else you have pressed "E" (which stands for END), to show that you have finished. Provided you have in fact selected any matches at all (and you don't <u>have</u> to select any), then all that remains now is to play the games out in the normal way (you can even type "P" to postpone them again if you like).

LEAGUE TABLE (Code 4)

The 64 will not bother to calculate the league table as each match is played, but will wait instead until you have specifically asked to see it. This is because, although it uses a very fast sorting routine, it can still take it a little time to work out the order in which the teams should be displayed. This time can often be a good many seconds and depends mainly upon the number of teams involved, and the stage you have reached in the season (as things settle down a bit, teams change places far less frequently, which speeds the 64 up a bit).

When you have finished viewing the league table you must press a key (the 64 won't tell you to do this because with a full complement of 24 teams there would be no room left on the screen). If you have a printer set to optional print, then pressing the key F1 will deliver a copy of the league table on paper. If your printer is set to automatic print this will happen no matter what key you press.

TEAM RECORDS (Code 5)

This option enables you to check the record of any given team, to receive a summary of their results so far, and also a list of appearances made and goals scored by each player.

After typing in Code 5, you will be asked to give the letter of the team whose record you want to see. The 64 will list all the team's league fixtures and give the results, home and away, of those matches which have so far been played. In every case, the first score given will always be that of the team who's record you are checking, so, for instance, Liverpool v. Manchester United, H2-0 A 1-3, would mean that Liverpool beat Manchester United 2-0 at home, but lost 3-1 away.

Again, because of the possibility of the screen being completely full, the 64 will not specifically ask you to press a key, but this is nevertheless what you must do to return to the main list of options. Again, too, pressing F1 will cause a print-out on paper if you have a printer set to Optional print, with any key having the same effect for automatic print.

PICK THE TEAMS (Code 6)

You already know what is involved in picking or naming the players of a particular team, since you did this when preparing for the first league matches of the season. This option though is included in the main list, in case you want to make further team changes between games.

The procedure is exactly as before. Simply select your chosen team letter, press either N, T, P, or E, and follow the necessary procedures for each option. When you type E, the 64 will return you to the main list of options again.

CUP DRAW (Code 7)

This facility pulls numbers out of a hat in a random order and organises them in the form of

a Cup Draw. However, useful though this might be, the 64 does not do all the hard work for you.

The first thing you must do is tell the 64 how many teams are to take part. Any number from 2 to 64 is permissible. After this, the 64 will tell you to PRESS A KEY WHEN READY. Before doing this, though, you must write down, on a separate piece of paper, the names of all the teams taking part, together with the number in the draw which will correspond to each of them.

When ready, press any key, and the 64 will display the draw. You will note that if the number of teams does not fit exactly into a normal 'knock-out' pattern (ie if the number is anything other than 2, 4, 8, 16, 32, or 64), then the 64 will assign 'byes' to certain teams. The exact number of byes varies, but will always be such as to ensure that in the next cup round, the number of teams left will fit into the pattern.

It is important to note that your 64 will not remember the cup draw. Therefore you will have to write it down now if you want to refer to it again. (If you have a printer, this will be taken care of for you, either by pressing F1, or any key, as usual, depending on whether you have chosen optional or automatic print.)

The basic principle of the Cup Draw is simply to put a range of numbers into a random order, so this facility can be adapted for other uses within your game, if you wish. One such use could be to 'randomise' the fixtures. The 64 always provides league fixtures in a set order (eg, in a 4-team league, Team A always plays Team C in the first game, and so on), and the cup draw could be used before defining a league in order to randomly decide which team will be Team A, which Team B, and the like, thus randomising any slight bias in the fixture list. Simply follow the procedure for a normal Cup Draw, only this time, ignore the byes,

and just make a note of the order in which the numbers are drawn. Now you can press a key to return to the list of options, and choose Option 1 (League matches), using the built in error trap which will return you to the question DEFINE A LEAGUE?

MESSAGE TO PRINTER (Code 8)

If you don't have a printer, then this will not appear on your list of options, and typing code 8 will have no effect. If you do have a printer, then this simply enables you to print out on paper any message heading, score, etc., which the 64 has not automatically provided for you.

The first thing the 64 will do when you type code 8 is ask you to choose again between Optional and Automatic print. This gives you the chance to change if you wish from one to the other. Simply press key 1 or 2 as desired.

After this, the 64 will ask the question MESSAGE?

All you do is type in the message you require to be printed, and then press RETURN. Typical messages might be "Season 1983-84", "F.A. CUP 5TH ROUND", and the like, but of course you are free to choose your own. The 64 will transfer your message to the printer, and then ask if you want another. Pressing Y for YES will repeat the process; pressing N will return you to the main list of options.

Although this facility is useful, a certain amount of thought and care should always be taken when designing messages. In particular, spelling mistakes should be edited out before RETURN is pressed, as transfer to the printer is immediate. Also, the 64 does not leave any blank lines between messages, so you will have to attend to this yourself (pressing RETURN on its own will send a

blank line to the printer). Finally, certain features, such as reverse on and off characters, will only transfer to the printer if first of all enclosed in quotes. A little experimentation will probably be necessary before letting this facility loose on a 'serious' game.

5) ENDING FOR THE DAY

When you have had enough of 64 LEAGUE SOCCER for the time being, or you want your 64 for something else, you can leave the game by typing 99 at the main list of options. It doesn't matter if you haven't finished the season yet, because the 64 will allow you to save the present position on tape, for another time.

After typing 99 and pressing RETURN, the 64 will first of all ask you whether you are sure, just in case you typed it accidentally. If you press Y for YES, but you have no league defined, then there is nothing for the 64 to save, and that is the end of the game. If you do have a league, however, the 64 will now ask you if you want to save it.

You don't have to save the league if you don't want to, but if you press N for NO, the 64 will again ask you if you are sure, just to be on the safe side. If on the other hand you do opt to save your league, then the 64 will ask you to attend to a number of things, depending on whether you own the cassette or the disk version of the game.

SAVING YOUR LEAGUE ON CASSETTE

The first thing the 64 will do is ask you to choose a

FILE NAME?

This is simply the name by which you will refer to this particular game when you return to

it later, and is necessary because if you had
more than one league saved on the same tape, the
64 would have no way of telling which one you
want to return to without it.

You can give the file any name you like,
although it is important to remember that it must
be unique. It is probably best to give your
files short and easily remembered names - or even
numbers. However, whatever you choose, don't forget
in the meantime what it was.

Having chosen a name, type it in and press
RETURN. The 64 will now ask you to do three
things. The first of these is to make sure that
you have wound your tape to the correct position.
This is to ensure that you don't accidentally
record your league over something else on the
same tape. In actual fact, you can't accidentally
record over 64 LEAGUE SOCCER itself, because the
cassette on which it appears has been protected
from this: for this reason, you will have to use
a separate cassette.

Any position on the tape will do, so long
as that position is either blank, or else contains
something you don't mind recording over. When
you have attended to this, the next thing you
must do is set the tape controls to OFF. This is
important, since if you had left the tape controls
set to PLAY after loading the game earlier, the
64 would automatically attempt (without success)
to save your game, even though RECORD was not
pressed.

The final thing you must do is press the
F1 key, for no other reason than to let the 64
know you are ready. The 64 will now tell you to
PRESS RECORD AND PLAY ON TAPE, and will proceed to
save your league. The saving operation will take
anything from a quarter of a minute to about four
minutes to complete, depending on how many teams
there are in the league. Don't worry if, during

this time, the tape recorder seems to be going
in fits and starts, as this is perfectly normal.

When finished, the 64 will ask you if you
want another copy, just in case of any problems
with the first. All you have to do is answer
Y or N as normal. You can have as many copies as
you like, but when you eventually press N, the
game will end.

SAVING ON DISK

When you own the 1541 disk version of 64
LEAGUE SOCCER, you will be given the choice to
save on

TAPE OR DISK?

To answer the question, simply press which-
ever key, T or D, correspond to your answer. If
you choose the tape option, you should now go back
and refer to the previous section, SAVING ON TAPE.

Assuming you have chosen the disk option, the
64 will ask you, not for a file name, but for a
file-letter. This can be anything from A to Z,
and refers to one of 26 ready to use files which
already exist on your disk.

However, to help you keep track of what matches
are stored on which files, the 64 will allow you
to use a CODEWORD for each file. This codeword
will be the first piece of information stored on
the file, and when you have typed in the file
letter, the 64 will read the file briefly. Then
it will print out the codeword on the screen, and
ask you if it is alright to continue. This is just
in case your chosen file contains a league you don't
want to write over. Simply answer Y to continue,
or N to choose a different file letter. If you type
Y, then the 64 will finally ask you to type in a
new codeword, before saving your league on the disk.

Note however that whilst it is always a good

idea to rotate files, you might very quickly fill up the disk if you have a succession of files each with a large number of teams. You should always be careful therefore to ensure that there will be sufficient room on the disk to store your file. Your disk manual will give details of how to do this. As a rough guide only, each team in the file will take up about 3 blocks on the disk - thus, a league with 24 teams will take up around 70 blocks.

If you find 26 files not enough, then a small program is supplied on the disk which enables you to write 26 more to another disk, (nb. not the same one). This program can be loaded before the game itself by typing

LOAD "F*",8

and then type RUN. The program will ask you to insert the new disk in the drive and then press a key, after which it will create 26 new files on that disk. Note though that errors might occur if the new disk already contains files with similar names, or if the new disk is already full. Don't forget too that brand new disks must be initialised first - see your 1541 manual for details.)

RESTARTING LATER

When, at a later time, you are ready to resume your league, simply LOAD and RUN the program as before, only this time, when the 64 asks you if you have a league saved, you must answer Y for YES. The 64 will ask you if you are sure, after which you simply repeat the appropriate procedure from above. This time of course the file name or letter should be the same one you chose when finishing last time.

Note that, once again, the tape recorder or disk drive will go in fits and starts. Indeed,

it will even appear to have stopped completely on occassions. However, this is all perfectly normal, so don't switch things off.

6) APPENDIX

Appendix 1 : 64 AND THE RULES OF SOCCER.

The following is simply a list of rules which the 64 refers to during a game of 64 LEAGUE SOCCER.

League Table When calculating the league table, the 64 uses goal difference to separate any teams with the same number of points. If two or more sides also have the same goal difference, then the 64 will give the higher placing to the team which has scored more goals. If there is still a tie after this, the 64 will simply place the teams in the order in which it comes to them.

End of Season When the fixture list has been exhausted (ie, each team has played every other team both home and away), the 64 will assume the season is over, and will ask you ARE YOU SURE? if you attempt to play any more league matches. However, there will be some leagues (such as the Scottish Premier League) where two complete turns of the fixture list will be needed and pressing Y for YES will allow this to happen. The only disadvantage with this is that the Team Record facility only allows space for one complete turn, and the results of any subsequent turn will erase the first score from the display.

The following rules only apply to matches which you have chosen as Match of the Day.

Scorers The 64 uses the 'old fashioned' type team line-ups, in effect a 2-3-5 formation. This means that the most likely players to score are, in order, no. 9, nos 8 and 10, nos 7 and 11, nos 4 and 6, no. 5, and nos 2 and 3. Goalkeepers do not usually

under any circumstances score goals, although you can nominate them to take penalties if you wish.

For own goals, the principle is reversed, with defending players the more likely to put through their own nets. Goalkeepers are eligible to score own goals.

Bookings and sendings off A player can be called up for a bad foul, or deliberate handball (you must assume both to be outside the penalty area) or for dissent. The referee may either take no action, or else he may book the player, or send him off.

No player can be booked more than once. If he has already been booked, and he commits a second offence which the referee considers serious enough, he will automatically be sent off, with a consequent reduction in his team's chances of winning (see the section below on Percentage chances.)

There are no suspensions etc for players sent off in a game, although you may choose to 'drop' them for a week or two in order to make the game more realistic.

Substitutions and Injuries Players are prone to injury at any time, and if the injury is serious enough, then the player will be carried off the field. If the substitute has not already been used, he will take the player's place. If he has been used, then the team must carry on a man short, with a reduced chance of victory (see the section on percentage chances).

Substitutions through lack of form will only take place after half time, and only when the substitute has not already been called upon to replace another player.

Only one substitute is allowed per team in any match. Substitutes will always play in the position of the man they have replaced. If a team's penalty taker is substituted, then the job of taking penalties for the rest of the match is allocated randomly by the 64.

Penalties. Once a penalty has been taken, then regardless of the consequences (ie goal, miss, save), the outcome must stand. The 64 has no provision for the retaking of a penalty (eg, because the goalkeeper moved).

Percentage Chances In both short and long games, the likely number of goals will not vary from one match to the next (although of course the actual number will vary considerably). The only exception to this is that when the Percentage chance exceeds 74, or is less than 26, there is a slightly increased chance of more goals (or, to put it another way, a slightly decreased chance of a goalless draw) This is simply to create more realistic results for games between two unevenly matched teams.

However, in both short and long games, if the percentage chance to the home side exceeds 95, it will automatically be reset to 95. If it is less than 5, it will automatically be reset to 5. This is to ensure that the weaker side retain at least a theoretical chance of scoring a goal.

Subject to the above rule, if a team loses a player, either through a sending off, or through an injury when the substitute has already been used, then the team's percentage chance will be decreased by 10. For instance, if the home side lose a player in a game where the percentage chance to the home team is 60, then the percentage chance will be reduced to 50. If it was the away side who lost the man, the percentage chance would become 70.

The 64 will present the fixtures automatically
during the game, but the following list is useful
if you want to check the fixtures in advance. To
do this first locate the appropriate list for the
number of teams in your league. Then, look down
the two left hand columns to find the week number
you want. All the fixtures for that week are
represented by the blocks of letters to the right
of these columns.

Each block consists of the team letters of
the two sides who will take part in that particular
match. For example, AC means that team A will
play team C, and so on. To decide which team will
be home, look again at the week number. If it
appears in the left hand column (marked H), then
the left hand team will be home. If it appears in
the second column (marked A), then the right hand
team will be home. For example, for four teams
on week 1, team A will be home to team C, team B
will be home to Team D. On week 4, C will be home
to A, and D home to B.

If you have an odd number of teams, then
one of the letters (the highest one) will represent
a dummy team. Whoever is assigned to play the
dummy team will in fact have a week off. Thus,
for three teams, on week 1, A will play C, and B
will play dummy team D, that is, will have a week
off. This is simply because of course not every
team can play each week when you have an odd
number.

For 2 teams

H	A	
1	2	AB

For 3 and 4 teams (dummy D)

H	A		
1	4	AC	BD
5	2	AD	BC
3	6	AB	CD

For 5 and 6 teams (dummy F)

H	A			
1	7	AD	BE	CF
8	2	AF	BD	CE
3	9	AC	BF	DE
10	4	AE	BC	DF
5	6	AB	CD	EF

For 7 and 8 teams (dummy H)

H	A				
1	9	AE	BF	CG	DH
10	2	AH	BE	CF	DG
3	11	AG	BH	CE	DF
12	4	AF	BG	CH	DE
5	13	AC	BD	EG	FH
8	6	AB	CD	EF	GH
14	7	AD	BC	EH	FG

For 9 and 10 teams (dummy J)

H	A					
1	4	AD	BE	CH	FI	GJ
12	2	AJ	BF	CG	DH	EI
3	13	AI	BJ	CF	DG	EH
5	8	AE	BC	DI	FJ	GH
16	6	AH	BI	CJ	DF	EG
7	17	AG	BH	CI	DJ	EF
10	9	AB	CD	EJ	FG	HI
14	11	AC	BG	DE	FH	IJ
15	18	AF	BD	CE	GI	HJ

For 11 and 12 teams (dummy L)

H	A						
1	10	AG	BH	CI	DJ	EK	FL
11	2	AL	BG	CH	DI	EJ	FK
3	15	AK	BL	CG	DH	EI	FJ
16	4	AJ	BK	CL	DG	EH	FI
5	20	AD	BE	CF	GJ	HK	IL
19	6	AF	BD	CE	GL	HJ	IK
7	22	AC	BF	DE	GI	HL	JK

For 11 and 12 teams (con'd)

H	A						
21	8	AE	BC	DF	GK	HI	JL
9	14	AB	CD	EF	GH	IJ	KL
18	12	AI	BJ	CK	DL	EG	FH
13	17	AH	BI	CJ	DK	EL	FG

For 13 and 14 teams (dummy N)

H	A							
1	4	AC	BD	EG	FM	HJ	IK	LN
2	16	AI	BJ	CK	DL	EM	FN	GH
17	3	AJ	BK	CL	DM	EN	FH	GI
5	24	AK	BL	CM	DN	EH	FI	GJ
25	6	AL	BM	CN	DH	EI	FJ	GK
7	26	AM	BN	CH	DI	EJ	FK	GL
8	18	AE	BF	CG	DK	HL	IM	JN
19	9	AH	BE	CF	DG	IL	JM	KN
20	10	AN	BH	CI	DJ	EK	FL	GM
11	21	AG	BI	CE	DF	HN	JL	KM
22	12	AF	BG	CJ	DE	HM	IN	KL
13	23	AD	BC	EL	FG	HK	IJ	MN
15	14	AB	CD	EF	GN	HI	JK	LM

For 15 and 16 teams (dummy P)

H	A								
1	16	AC	BD	EG	FH	IK	JL	MO	NP
15	2	AD	BC	EH	FG	IL	JK	MP	NO
3	19	AI	BJ	CK	DL	EM	FN	GO	HP
20	4	AP	BI	CJ	DK	EL	FM	GN	HO
5	21	AO	BP	CI	DJ	EK	FL	GM	HN
22	6	AN	BO	CP	DI	EJ	FK	GL	HM
7	23	AM	BN	CO	DP	EI	FJ	GK	HL
24	8	AJ	BK	CL	DM	EN	FO	GP	HI
9	28	AE	BF	CG	DH	IM	JN	KO	LP
29	10	AF	BG	CH	DE	IN	JO	KP	LM
11	30	AG	BH	CE	DF	IO	JP	KM	LN
27	12	AH	BE	CF	DG	IP	JM	KN	LO
13	14	AB	CD	EF	GH	IJ	KL	MN	OP
26	17	AL	BM	CN	DO	EP	FI	GJ	HK
18	25	AK	BL	CM	DN	EO	FP	GI	HJ

For 17 and 18 teams (dummy R)

H	A								
4	1	AJ	BF	CG	DH	EI	KO	LP	MQ	NR
2	21	AK	BL	CM	DN	EO	FP	GQ	HR	IJ
22	3	AL	BM	CN	DO	EP	FQ	GR	HJ	IK
5	24	AM	BN	CO	DP	EQ	FR	GJ	HK	IL
23	6	AI	BK	CF	DG	EH	JR	LO	MP	NQ
7	26	AH	BI	CL	DF	EG	JQ	KR	MO	NP
25	8	AN	BO	CP	DQ	ER	FJ	GK	HL	IM
9	28	AO	BP	CQ	DR	EJ	FK	GL	HM	IN
27	10	AG	BH	CI	DM	EF	JP	KQ	LR	NO
11	30	AF	BD	CE	GI	HQ	JO	KM	LN	PR
29	12	AP	BQ	CR	DJ	EK	FL	GM	HN	IO
31	13	AB	CD	EN	FG	HI	JK	LM	OP	QR
14	32	AQ	BR	CJ	DK	EL	FM	GN	HO	IP
33	15	AR	BJ	CK	DL	EM	FN	GO	HP	IQ
16	34	AC	BG	DE	FH	IR	JL	KP	MN	OQ
20	17	AE	BC	DI	FO	GH	JN	KL	MR	PQ
18	19	AD	BE	CH	FI	GP	JM	KN	LQ	OR

For 19 and 20 teams (dummy T)

H	A									
1	21	AK	BL	CM	DN	EO	FP	GQ	HR	IS	JT
22	2	AL	BM	CN	DO	EP	FQ	GR	HS	IT	JK
3	24	AM	BN	CO	DP	EQ	FR	GS	HT	IK	JL
25	4	AN	BO	CP	DQ	ER	FS	GT	HK	IL	JM
8	5	AF	BD	CE	GI	HJ	KP	LN	MO	QS	RT
6	27	AO	BP	CQ	DR	ES	FT	GK	HL	IM	JM
28	7	AP	BQ	CR	DS	ET	FK	GL	HM	IN	JO
9	30	AQ	BR	CS	DT	EK	FL	CM	HN	IO	JP
31	10	AR	BS	CT	DK	EL	FM	GN	HO	IP	JQ
26	11	AC	BG	DE	FH	IJ	KM	LQ	NO	PR	ST
12	33	AS	BT	CK	DL	EM	FN	GO	HP	IQ	JR
34	13	AT	BK	CL	DM	EN	FO	GP	HQ	IR	JS
14	29	AE	BC	DI	FJ	GH	KO	LM	NS	PT	QR
15	35	AJ	BF	CG	DH	EI	KT	LP	MQ	NR	OS
36	16	AI	BJ	CF	DG	EH	KS	LT	MP	NQ	OR
32	17	AD	BE	CH	FI	GJ	KN	LO	MR	PS	QT
18	37	AH	BI	CJ	DF	EG	KR	LS	MT	NP	OQ
38	19	AG	BH	CI	DJ	EF	KQ	LR	MS	NT	OP
20	23	AB	CD	EJ	FG	HI	KL	MN	OT	PQ	RS

For 21 and 22 teams (dummy V)

H	A											
1	4	AB	CD	EF	GH	IJ	KV	LM	NO	PQ	RS	TU
2	29	AM	BN	CO	DP	EQ	FG	GS	HT	IU	JV	KL
30	3	AN	BO	CP	DQ	ER	FS	GT	HU	IV	JL	KM
5	33	AO	BP	CQ	DR	ES	FT	GU	HV	IL	JM	KN
34	6	AP	BQ	CR	DS	ET	FU	GV	LH	IM	JN	KO
7	23	AG	BH	CI	DJ	EK	FQ	LR	MS	NT	OU	PV
24	8	AL	BG	CH	DI	EJ	FK	MR	NS	OT	PU	QV
9	25	AK	BM	CG	DH	EI	FJ	LV	NR	OS	PT	QU
26	10	AJ	BK	CN	DG	EH	FI	LU	MV	OR	PS	QT
11	27	AI	BJ	CK	DO	EG	FH	LT	MU	NV	PR	QS
28	12	AH	BI	CJ	DK	EP	FG	LS	MT	NU	OV	QR
13	37	AQ	BR	CS	DT	EU	FV	GL	HM	IN	JO	KP
38	14	AR	BS	CT	DU	EV	FL	GM	HN	IO	JP	KQ
15	31	AD	BE	CF	GJ	HK	IT	LO	MP	NQ	RU	SV
32	16	AF	BD	CE	GR	HJ	IK	LQ	MO	NP	SU	TV
17	39	AS	BT	CU	DV	EL	FM	GN	HO	IP	JQ	KR
40	18	AT	BU	CV	DL	EM	FN	GO	HP	IQ	JR	KS
19	35	AC	BF	DE	GI	HS	JK	LN	MQ	OP	RT	UV
36	20	AE	BC	DF	GK	HI	JU	LP	MN	OQ	RV	ST
21	41	AU	BV	CL	DM	EN	FO	GP	HQ	IR	JS	KT
42	22	AV	BL	CM	DN	EO	FP	GQ	HR	IS	JT	KU

For 23 and 24 teams (dummy X)

H	A												
1	30	AF	BD	CE	GL	HJ	IK	MR	NP	OQ	SX	TV	UW
31	2	AE	BF	CD	GK	HL	IJ	MQ	NR	OP	SW	TX	UV
3	25	AM	BN	CO	DP	EQ	FR	GS	HT	IU	JV	KW	LX
26	4	AK	BM	CN	DO	EP	FQ	GR	HS	IT	JU	KV	LW
5	28	AW	BX	CM	DN	EO	FP	GQ	HR	IS	JT	KU	LV
29	6	AV	BW	CX	DM	EN	FO	GP	HQ	IR	JS	KT	LU
7	19	AB	CF	DE	GH	IL	JK	MN	OR	PQ	ST	UX	VW
8	32	AU	BV	CW	DX	EM	FN	GO	HP	IQ	JR	KS	LT
33	9	AT	BU	CV	DW	EX	FM	GN	HO	IP	JQ	KR	LS
22	10	AC	BE	DF	GI	HK	JL	MO	NQ	PR	SU	TW	VX
11	34	AS	HT	CU	DV	EW	FX	GM	HN	IO	JP	KQ	LR
35	12	AR	BS	CT	DU	EV	FW	GX	HM	IN	JO	KP	LQ
13	37	AQ	BR	CS	DT	EU	FV	GW	HX	IM	JN	KO	LP
38	14	AP	BQ	CR	DS	ET	FU	GV	HW	IX	JM	KN	LO
15	39	AO	BP	CQ	DR	ES	FT	GU	HV	IW	JX	KM	LN