

QUAL-SOFT

**LEAGUE
DIVISION
ONE**

CONTENTS

Contents:	Page
Preliminary Introduction	2
Setting the scene	3
Opposition Statistics	5
Team Formation	6
Team Sheet	7
The Game	8
Game Statistics	10
Transfers	11
SAVE/LOAD Game	12
The Club Name	13
Your Players	14
Players For Transfer	16
Publisher's Comment	18
User Registration	19
Backup Copies	20

PRELIMINARY INTRODUCTION.

Having bought a new piece of software you may not want to plough through 20 pages of explanation before running the program. This section is for you. It will tell you enough about the program to operate it, and get the feeling of the game, then you can look into the details later. You'll find that the screen prompts are self-explanatory but there are a couple of points you need to know.

- 1) Input is only needed when requested by the prompts. There are one or two screens which are instructive but only temporary and will change after a few seconds. There is just one exception to this, but you needn't worry about that yet.
- 2) Screen prompts, where the choice of answers is offered to you (such as Y/N), require only the appropriate key without <RETURN>.
- 3) Screens that require information, the name of a player, a transfer offer, and a player's position, must be followed by <RETURN>.
 - a) The player is referred to by his initials. If you want Frank Knowles as goalkeeper the input is FK <RETURN> (no spaces or full stops etc.)
 - b) Transfer offers are made in thousands of pounds. Displayed thus : £ xxx thousand, you merely type in 100 <RETURN> for £100,000. You needn't offer 3 figure sums which is why <RETURN> must be used to indicate the figure is complete.
 - c) In choosing your team the positions are 1 to 12 (goalkeeper to substitute) and entered thus : 10 <RETURN>. This is also true in substitutions and in repositioning players, but leave that until later.

So away you go. CHAIN "DIV1" and enjoy yourselves with a game you'll never tire of, though it may tire you.

SETTING THE SCENE

Last season your club won promotion to the 1st Division. At the moment you're the toast of the town; every local journalist wants to interview you, every businessman wants you for his commercial promotions. It's roses all the way. But you're a hard headed pro and you know that a string of lost matches will turn you into the "incompetant villain" you were sometimes called in the past. What's more you know that last seasons team could well have those losses.

Let's face it, you scraped through in 3rd place when 2 of the other contenders cracked up when the pressure came on. Your experienced "veterans" pulled you through and kept your younger players calm. Good for them, but a team of over-the-top veterans and still-wet-behind-the-ears kids won't set the 1st Division alight. It's going to be a long haul before you can set your sights on your ultimate ambition; the 1st Division Championship.

Already you've lost some of your popularity because of your close season transfer activities. Some of your veterans were just too old, and some of your younger players were never going to make the grade. You had to take some hard decisions and sell them. You bought 3 good, solid 1st Division players; nothing brilliant, just good, consistant pros. You hope that these players will be the backbone of the squad to consolidate your 1st Division status; but who knows how any new player will fit into a team?

You now have a team that can live with the lesser clubs in the division, providing you can field that team. You are well aware of the havoc that can be caused by injuries and suspensions. You still have a number of players who have seen better days, but they should be good for 2 or 3 more seasons. The youngsters you have need experience, but you think they are capable of making good 1st Division players; a couple of them could become established internationals. Your job is now to bring on these youngsters; hope for better gates now so you can buy a few "class" players and build up a team which can stand with the best. But remember, for the moment you must avoid relegation.

SETTING THE SCENE (cont.)

So go to it. You know your long and short term aims. You are in charge of the tactics; you are in charge of team selection; you are in charge of buying and selling players (and only your Bank Manager can intervene). The success of the team is entirely up to you.

OPPOSITION STATISTICS

Last season you learnt an important lesson. The team who finished fourth in your division put 5 goals past you in their home game. You remember it well, because it seemed at the time that you had blown it. But you finished 3rd and achieved promotion and they finished 4th and have to go through it all again. You learnt then that success is about achievement over 42 matches not one. A football season is a marathon not the 100 metres dash; you don't throw everything at every team ; you get what you can from each match.

Before you decide your tactics for a game you need to know about your opponents. What is their record so far this season? Where are they in the league? Do they score lots of goals? Do they concede lots of goals? This season you'll play Liverpool at Anfield and the bottom club at home. The same tactics for both matches? It's up to you.

Before you choose your tactics, before you choose your team, you must study the playing record of your opponents. Early in the season of course it doesn't mean too much, and the league position is only given after 5 matches have been played. But from there on these statistics can tell you a lot about the team you're about to play. Make good use of the information.

The first 2 matches are pre-season "friendlies" against Spurs and Hamburg. These games are not just there for fun, there's a good reason for them. Remember, your opponents will be experimenting with selection and tactics.

We stress that the information, given in "Opposition Statistics", is important, but just what use you make of it is entirely up to you.

TEAM FORMATION

The first decision to be made in determining tactics is to define the formation. There are 3 commonly used formations: the defensive 4-4-2, the attacking 4-2-4 and the neutral 4-3-3. The chosen formation will dictate to you to some degree your team selection and will determine the way in which you intend to handle the opposition team.

Different teams use different numbering systems for these formations, as often as not to confuse the opposition. However confusion only occurs at international level where the players are not well known to the opposing managers. In the football league, as soon as the team is announced then the formation holds no mystery because the players are too well known.

The formation you use follows the general trend and is reasonably rational. No 1 is obviously the goalkeeper, 2 and 3 are your two fullbacks, and 4 and 5 your centre-backs. This is true in all formations. In the attacking formation numbers 6 and 7 are your two midfield players, and 8,9,10 and 11 strikers. In the neutral formation 6,7 and 8 are your midfield players and 9,10 and 11 your strikers. The only "out of order" position comes in the defensive 4-4-2 formation when the fourth midfield player is the number 11. You must remember that during team selection.

Although the basic formation is set at the start, during the match very significant changes can be made following a substitution. The formation can then vary from 7-2-1 to 1-2-7, depending on the substitution and the team adjustments that can be made. But more about that later.

Think hard about your choice and don't be afraid to experiment.

TEAM SHEET

You've selected your formation and now the most crucial part of the game; the team selection. On pages 14 and 15 you will find the 18 players that make up your squad at the start of the game. There are 3 close-season signings, 7 young players and 8 experienced campaigners. Descriptions are given which will give you clues about their relative strengths as players. Of course strength isn't everything and in the long term strategy each of these players has a part to play.

In your very first match you must pick all 12 players (inc. sub). In subsequent matches you will be presented with the selection for the last match and then allowed to make changes. In the case of injuries, suspensions or transfer deals you will be forced to make changes. Positions are referred to by numbers (1-12) and players by their initials, although their full names will appear on the team-sheet.

You cannot play suspended, transferred, or non-existent players, or players not yet on your books (there is a list of 12 players who are available for transfer). You cannot introduce injured players, although injured players already on the list can stay there. This is not a recommendation !! It is possible, but highly improbable, that a very bad spell of injuries will force you into using those injured players. Nor can you put one player in two positions. This can lead to some thought on your part when wishing to move players around rather than dropping them from the team, and it must be said that switching players around can work wonders.

When you're happy with the team then on to the match!

A piece of advice: jot down your team on a slip of paper, you may need it in the case of a sending off, injuries or a substitution.

THE GAME

Now for the worst part of any manager's job; sitting in the dug-out and watching the lads perform. You've analysed the opposition and you've picked a team to match them and now you can do nothing as you watch the game swing from end to end. If you're playing a top team can your defence take the pounding and your attack perhaps sneak a goal. If you're playing a weaker team, when is your attack going to put away the goals it should. One of your players goes down and your physio has to treat him. Will he have to come off? If not, can he shake off his injury and continue to play his full part? You have a substitute, should you use him? Then it's back to nail-biting. Trouble! Oh no, not a sending-off! A yellow card? Just a ticking-off? The game's full of drama, and you can only watch. But you may be forced to act.

Sending off: It'll happen. You're down to ten men, and your player is automatically suspended and won't be available for a few matches. You're asked do you want to reposition any players. You can move up to two if you think it will reduce the damage.

Injury: You have your substitute but is he the right player in the circumstances (a striker replacing a central defender!)? Again you are allowed to reposition two players (unless you have already done so, as you can only make two adjustments in a match!). Then you can position your substitute.

Substitution: Substitution was originally allowed for injuries only but is now often used as a tactical ploy. Again you can reposition players if you haven't already done so to make best use of your substitute. A substitution is initiated by depressing the S key!

Repositioning: This takes place as a result of the three above situations. Initially intended to minimise the trouble caused by a sending off or an injury, it can be used along with the substitution as a tactic. However, remember, you are only allowed two adjustments in one match, and once those are used you will not be offered the opportunity again regardless of what happens.

THE GAME (CONT.)

DURING A MATCH ALL PLAYERS
ARE REFERRED TO BY NUMBER!

Although you may be thoroughly involved with the match it is important that you study it with objectivity if you are to learn anything from it. You can judge from the ebb and flow of the game where things are right and where wrong. But remember the standard of the opposition.

GAME STATISTICS

Following the game you may need a little help in understanding why things went as they did. How much was luck (good or bad) and how much was skill (or lack of). You are therefore presented with figures which should immediately help.

Firstly, how much of the possession did you have? You can't score goals without the ball. Some teams do rely on fast breaks out of defence, but you need something special in the way of strikers for that game. Secondly, midfield possession. A subtle but important difference. By packing your midfield with players you'll increase this figure, but your attack or defence may become woefully weak. Swings and roundabouts.

The attack must be capable of holding on to the ball played to it from midfield, if it is to have a chance of scoring. It must then be capable of creating openings and producing attempts on goal. How good are these attempts, how many shots are goal bound? The final score tells you that.

How well has your defence performed? Did it dispossess the opposition attack? How many attempts were the opposition allowed to make on goal, and how many successful attacks?

The second set of statistics are equally important. Your league position, your playing record, as if you needed telling. Other important figures for the future! Injuries! Who, and the number of games they will miss. It's best that you keep a record of these figures.

The gate is important because of the gate money it produces, allowing you to plunder the transfer market. The home gate is very much dependant on your own supporters, which means how well you are playing. Add to those the supporters your opponents bring with them. The away gate has a different balance. Old Trafford can almost guarantee 40,000 plus your own followers, but you only play there once a season. Your own support will again depend on your success. Success definitely breeds success.

TRANSFERS

You musn't forget that your eventual aim is to win the 1st Division Championship, whilst avoiding relegation on the way to it. You know that your squad of 18 players will never trouble the Liverpools, West Hams, Man Utds of this league over a 42 match season. You have to build up the team. Your "veterans" are not going to get any better, but your youngsters are. Your youngsters though are initially weaker than the veterans. Also, you only have 7 promising youngsters and that hardly makes a squad. So how do you supplement your squad? The transfer market!

There are 12 players available to, all "class" players who may or may not fit into your team style. What is certain is that no team will be good enough without some of these players. The market is just that, a bargaining place; offers made, turned down, compromise offers and so on. You are, unfortunately, held back by the cash you have available, you're not a rich club. You can improve your cash position by selling players, but that is a risky tactic.

In transfers, all players are referred to by name (initials) and all offers in thousands of pounds. Thus, an offer of 40 is an offer of £ 40,000. This will be made obvious to you and a mistake can be corrected when you are finally asked to confirm the deal. Don't be put off by sarcastic put-downs.

You won't spend very much time in the transfer market, but the little time you spend there is crucial. Spend your time well.

SAVE/LOAD GAME

A typical 42 match season in this computer simulation can take 6 or more hours, and a full 5 season game 30 hours. Quite obviously some means of playing the game over many sessions is necessary. At the end of each individual match cycle you will be asked "Do you wish to (S)ave or (C)ontinue the game ? (S/C)". By pressing C you will continue on to the next match. By keying S the familiar RECORD then RETURN message will appear. Remove the program tape from the cassette unit and put in a blank tape, which we'll call a "data tape". Set the cassette unit in RECORD motion and press RETURN. The data needed to continue the game in some future session will then be recorded. It takes only about 15 seconds.

On CHAINing the program the first message to appear is "Do you wish to LOAD a previously SAVED game ? (Y/N)". By keying Y the familiar "searching" message will appear. Replace the program tape with the data tape, wind to the beginning of the data recording, and PLAY. The data will load and the game can be continued from where you left off in the last session.

Suggestions :

- a) Although the program tape can be used for saving the data there is always the danger of overwriting the program accidentally and losing the data as well. Don't use the program tape unless you have no choice.
- b) When SAVEing data a second (or 3rd, 4th....) don't overwrite a previous recording. This can produce a bad recording causing you to lose that data as well as that overwritten.
- c) My strong recommendation is to use a seperate data tape and to SAVE after each session seperately. Each SAVE takes up about 10 tape count positions so one tape will allow many SAVE procedures at, say, 15 count intervals. This will improve the chances of a good SAVE (assuming the tape is blank to begin with), and even where a bad SAVE occurs you can return to the previous position. This means you need only lose one session.

THE CLUB NAME

Whenever you load the program and answer N to the LOAD game prompt you obviously start a new game. You are then asked to name your team.

Some of you may want to use the name of a club you perhaps support, and that may well be a current 1st Division club. However you are about to play 21 of the 22 teams which, in the 83/84 season make up the 1st Division (the exception being Notts County). If you chose one of these 21 teams you will find that twice a season you will play yourself, which may be one sure way of getting at least 4 points but it can spoil the realism of the game.

If you feel set on using one of these teams and are happy to EDIT a BASIC program then it is possible to eliminate the team from the program and replace it with Notts Cty (note the use of only 9 characters). Here's how :

- 1) First LOAD (not CHAIN) the program ie LOAD "DIV1"
- 2) LIST lines 200 to 350; these are DATA lines, and you are looking for your team name in the data.
- 3) Replace your team with Notts Cty
- 4) Change the 2nd number following the team name (it will be 1,2,3, or 4) to 2. Use the normal edit procedure and be sure to retain the commas in place.
- 5) All teams appear twice so search through the lines carefully; Spurs in fact appear 3 times.
- 6) Then RUN the program and if all is O.K. then SAVE the result, preferably not over the master.

You can now use your favourite club's name in answering the team name prompt. On SAVEing a game the name is retained.

YOUR PLAYERS

Steve Allen (SA): 21yrs. Central Defender. With you as an apprentice. Tall, good in the air, a little reckless in the tackle at the moment. He has a great future.

Frank Barnes (FB): 25 yrs. Attacking Midfield. One of your close season signings from relegated Man. City. Scored 14 goals for them last season. Consistant, strong, but needs defensive midfield support.

Pete Charles (PC): 19 yrs. Striker. Welsh schoolboy international. Good in the air, strong on the ground but needs some work on his ball control. Regular reserve team player last season.

Brian Duggan (BD): 29 yrs. Fullback. Happy on either side. Has been a 1st team player for 3 seasons since he joined you. Small, quick and tough.

Phil Giles (PG): 20 yrs. Midfield. Has played just 8 1st team matches. Reserve team captain. Hard tackler, needs to curb his "enthusiasm" sometimes.

Graham Jones (GJ): 26 yrs. Striker. Another of your close season signings. Has spent the last 5 seasons in the 1st Division with Stoke and Aston Villa. Superb in the air, but definitely prefers his right foot on the ground.

Jimmy King (JK): 31yrs. Central Defender. Your captain. Can play almost anywhere. Reads the game well, good influence on the others. Probably good for another 3 seasons.

Mike Knowles (MK): 31yrs. Goalkeeper. Regular with you for 7 years. Good positional 'keeper, used to be more agile but experience gets him out of trouble.

Graeme Lyons (GL): 22yrs. Defence. Young Australian can play anywhere in the back four. Needs European experience to make him into a first rate player.

YOUR PLAYERS (cont.)

Steve Morgan (SM): 30yrs. Striker/winger. Fast, tricky, a lethal left foot shot. Can be a match winner with the right service.

"Ollie" Olsen (OO): 29yrs. Midfield. Has played in English football for 5 seasons now. Skillful, cool, but can drift in and out of the game. Great favourite with the crowd.

Sammy Parks (SP): 30yrs. Central Defender. Tall, dominating player in your own box. Plays his man closely, but not too quick on the turn. Still the fittest player on the field.

Jim Roberts (JR): 31yrs. Striker/midfield. Has been with you for 12 seasons. Regular 1st team player. Maker, rather than scorer of goals.

Colin Slater (CS): 22yrs. Left-side midfield. Played rugby 'til he was 15, but tremendous strength and power. Regular reserve team player last season with 15 1st team appearances.

Phil Stott (PS): 20yrs. Goalkeeper. The Young Turk. Flamboyant, even flashy. Makes some spectacular saves, but flaps at high crosses. Experience will solve that problem.

Chris Turner (CT): 24yrs. Defender. Your 3rd close season signing. Plays anywhere in the back four. Reliable, dependable without being spectacular. Could prove a good buy.

Wally Vernon (WV): 20yrs. Central striker. Big lad, will he ever stop growing? Scored 22 goals for the reserve side last year. Could become an England regular in future years.

Steve Willis (SW): 31yrs. Defensive midfield. Powerhouse, sometimes too much so. Good destructive defender, but not a ball player. Fine in the 2nd Division but not yet sure about the 1st.

PLAYERS FOR TRANSFER

GOALKEEPERS.

Stan Burns (SB): 27yrs. Regular Coventry 'keeper, 22 caps for Scotland. Good, technical 'keeper, positions himself well. Let's his defenders know whose boss in the box. Contract problems.

Barry Stevens (BS): 28yrs. One of the best in the country. Agile, makes some incredible saves. 31 caps for England, still 2nd choice.

DEFENDERS.

Keith Martin (KM): 24yrs. Fullback. Plays either flank. 3 yrs with Everton, recently lost his place to new Irish sensation. Unhappy at moment, but worth his place in any side.

Mick Gordon (MG): 26yrs. Central defender. Stylish, cool, but tough also. Regular at Ipswich for 4 years, 12 Scottish caps.

Billy Barton (BB): 26yrs. Central defender. Tall, dominating player. Surprisingly quick and agile for such a tall man. 2 years with Arsenal, 4 with West Ham. 8 England caps.

Brian Orton (BO): 24yrs. Defender. England's current centre back, but equally at home on the flanks. Will need tempting away, but his club needs the money.

PLAYERS FOR TRANSFER

MIDFIELD.

David James (DJ): 24yrs. Attacking midfield. 15 goals for Birmingham last season. Fast, hard-running player, supporting his strikers well. Current Welsh international.

Mike Cherry (MC): 23yrs. Skillful ball player and goal maker. Not always appreciated by the crowds. Harder in the tackle than he's given credit for. 6 English caps, will get more.

Allan Miles (AM): 26yrs. Arguably the best midfield player in British football. Covers an enormous amount of ground. Equally at home in his own and his opponents penalty area.

ATTACK.

Phil Norton (PN): 27yrs. Winger/striker. Small, clever, right-sided player. 22 goals last season, including 6 for England. Going through a bad patch but surely not for long.

Sammy Sands (SS): 25yrs. Some say "brilliant", some "mercurial", others point to inconsistancy. The crowd love him. On his day he can win the match alone.

Kenny Stewart (KS): 24yrs. Wants to come south of the border. 31 goals for Aberdeen last season, can he do the same in the English league?

PUBLISHER'S COMMENT

As you become familiar with "League Division One", you will realise that the game can be a much more sophisticated game than you perhaps you'd expected. We say "can be", because the game need not be played at a high intellectual level in order to provide enjoyment or satisfaction. A ten-year-old will happily play the game with a sense of excitement, putting in to it a degree of "tactical" play on a match to match basis that may ensure his survival for 3 or even 4 seasons. His excitement will come more from escaping relegation than threatening the Championship itself. At the other extreme, the game can be an intellectual challenge where the match to match tactics become coupled with the overall strategy. It will then be realised that the incompatible demands of strategy and tactics requires a delicate balance of priorities to achieve the games final goal; the 1st Division Championship.

As far as we are aware, no-one has yet achieved that goal in less than three seasons, and even that by players with some considerable experience of the game. We believe it is feasible, with more than one's fair share of luck, to take the Championship in 2 seasons. We'll be pleased to hear from players who do that. The odds are very much against one season; but I guess with enough players it must happen someday.

However we must stress that the game is a remarkable mix of the exciting for the uninitiated and a challenge for the knowledgeable. We venture to suggest it is "educational" in no little degree for those between the two.

Whatever your playing level, good luck, and don't lose to much sleep; SAVE the game until tomorrow.

USER REGISTRATION

League Division One has more permutations than a chess game. So, although we have tested the program for hundreds of hours ourselves, almost every player will encounter situations we have not. We can NEVER be sure that some obscure condition will not produce a peculiar reaction, and so we ask that you inform us if you do find such a reaction. Should it be necessary we will produce revisions of the program. The information necessary to correct the "bug" will be made available to every registered user. We will also provide the service of supplying new cassettes, with the revision included, for only the cost of p&p. We of course expect the old master cassette to be returned.

In addition, should a cassette fail; become unreadable, break, or just finish up covered in coffee, we will replace the cassette for a nominal charge.

Already we have been asked to extend the game to include such things as European football, the FA Cup, a whole range of additions. The originators are looking into the possibility of an extended version. We will offer any such version to registered users for the difference in cost, should there be one.

We can only do this for you if you fill in and return the form below.

NAME :
ADDRESS :
.....
.....
DATE :
SIGNATURE

BACKUP COPIES

Here at Qual-Soft we believe that our customers have the right to produce backup copies of our programs for their own use. Although the ESCAPE key has been disabled to prevent the disaster of hitting the key accidentally after a long session, by operating the BREAK key and typing OLD <RETURN> you have access to the program. We advise you before even beginning a game MAKE A BACKUP COPY.

Although we produce our tapes on a high quality recorder and supply a clean, undistorted recording, we do not have control of the user's cassette deck. Some units are not really suitable for digital use and many are badly adjusted, particularly the head alignment, and consequently some will have loading problems. Once you have the program in your micro make a recording on your own cassette unit as this will often load more consistently than one produced on a different unit. At least the alignment problem is eliminated. Use that copy from there on and put the master away in safety.

We must stress that, by making backup copies easily available, we are not condoning illegal copying and will take whatever steps are necessary should we become aware of that. We do recognise, however, that it is impossible to prevent cassette copying if the user is determined enough. We have not wasted our time, and therefore your money, on developing useless protection devices which only cause inconvenience.

We would stress that in this we are only being fair to our customers and we hope, in return, they will be fair with us.

QUAL~SOFT

QUAL-SOFT, 18, HAZELMERE RD., STEVENAGE, HERTS