

EUROPEAN SUPERLEAGUE FOOTBALL FORTUNES 2

1. INTRODUCTION

Football Fortunes 2 is a football management computer/board game suitable for two to five players. Each player takes on the role of a club manager. The object of the game is for each manager to successfully steer his/her team through the season, using his/her skill to make his/her team stronger as the game proceeds. A good manager will guide his/her team from Division 3 to the Super League competing in the F.A. Cup, European Cup, European Cup Winners Cup and UEFA Cup along the way. But remember, there are forty seven other teams who all have the same objectives.

2. HOW TO WIN

The winner of Football Fortunes 2 is the manager who survives to the end of the game, and has the highest number of game points. Game points are points awarded by the computer program, based on each managers performance in League and Cup competitions and on the amount of cash he/she has left at the end of the game.

The ultimate challenge in Football Fortunes 2 is to win the treble of Super League, European Cup and F.A. Cup. It is very important not to confuse game points with points obtained by winning League matches. It is not enough to do well in the League. The main aim of every manager is to create as strong a team as possible by increasing the total star rating of his/her side. While doing this he/she must not neglect any section of his/her team, or he/she will lose

matches. He/she must buy from and sell to other managers, borrow and loan players, buy players in Auction, and cope with problems thrown at him/her from the computer. The player must resist the temptation to spend carelessly, or sell players too freely. Any action which results in poor team performances or low cash levels will cost game points.

3. THE EQUIPMENT

1 computer disk or cassette, the playing board, 5 coloured counters, 115 football player cards, 10 blank player cards, 35 trophy cards, a selection of Banknotes and 6 immunity cards which are held by the bank.

4. WHAT THE COMPUTER DOES

Initially, the computer will ask for the number of managers that will be playing the game. Each manager will then be required to type in his/her name and to select a team from the choices presented. The team name can then be changed if this is requested by the manager.

The computer program records the information about the human players and the teams they will manage during the game. It allocates the initial squads to each manager, rolls the die when instructed to do so, and decides the results of fixtures based on information given to it by the managers.

The computer awards game points, keeps track of League fixtures, updates the League table and game points table, and decides the gate receipts for each fixture. It controls the fixture lists for cup

competitions, and randomly allocates Selection Problems and Manager's Luck when told to do so by the computer operator. The program menu shows the facilities the computer controls, and the keys you need to use.

The computer will not keep track of a manager's money, or changes in his/her team strength. This information must be given to the computer as necessary. It is the manager's responsibility to ensure that he/she receives money owed to him/her, gets back loaned players, has his/her correct team strengths entered into the computer and so on.

5. LOADING INSTRUCTIONS

Loading instructions are printed on your disk or cassette.

6. SETTING UP THE TEAMS

To start the game, load the computer disk or cassette and tell the program the number of players (ie. managers) who will be playing.

Each manager will then be asked to input their name followed by their choice of team. The manager can then type in a different team name if required. When all managers have input their relevant details the computer will then randomly select a squad of thirteen players for each manager. Each player has a star rating and the total team star rating (i.e. the total of all thirteen players star ratings added together) will be approximately the same for each manager. When the details of a manager's team are displayed on screen, that manager should take the corresponding cards from the pack of players.

7. STAR RATINGS

Each player has a star rating of 1 to 5 (5 being the best). The players are of five types - Goalkeeper (G), Defender (D), Midfielder (M), Attacker (A) and Utility player (U). There are 10 blank cards which allow you to create your own players, but you should remove a player of the same type and star rating from the pack if you do so. When your squad has been assigned by the computer, pick up the cards and arrange them on the table in front of you as shown below.

Example

G2	Goalkeeper Rating: 2
D3 D2 D2 D1	Total Defence Rating: 8
M1 M3 M3	Total Midfield Rating: 7
A3 A1 A2	Total Attack Rating: 6
Reserves U1 U3	

You must always play this 4-3-3 formation. At the start of the game, each manager will be allocated two Utility players as part of his/her initial squad. Since the two Utility players are his/her reserves, they do not form part of the four team values. If one of the Utility players has a higher value than one of the specialist players, then the manager should put the Utility players into the team. In the squad illustrated below, he has put his/her U3 player into the Defence, and placed the D1 player in the reserves.

Example

G2	Goalkeeper: 2
D3 D2 D2 U3	Total Defence Rating: 10
M1 M3 M3	Total Midfield Rating: 7
A3 A1 A2	Total Attack Rating: 6
Reserves U1 D1	

The manager now has a two star increase in the strength of his/her defence value.

The following substitution rules are summarised on the relevant computer input screen. A Utility player can play in any position (with the exception of Goalkeeper) without incurring a penalty to its star rating (eg a three star Utility player playing in Defence will be classed as a three star defender).

Any other type of player playing out of position will incur a penalty to their star rating while playing out of position, as detailed here:

A one star player will be treated as zero, a two or three star player will be treated as being a one star player and a four or five star player will be treated as being a two star player.

The exception to these rules (and this exception relates to Utility players also) is that any one star non Goalkeeper playing in goal will be treated as zero and all others will be treated as the equivalent of a one star Goalkeeper.

8. NOMINAL VALUES

Each player has a nominal value based on his/her star rating, with each star having a value of £20,000. The Goalkeeper in the above squad has a nominal value of £40,000, the U3 player is worth £60,000, and so on.

9. OFFICIALS

When each manger has selected his/her squad and arranged them in the correct pattern, shuffle the remaining player cards and place them face down on the board. These cards now become the Auction Pile. The managers then appoint a banker and a computer operator - preferably not the same person. The banker gives each manager £200,000 made up of one £100,000 note, one

£50,000 note, one £20,000 and two each of £10,000 and £5,000 notes. Each manager then chooses a coloured counter and places it on the Start square. It is the bankers duty to ensure that sponsorship money and gate receipts are paid from the bank and fines and cash penalties imposed by Manager's Luck, Selection Problems and Crisis are paid into the bank. The banker also acts as auctioneer of players and must ensure all players who should go into or out of the Auction Pile do so. The banker issues Immunity cards when instructed by Selection Problems and collects them immediately after use.

The computer operator inputs team and manager information as required during the game, uses the computer die on behalf of the managers and calls up information screens as requested by them.

10. GAME DURATION

Before starting the game, the managers should decide how many seasons they wish to play. We recommend a minimum game length of two seasons so that the European competitions can be reached. The game duration is a verbal agreement between the managers and no computer entry is required.

Should the occasion occur where all the cards in the Auction Pile have been used, it is suggested that play should stop at the end of that season.

11. STARTING THE GAME

The managers are now ready to start their first season. The sequence of play from now on will be: board move - play match - board move - play match. To begin this sequence, the computer operator uses

the computer die for each manager by pressing the key designated in the menu. The manager then moves his counter the appropriate number of squares. All managers will begin the game in Division 3.

12. THE BOARD

Each square on the board presents the manager with a different situation with which to deal between matches. They are summarised as follows:



WAGES - The manager must pay his/her entire squads wages into the bank. The amount depends on the squads total star rating and is determined by the chart shown on the board. The total star rating must include all the manager's players, even those suspended, injured or loaned to him/her. This does not include players on loan to other managers, but the manager is not allowed to loan players out between landing on the Wages square and paying their wages to the bank.



MANAGERS LUCK - This can be good or bad and is randomly selected by pressing the appropriate computer key as shown in the menu. When money is involved, a manager will get cash from or pay it to the bank. It will be clear from the wording on the screen in which direction the money moves.

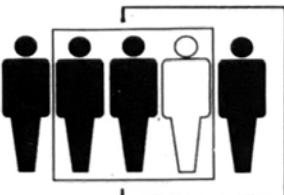


AUCTION - When a manager lands on this square, the top card on the Auction Pile is turned face up and the auction begins.

The top bidder pays the purchase fee to the bank. Each player has a nominal value, but this has no effect on bidding at this stage. If none of the managers wishes to buy the player in auction the card goes to the bottom of the Auction Pile. If a manager makes the highest bid in an auction, but cannot pay when called to do so, he/she forfeits half his/her cash to the bank, rounded up if necessary, and the auction restarts without the offender.



50% AUCTION - This square is like the ordinary Auction, except that if the manager who landed on the square is the highest bidder, he/she only pays half of his/her bid to the bank. In return for this privilege, he/she must bid in multiples of £10,000.



SELECTION PROBLEMS

Pressing the key designated in the menu will reveal the manager's problem, randomly chosen by the program. Careful attention to the wording of the problem will show exactly what must be done.

For example, "best player" means the player with the highest star rating in your squad. Your "best player in any team section" means you can choose either your highest star rated G, D, M or A player.

Players who are lost, injured or retired as a result of Selection Problems or Manager's Luck go to the bottom of the Auction Pile and players sold to the bank become subject to the rules of Bank Finance.



SPONSORSHIP - The amount received depends on which league the manager's team is currently in, as follows:

Super League	-	£100,000
Division 1	-	£75,000
Division 2	-	£50,000
Division 3	-	£30,000
Division 4	-	£10,000



BANK FINANCE - This square allows you to sell any of your players to the bank for three quarters of their nominal value. There is no limit on the number of players you can sell in this way, but you must ensure that you can carry on playing. A manager cannot voluntarily sell to the bank unless he/she lands on this square, but he/she can sell or loan a player to another manager at any stage of the game subject to the rules covering loans and transfers. A player held by the bank can be bought by any manager at any time for a minimum of one and a half times his/her nominal value. Managers can make competing bids and the banker must take the highest offer. The rules for Auctions apply to a manager who cannot pay for a player when required to.



SUNDAY - A day off. Nothing needs to be done - and nothing nasty happens.



CRISIS - Any manager landing here is fined £50,000 and loses his/her best specialist player in any one of the four team sections.

That is, he/she must sell his Goalkeeper - or his/her best Defender - or his/her best Midfielder - or his/her best Attacker. He/she cannot sell a Utility player. He/she must sell to the bank, which will pay three quarters of the player's nominal value. The player is then subject to the rules of Bank Finance.

13. PLAYING THE MATCHES

Once all the managers have used the computer die and completed their moves on the board, the computer operator calls up the next fixture list (see menu) so that each manager knows which teams he/she and his/her colleagues are going to play. He/she then selects the appropriate screen (with the designated key) and inputs the team strengths for each manager. The computer operator will be required to input the strength of each of the four team sections in each managers squad - a Goalkeeper value, a Defence value, a Midfield value and an Attack value. Any reserves are ignored at this stage of the game. Once all team information has been input the computer will calculate the results of each match and display these on screen.

14. AFTER THE MATCH

The gate receipts for each match are displayed and each manager receives half of the displayed amount. Gate receipts are determined by the league that the teams are in and how well the team is doing that season. A team that consistently scores a lot of goals will attract a large following and this will result in higher gate receipts.

When ready, the managers set off on another round of board moves prior to their next fixtures. Cup matches are played on a knockout basis, but the competitions will cease to be displayed should all managers be knocked out of them.

If a manager's team has been eliminated from the competition, he/she will not participate in the computer fixture, but must take his/her turn at the board. He/she therefore risks the same hazards as the Cup teams, but he/she can expect no gate money on that turn.

15. MISCELLANEOUS RULES

The essence of Football Fortunes 2 is the way the manager's interact with each other and the computer teams. Managers who are prepared to wheel and deal have infinitely more fun, and will get closer to the thrills and pressures of real-life football management. Alliances can be made or broken as the flow of play dictates and the manager who shows most skill in making deals, selling, buying and borrowing players, will win the game, just as in the real world, however, some rules have to be observed.

A) TRANSFERS/LOANS - Loans and transfers are a key feature of the game, and the following conditions apply:-

1. A transfer is the outright sale of a player from one manager to another. A loan is when one manager allows another to use one of his/her players for one or more matches. In either case, the financial arrangements are agreed by the managers themselves.

2. For a loan to take place, both teams involved must be playing in the current round of fixtures.

3. Immediately the semi-final of any Cup competition has been played, no new loans or transfers can take place until the start of the new season.

4. Transfers do not depend on either team playing in the current round of fixtures, but the Cup semi-final deadline still applies.

5. Managers can buy players whenever one becomes available in the bank or from the Auction Pile. This applies even after Cup semi-finals have been played.

6. If all Cup competitions cease before the semi-finals are reached, managers can make loans or transfers until the first semi-final of the next season's competitions.

B) THE SQUAD - There is no limit on the size of the squad, but each team must have the correct formation and number of players for each game. If a manager cannot field a full side, the team values are entered as zero, and gate money for that fixture is forfeited.

C) BANKRUPTCY - If a manager has very little cash and has sold so many of his/her players in order to pay off a debt that he/she cannot field a full team of eleven

players, he/she has the option to either declare himself/herself bankrupt or play on a little longer.

If he/she plays on he/she must enter all of his/her team values as zero and he/she receives no gate receipts from that match, but he/she does get his/her turn on the board. The manager may be able to bail himself/herself out of the situation.

When a manager declares himself/herself bankrupt, play continues as follows:

1. All managers who have yet to have their turn on the board, do so.
2. From this point on, only the bankrupt manager can act. The manager gives his/her remaining cash and all his/her remaining players to the bank (where they may later be bought by other managers subject to the usual rules for Bank Finance).
3. The bankrupt manager receives £500,000 from the bank and can use it to buy a maximum of 13 players from the bank at nominal value (the manager can not take players from the Auction Pile). No other manager is allowed to bid during this process.
4. When a bankrupt manager has bought all the players he can from the bank, the game resumes as normal.
5. If the bankrupt manager can now field a team of eleven players he/she can rejoin the game after the next match (in which he/she would have been involved) has been played. For the match that he/she misses his/her team values are still entered as zero and he/she won't receive any gate receipts. The remainder of these bankruptcy instructions can be ignored.
6. If the bankrupt manager still can't field

a full team of eleven players for any reason, even by arranging to buy or borrow players from other managers, then he/she must continue to enter his/her team values as zero. He/she receives no gate receipts and he/she is no longer allowed his/her turn at the board. He/she is effectively frozen out until he/she can field a full team again.

7. While a manager is frozen out, all his/her dealings with the bank concerning the buying and selling of players are at nominal value. At any time he/she can sell players to the bank for nominal value, which may enable him/her to buy two lower star rated players instead, thereby increasing the size of his/her team.

8. A manager who is frozen out can still bid at auctions.

9. A manager who is frozen out may still buy players from the bank at nominal value, subject to the following restrictions:

Any other manager can also bid for that player, but the bid must be for a minimum 1.5 times nominal value.

Before buying the player, the frozen out manager must be unable to field a full team of eleven players.

10. Whenever a frozen out manager can field a full team of eleven players he/she can resume play as normal.

D) IMMUNITY CARDS - If you are issued one of these valuable cards by the banker after landing on a Selection Problem square, you may use it to get out of a later Selection Problem, or sell it to another manager. It does not give immunity to the Crisis square or Manager's Luck. The immunity card may only be used once

and must then be returned immediately to the bank.

E) TOP PLAYER - A "Top", "Best" or "No.1" player is the one with the highest star rating in your squad, team or team section, depending on the context. It excludes any players on loan to you.

F) GAME POINTS - Every manager is awarded game points based on his/her performance in the League, FA Cup and European competitions, and his/her cash balance at the end of the game. The game points table is updated at the end of each season and can be seen at any time by pressing the key designated in the menu. Remember, it is game points which decide the winning manager, not match points won in the League.

G) PRE-SEASON FORTUNES - Before each season, except the first, each manager must accept a Manager's Luck and Selection problem.

H) SUPER LEAGUE - The winner of Division One will be placed in the Super League for one season only. He/she will be competing against eleven other highly rated European teams.

At the end of the season he/she is placed back in Division One and his/her place in the Super League is taken by the new winner of Division One. It's a difficult league, but the rewards are high.

I) EUROPEAN CUP COMPETITIONS - The winner of Division One is entered into the European Cup along with the defending champion of the European

Cup.

The winner of the FA Cup is placed in the Cup Winners Cup along with the defending champion of the Cup Winners Cup.

The second placed team in Division One, along with the winners of Divisions two and three, are entered into the UEFA Cup. A team will only be entered into one European cup each season.

J) SIX STAR PLAYERS - Later in the game it is possible for the computer to offer six star rated players for sale. Six star rated players are sold to the highest bidder, but the computer will state the required opening bid. If no-one can afford the opening bid, or if no-one wants to buy the six star rated player, then the chance to buy him is completely lost.

A manager who buys a six star rated player should use one of the blank player cards to represent the six star rated player.

16. THE WINNER

At the end of the game, the computer asks each surviving manager how much money he/she has left, and this is converted into game points. These points are then added to the existing game points, and the overall winner is decided.



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