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G L O R Y

A M I G A



FOOTBALL GLORY PROTECTION SHEET

PAGE NO.	CODE 1	CODE 2	CODE 3	CODE 4
1	9YXHLTGT	MO38945X	I2XR9KO4	35GYD27J
2	PT0YRFT7	D7VNYLGK	M2WKRE1N	6B1XVPXP
3	YQ16XYJS	WA7IERMA	1694L42X	9V5IQMD3
4	W3167GK7	GY6HG0UV	3X56QIF0	RNUTWHG9
5	S3STAT3X	1H8MOUB7	XRIA075U	IWI9B59D
6	C2YU7PO5	L14A9487	XVMPAVEO	GJ2SLB79
7	K4TT0JJI	25P5YPTX	S337LV71	E99X1XFC
8	YGG3YBDB	3YC8BVDI	8ECR5PNY	GW05IPK9
9	D6RUGSCE	C0FVDY42	9BB5NY21	PFQC63IU
10	0AC6YH57	DPQSVJBW	6AWQESDY	C0XUFX3E
11	HSMU8J2P	I2CY9EAC	1JO2DXTT	WKI5OGB0
12	TPRLXTRI	5DHOGICS	A9XJNW6A	WINV3WAU
13	HWNX5XKS	EJQN83RR	SKPAIVNH	QMR7BV2A
14	7917T58A	ETXTSJYU	SKTADP39	O7LHR3RL
15	7LCKAF1A	405J6F80	YAVEROQW	WW3GGHH9
16	2MS1TGRQ	E8QFVJYY	AR9AE2FE	GYG519DR
17	P5EE0MR3	05CG7WJJ	6V2G2SH9	BY90SPJR
18	KSVCE2VD	KVSXXQEA	FM67P0RK	907NPF6W
19	C8SBUJG9	N1AHNGV6	AR8OG1MY	3LD8B5FY
20	60FO9JCX	NI81HLI8	A7PUKYXR	ER11TUJP
21	MMSJPAX8	WTAW72NK	FLQJFN3R	PWRR4PN4
22	LNRVDO5F	MWFO8TUF	3QADJFYD	EWEHO425
23	EHVGMBDK	W5UCN5J2	0A3SLW1J	S60IOKXU
24	RJIXYIJ4	QA146D7S	CTM3DM7V	2F0KUWJE
25	Q5RQYA36	0MQK67D3CC	NY4DUAWI	9YXMN37Y

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1. CREDITS

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2. INSTALLATION ON AMIGA

System requirements:

- minimum: AMIGA 500
1MB RAM
- recommended: AMIGA 1200
HDD

The game can be run both from hard drive and floppy disk. To run from floppies, insert Disk 1 and switch your computer on. Insert Disk 2 when prompted. To install **Football Glory**, insert Disk 1 and double click on the disk icon, then double click on the install icon.

3. INSTALLATION ON PC

System requirements:

- minimum: 386SX or higher
550K free DOS memory
+ 250K free XMS memory
5 MB HDD space
- recommended: 386DX-40 MHz
4MB RAM
Microsoft-compatible mouse

Insert Disk 1 in your A: drive and type following at the DOS prompt:
A:INSTALL A: C:

This will install **Football Glory** from your A: drive to your C: drive in the FGLORY directory. If you need to use different drives (e.g. install from B: to D:) use them following the above example, e.g.

B:INSTALL B: D:

Follow the on-screen instructions given. When the installation is complete, type SETUP to alter the settings. Type FGLORY to play **Football Glory**.

4. LET'S GET STARTED

First of all select whether you want to play clubs or nations. You can choose between playing a simple friendly, a cup competition or competing in the leagues. You can even take part in a World Cup tournament. Once you have taken control of a team and picked your opponent, you can finally click on **PLAY** to kick off the match. Every club or nation is unique, the differences include:

Name of the team.

Name of the manager.

Tactics of the team (the positions they play).

First and second team kits.

Sixteen players with their numbers.

Energy bars which show capabilities of players. (PC & CD ROM Version only).

The first screen following the copy protection, will be the main screen offering the following options: **CLUBS**, **NATIONS**, **MENU PREFERENCES** and **ABOUT**.

ABOUT

contains information on the developers.

MENU PREFERENCES

contains numerous options you may wish to alter:

MUSIC

Music on/off.

CONTROLS

Choice of joystick and/or keyboard controls for players one and two. The **CONTROLS** option is incorporated in all of the options screens to speed up the changing of controls.

On the Amiga the keys are - "; " and " [" and " ? " and "] ", **FIRE** is the right Amiga key and on the PC the keys can be defined by the user.

BACKGROUND PICTURE

You can choose and load one of nine different pictures to be displayed in the background when active in the menus.

BACKGROUND BRIGHTNESS

Option to change the brightness of the background.

BACKGROUND COLOUR

Choose between grey scale and full colour background pictures.

CLUBS AND NATIONS

After choosing clubs or nations you will enter another menu with the following options:

CREATE CUP, CREATE LEAGUE, EDIT CLUBS or EDIT NATIONS, PRACTICE, REPLAYS and FRIENDLY.

You can choose to play in leagues such as the **ENGLISH LEAGUE** or the **CHAMPIONS LEAGUE**. You can participate in one of the cups like the **UEFA CUP, CUP WINNERS' CUP** or even in the **WORLD CUP**; you can also take part in the **EUROPEAN QUALIFICATIONS**.

5. FRIENDLY

To play a friendly you first have to choose whether you want it to be a club or nations fixture. If it is to be a club clash you have a choice of four flags each representing the leagues in one nation. There are three additional flags containing a number of famous and interesting clubs that are not represented otherwise. If you wish to play nations you get three options (**2 European and 1 World list**). To select a computer-controlled player, click on a team once and the team name will turn red. To select a human player, click on the team twice and the name will turn green. This applies to both clubs and nations.

Once you have picked your two teams, select the **OPTIONS** button to set the parameters for the game:

TIME:

The length of the game.

SEASON:

Choose between spring, summer, autumn, winter and random. This will affect the bounce and the speed of the ball. Playing in winter for example will make the ball very heavy because of the snow and the speed of the ball will be slow due to winds. In the summer the speed and the bounce of the ball will be a lot faster thanks to clear conditions.

EXTRA TIME:

Should extra time decide a winner if the game is a draw after the full 90 minutes?

AUTO REPLAY:

You have the choice of normal replays (full screen), a zoomed replay (not available on standard non-AGA Amigas) or no replays at all.

GRASS TYPE:

Choice of horizontal, vertical or no grass lines on the pitch.

SPECIAL ANIMATIONS:

You can have **ALL** the animations. **NORMAL** cuts out special joke animations. **NONE** cuts out all.

CONTROLS:

Set controls for the two players on joystick and/or keyboard.

EXIT:

Return to the friendly menu. After you have finished picking your teams, press **OK**.

The Amiga 500 version includes a further option. **NUMBERS** will determine whether players' numbers are to be shown above the players heads during game play. This option speeds up the game.

Once you have selected **OK**, you will enter a screen containing all the data of the selected teams. Use the **TACTICS** option to choose from the available match strategies. You can also change players' positions. To substitute a team member, click on the player and his name will change colour. Then click on another and they will swap positions. When you have finished altering your team line-up, press the **PLAY** button and you will be able to view the other team's data. Click on **PLAY** again to kick off.

6. CREATE CUP

When creating a cup, you have following options:

NUMBER OF TEAMS:	Up to 64 teams.
EXTRA TIME:	Toggles on/off.
VIEW COMP:	Watch all matches played.
AWAY GOALS:	Toggles on/off.
NUMBER OF LEGS:	Choice of one or two legs per round.

Use the **LOAD** option to re-enter a previously saved position.

Select the teams to compete in your customised cup, then **PLAY** (at the bottom of the screen) to view the next two teams to clash. Here you have the option to go to the **GAME PREFS** menu containing **AUTO REPLAY, TIME, SEASON, GRASS TYPE, SPECIAL ANIMS, CONTROLS, NUMBERS** (on non-AGA Amigas only), **EXTRA TIME** and **VIEW COMP**. Choose **EXIT** to enter a further menu:

LOAD CUP:	Load previously saved cup.
SAVE CUP:	Save cup to floppy or hard disk.
RESTART CUP:	Restart cup (no matches played).
CONTINUE CUP:	To continue a loaded cup.

7. CREATE LEAGUE

The following selections have to be made before you can create a league:

POINTS FOR A WIN:

You have the choice of awarding two or three points for a win.

NUMBER OF TEAMS:

Up to 22 teams can compete in a league.

PLAY EACH TEAM:

Teams will have to play each other once, twice, three or four times in a season.

EXTRA TIME:

Toggles on/off.

VIEW COMP:

Toggles on/off.

The **LOAD** option will load a previously saved position.

Once you have selected the teams you can view a league table with details on the first match to be played at the bottom of the screen. **VIEW SCHEDULES** allows you to view

all the results of the various rounds (select the round you wish to investigate using the direction icons). Again you have numerous options to configure the type of competition to view. Click on the **EXIT** button to enter the load/save menu:

LOAD LEAGUE: Load previously saved league.
SAVE LEAGUE: Save league to floppy or hard disk.
RESTART LEAGUE: Restart league (no matches played).
CONTINUE LEAGUE: To continue a loaded league.

8. REPLAYS

Football Glory allows you to watch whole matches which have been saved. Ten games are already available to choose from and you can save as many further games as you wish. The **SAVE** option can be selected at the end of each match. Once you have loaded one, select **WATCH GAME** and sit back and study the full game. Not only can you enjoy complete replays of matches, but you can also re-enter these and continue to play during the action. This is allowed in the **WATCH & PLAY GAME** option. Take over control during a game by simply pressing the fire button. This can change a game dramatically, you could for example win a fixture you previously lost!

9. EDITING TEAMS AND PLAYERS

Once you have chosen a listed team, their details are displayed on screen and you can change the team to your own specifications. Everything but numbers and player positions can be altered. To change a name, select it and enter a new one on the keyboard and press Return.

You can choose between using the **ORIGINAL** or **CUSTOM** teams. Select **CHANGE KITS** to change to a screen with two footballers wearing the team's first and second kit. There are four different types of shirt and palettes to select the colours. To change the team's kit select the corresponding button (**FIRST KIT**, **SECOND KIT**) and the colour you wish to use. Once you have made all your changes click on OK to use the changes, or on **SAVE** to keep them for the future. Click **CANCEL** if you wish to forget the changes.

10. PRACTICE

FOOTBALL GLORY has three practice options: **PENALTIES**, **FREE KICKS** and **CORNER KICKS**.

This option is very useful to test all the controls in the game and to try all kinds the different moves.

11. DIFFERENT CUPS AND LEAGUES

In **FOOTBALL GLORY** there are two leagues you can choose from.

Champions League:

This league is divided into four groups with four teams. There are a total of six rounds; two points are awarded for a win, one point for a draw. The best two teams of each group continue on into the quarter finals, where a knock out system will commence.

English League:

The English league contains 22 teams; three points for a win, one for a draw. A total of 42 rounds.

....and three cups to choose from.

UEFA Cup:

64 clubs enter the competition; extra time, penalties, away goals; two legs per round. The winner after two legs goes through to the next round. There are a total of six rounds.

Cup Winners' Cup:

32 clubs enter the competition. The rest is the same as in the **UEFA Cup**.

World Cup:

This is the most famous of all cups. 24 nations take part, divided into six groups of four teams. Teams receive three points for a win and one point for a draw. The best two teams from each group proceed to the next round together with the four best teams in third position. The cup then becomes a knock out competition.

And also you take part in ...

European Qualification:

Try and qualify for the European Championships to take place in England in 1996. Each of the eight groups contain six nations. Teams are awarded three points for a win and one point for a draw. The best two of each group qualify.

12. GAME CONTROLS

Controls while player is in possession of the ball:

Tap Fire	Pass ball or low kick.
Hold Fire	Long kick.
Press Fire then ◀ or ▶	Curve ball (aftertouch).
Press Fire then ▼	High kick, lob.
Press Fire then tap ▼	Back heel pass.
Press Fire and tap – then ◀ or ▶	Dribble pass (ball goes round the side of the opposition's player).
Tap Fire then hold Fire	One-two double pass.
Tap ▲ or ▼ or ◀ or ▶ twice	Power attack, or jump sliding tackles (if the player is being tackled).

Controls when player is not in possession of the ball:

Press Fire then tap ▲ or ▼ or ◀ or ▶ Sliding tackle (while ball is on the pitch).
Header (while ball is in the air). Bicycle kick (while ball is in the air). Volley kick (while ball is on the pitch).

While in control of goalkeeper:

The goalkeeper is limited to 20 steps when he has the ball in his arms or hands. Standard controls apply.

Tap Fire	Pass to nearest player (throw).
Hold Fire	Long pass (throw).
Press Fire and ▲ then hold Fire and release	Long kick (depending on how long you push forward either leg or foot).

Miscellaneous in-game controls:

P	Pause.
Z	Zoom Window.
R	Replay.
R+R	Slow Replay.

Throw-ins:

Tap Fire then ◀ or ▶	Short pass.
Hold Fire then ◀ or ▶	Long pass.

Penalties:

Press Fire then ▲ or ▼

Substitutions and player swaps:

When the ball is out of play you can make any necessary substitutions and player swaps. To do this push the joystick twice in any direction.

13. MOVES

This is a complete list of all moves you can perform in **FOOTBALL GLORY**.

Player Moves

Volley Kick:

Can be executed just before the ball hits the ground. The ball is struck harder and it moves a lot faster than with a normal kick. It will surprise your opponent and may score you an impressive goal.

Overhead Kick:

Can be executed when the ball is in the air behind the player. Can be used both defensively to clear the area or to score the most spectacular goals.

Back Heel:

A lovely little trick to fool the opponent and get a free run or shot at goal.

Banana Shot:

The aftertouch in **FOOTBALL GLORY** is very powerful and will play a major role in free-kicks, penalties and corners. Also can be used in normal play to demonstrate skill and curling the ball into the corner of the net.

Diving Header:

Can be executed when the ball is in the air in front of the player. Scores some magnificent goals!

Power Attack:

That extra adrenaline, the extra motivation, the extra effort; seen so many times in real football. In **FOOTBALL GLORY** you have just one possible power attack per game per player. Use it wisely - get behind the defence, take the ball of the opponent or score spectacularly!

The power attack is only available when the players number is yellow (as opposed to the usual white).

One-two pass:

A superb manoeuvre to penetrate the defence. Use it to surprise your opponent, maybe in combination with the power attack for devastating results.

Sliding Tackle:

Try to perform clean tackles and not to foul the opponent (your players may be booked). The referee is very aware of the new FIFA rules.

Jumping Over A Tackle:

Use this to leave the opponent lying on the floor and giving you some free space on the pitch. But, remember sometimes it is better to fall and get a chance of a freekick - and your opponent being booked!

Goalkeeper Moves:

The goalkeeper can perform a drop kick from anywhere in the box. The goalkeeper can also throw the ball to a team mate. If one of your players passes the ball back to the goalie, he cannot pick up the ball (new FIFA rules). This means he can dribble the ball up the pitch and score (if you are as brave as Higuita, the Colombian).

14. SUBSTITUTIONS

The option of substituting players during the game is useful if you want to improve your attack, defence or mid-field or you if you do not like how a particular player is performing.

To substitute a player you must move the joystick twice in any direction. Select a player to be taken off, choose **CHANGE** and select the man from the bench to be called into action.

15. SWAPPING

You can swap the positions of two players to strengthen your position in an area of the field. This is most useful when a player in a key role has been sent off or is injured and can't be substituted.

To swap a player you must move the joystick twice in any direction. Choose **SWAP** and press Fire. The player's number will flash, press the Fire button again to select him; now choose the second one to swap with and confirm. These two players will now swap positions.

16. SAVE AND REPLAY

All games are saved to the "Games" directory in your root drive. The games have the names GAMES.01, GAMES.02 etc. The menu will feature the two team names, the score and who played (computer or human). Up to 16 games can be saved in your directory, depending on free disk space.

17. A LIST OF ALL CLUBS AND NATIONS

CLUBS:

Champions League:

Galatasaray, Manchester U., Gothenburg, Barcelona, FC Bayern, Dynamo Kiev, Spartak Moskva, Paris St. Germain, Steaua, Hajduk, Benfica, Anderlecht, Milan, Salzburg, AEK and Ajax.

Cup Winners' Cup:

Maccabi T.A., W. Bremen, Zhalgiris Wilna, Feynord Rotterdam, FC Pirin, Pan. Athens, Bes. Istanbul, HJK Helsinki, FC Cr. Zagreb, AJ Auxerre, Gras. Zurich, T. Odessa Semenech, Bran. Maribor, Austria Wien, Bodoe Glimt, Samp. Genua, Brondby IF, FK Tirana, Chelsea FC, Vik. Zizkov, ZSKA Moskva, Fer. Budapest, Om. Nikosia, Arsenal, Dundee Utd., Tatra Presov, Gloria Bistritza, Real Zaragossa, Sligo Rovers, FC Brugge, FC Porto and Lodz.

UEFA Cup:

Dortmund, Motherwell, Leverkusen, Eindhoven, Akranes, K'lautern, Anorthosis, Athl. Bilbao, ZSKA Sofia, Juventus Turin, Kattowitz, A. Saloniki, FC Arrau, CS Maritimo, Ol. Piraus, Ol. Marseille, Rosenborg, D. la Coruna, FC Apollon, FC Sion, Twente Enchede, H. Budapest, Ro. Antwerpen, Newcastle U., SSC Napoli, Skonto Riga, Ljubljana, Frankfurt, Rapid Bukarest, FC Charleroi, FC Linfield, Odense BK, RFS Seraing, Dyn. Moskva, AIK Stockholm, Slavia Prague, Vites Arnheim, AC Parma, Dyn. Minsk, Lazio Rom, Boavista Porto, Mypa 47 Anjalas, Ad. W. Wien, Gornik Zabrze, Trabzonspor, D. Bukarest, Real Madrid, Sp. Lissabon, AS Cannes, F. Istanbul, Dyn. Tbilisi, FC Tirol, Inter Bratislava, Aston Villa, Slovan Bratislava, FC Kopenhagen, Rotor. Volgograd, FC Nantes, G. Bordeaux, SK Lillestrom, Blackburn Rovers, IF Trelleborg, Tekst. Kamischin, Bekecsaba.

NATIONS:

World Cup:

Switzerland, Colombia, Romania, USA, Brazil, Sweden, Russia, Cameroon, Germany, Spain, Bolivia, South Korea, Argentina, Bulgaria, Nigeria, Greece, Italy, Rep. of Ireland, Mexico, Norway, Netherlands, Morocco, Saudi Arabia and Belgium.

Euro Qualification:

Romania, Israel, France, Slovakia, Poland, Azerbaijan, Belgium, Spain, England, Macedonia, Denmark, Cyprus, Armenia, Sweden, Turkey, Hungary, Switzerland, Iceland, Croatia, Lithuania, Italy, Slovenia, Ukraine, Estonia, Czech Republic, Netherlands, Norway, Belarus, Luxembourg, Malta, Austria, Northern Ireland, Rep. of Ireland, Portugal, Latvia, Liechtenstein, Wales, Moldavia, Germany, Bulgaria, Georgia, Albania, Greece, Scotland, Russia, San Marino, Finland and the Faroe Islands.