NUS-NPMP-UKV

PREMIER MANAGER 64

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instruction manual

NINTENDO.64

Gremlin

TOTAL**FOOTBALL**
MANAGEMENT

PREMIER MANAGER 64

STARTING THE GAME

1. Ensure that the power switch is turned OFF.
2. Set up your Nintendo 64™ in accordance with the instructions supplied with the console.
3. While the power switch is turned OFF, ensure that a CONTROLLER is connected to CONTROLLER SOCKET 1 of the CONTROL DECK.
4. If you wish to play a game with more than one player, you can also connect additional CONTROLLERS to the console.
5. Firmly insert the GAME PAK into the slot in the console.
6. Turn the power switch ON to start the game.

Warning: Do not insert or remove the CONTROLLERS, GAME PAK or any other peripherals while the power switch is turned ON.

TO PLAY PREMIER MANAGER 64:

1. Use the CONTROL STICK or the + CONTROL PAD to move the pointer and highlight an option.
2. Use the A Button to select the highlighted option.
3. Use the B Button to exit the current menu and move back a step where indicated.
4. Use the Z Button to enter the Options menu.
5. Use the START Button to pause the game.

TITLE MENU

The Title Menu will present you with several options for defining the type of game to be played:

(1) Game Type

Select the style of game to be played: choose to manage any team in Manager mode, or take on a more demanding and specific challenge in Career mode.

(2) Number of Players

Set the number of players taking part. Up to four players can compete, each managing their own team in the appropriate league. Each player will take consecutive turns during this game. This makes it possible for either each player to share a single CONTROLLER, or for each to use an individual CONTROLLER.

(3) Player Ageing

Define whether the players will age over the seasons. Switching this option OFF will prevent the players aging, meaning that your favourite players will never get old or retire from the game!

(4) Load Game

To load a previously stored game from either the CONTROLLER PAK or the GAME PAK. Using the Game File menu, select the location of the game (either the CONTROLLER PAK or the GAME PAK). If no CONTROLLER PAK is found, you will be taken directly to the Game Pak menu.

- To load and play a game from the GAME PAK, select the Load icon to restore the game data.
- To play a game from the CONTROLLER PAK, select the game you wish to restore from the list and then select the Load icon.
- If you wish to exit the CONTROLLER PAK or GAME PAK menu without loading a game, highlight and select the Return to Main Menu icon.

NOTE: Never insert or remove a CONTROLLER PAK while loading or saving. To ensure the data remains intact, keep your CONTROLLER PAK in CONTROLLER 1 while ever the game is running.

(5) Play Game

To start a new game, highlight and select Play Game icon.

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STARTING A MANAGER GAME

Before starting a game in Manager mode, you can enter your name by highlighting and selecting the letter icons. This will be displayed in the name section below the letter icons. If you make a mistake, use the left arrow (backspace) icon to delete a letter. Once you have entered a name (consisting of at least two letters), highlight and select the Continue icon. Repeat this process for each player taking part.

You will then be presented with the Manager Team Select screen. From here you can choose to manage any team from the available divisions:

1. Highlight and select one of the divisional icons to present one of the team lists.
2. Use the up/down arrow icons to scroll through the current team list.
3. Highlight and select a team to display their information and details.
4. When you are satisfied with your choice, highlight and select the Continue icon. If more than one player is taking part, highlight and select a team for the first player, then select the Set Player Team icon. Repeat this process for all the players, then select the Continue icon to start. Two different players cannot choose to manage the same team.

STARTING A CAREER GAME

As you start Career mode, you will need to enter your name by highlighting and selecting the letter icons. This will be displayed in the name section below the letter icons. If you make a mistake, use the left arrow (backspace) icon to delete a letter. Once you have entered your name (consisting of at least two letters), highlight and select the Continue icon. Repeat this process for every competing player.

Career mode offers a slightly different challenge, as you will only have limited choice of teams and each will have a specific task to be achieved. If you fail to achieve this task then you'll be shown the door! If you can prove your real value as a manager then rival clubs will start to take notice and your career could take on a whole new direction! This mode will offer you ten management vacancies:

1. The list of teams will display the current management vacancies. An overall team rating will also be displayed along with this season's aim, set by the board of directors.
2. Highlight and select a team name to display their information and details.
3. When you are satisfied with your choice, highlight and select the Continue icon.
   If more than one player is taking part, highlight and select a team for the first player, then select the Set Player Team icon. Repeat this process for all the players, then select the Continue icon to start. Two different players cannot choose to manage the same team.

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TEAM MANAGEMENT - THE MAIN MENU

The Main Menu is the central game screen. This provides access to all the other information screens and menus, allowing you to successfully manage your club. The current player's name and team will be displayed in the top right corner of the screen. The game will automatically change to the next player when necessary. To toggle through the different players manually, highlight and select the name in the top right corner.

FIXTURES

View exact details about your team's match fixtures. Using this information, you can adjust the line-up and tactics, ensuring that your strongest team are always ready for the strongest opponents.

TOP TEAM

This will display a weekly 'dream team', showing the best players from the currently selected division. Use the icons on the right side of the screen to view each of the divisions. This allows you to check out the current stars of the game. This can be especially useful when you're looking for new players!

TOP SCORERS

This presents details about the top ten goal scorers from each division. Displayed alongside the name of each player is their team name and the total number of league goals scored during the current season. Use the icons to the right side of the screen to view the score tables for each division.

LEAGUES

The Leagues screen displays the latest score tables for every league and division. To view a different table, highlight and select one of the icons on the right side of the screen. To scroll through the full list, use the up/down arrow icons. The statistics detailed on each table are:

**(P) Played   (W) Won   (D) Drawn   (L) Lost
(F) Goals For   (A) Goals Against   (Pts) Points**

TRANSFERS

The transfer market allows you to buy players of all standards. The available players are displayed in a list showing their name, rating, value and status. This list will only show the players who meet your current requirements. To specify these requirements:

1. Use the Rating Range option to define your desired standard of player.
2. Use the Position option to specify a certain playing position: GoalKeepers (Gk), Defenders (Def), Midfielders (Mid) and Attackers (Att).

Defining these options will limit the list of players to show only those who meet your requirements. If you are interested in buying a player, highlight and select their name from the list. Several further icons will then become available:

Make Offer for Player

Once a player has been selected from the list, you can define your offer. Clicking on the Make Offer for Player icon will allow you to specify the details of this deal.

1. The player's profile, showing their personal details and employment contract.
2. Your current funds.
3. There are four options available to help entice a player onto your team. These include Offer (the cash price you are willing to pay for the player), the Wage (weekly wage), the Contract term and a Bonus. It's possible to offer a combination of different incentives, all designed to tempt the player over to your team.
4. Once you are happy with the offer, highlight and select the Finalise Offer icon. The player's club will respond to your offer in an appropriate timescale.
5. Select the Transfer Market icon to exit this menu without making an offer.

Set Scout Searching

Using scouts will help you to create a full player profile. Consider this information carefully when making an offer to buy a player, it can make a big difference to your negotiations! To gather information about a player, select his name from the list then select the Set Scout Searching option.

To view the current profile of a player, use the Check What Scouts Are Doing option. This information can include their rating, statistics, and the club valuation. It may take a few days for your scouts to create the full player profile, so be patient and remember to check with your scouts on a regular basis. If certain information is currently unavailable, then sections of the profile will either show nothing or display a '0' setting.

If you currently have several scouts working, switch between them by highlighting and selecting the number icons on the right side of the screen.

Select Player from Database

The Database allows you to make an offer to, or scout for, any player within the team database. You can make an offer for a player, but remember that the player's current club have not placed him on the transfer market. This means that you will receive no guidance as to their wage or the cash price that should be offered to the club. Of course, his current employers may not be willing to sell at any price!

RESULTS

The Results screen will display all of the latest results for the current week. Use the icons on the right side of the screen to view the different divisions and cup competitions.

FINANCES

The Club Finances section allows you to view and manage the club's day-to-day finances, including ticket prices, sponsorship and your home ground facilities.


1. A full balance sheet showing the club's cumulative income and expenditure for the current season.
2. The Next Match Win Bonus will allow you to award your players a cash bonus, should they win the match.
3. The ticket price can be adjusted to increase the gate revenue. Change this figure carefully; set the ticket price too low and you won't be able to pay the everyday costs of the club; set it too high and you may lose valuable fans.

Sponsors and Improvements

The Sponsors and Improvements section provides several further options for increasing gate revenue, as well as upgrading the facilities and seating capacity of the ground:
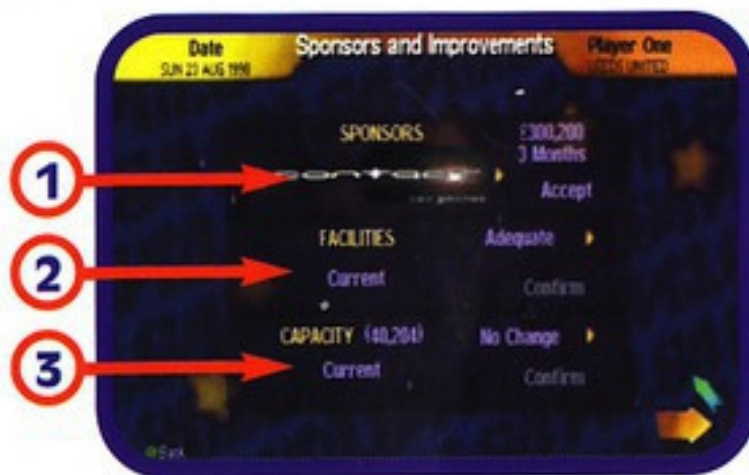
1. Toggle through the available sponsorship offers. This will display each company's logo and details about their current offer. If you wish to accept an offer, click on the Accept option to confirm your choice. Remember to check back here at the end of the sponsorship period to organise a renewal or a replacement.

2. The Facilities section displays the current standard of your ground facilities. Toggle through the available improvements, then click on Confirm to start the construction work. By improving the facilities of your home ground, you can increase the number of spectators through the gates - more people will visit the club if better facilities are available!

3. By increasing the capacity of your home ground, you can increase the maximum number of spectators through the gates. This can earn you a higher income from the gate, but don't waste your money by building stands that you can't fill! Toggle through the available improvements and then use Confirm to start building.

Remember! Once you accept and confirm a sponsorship deal or improvement, the effects cannot be reversed. The contract will be signed immediately, allowing work to commence and cash to be credited to or debited from your finances.

SQUAD

The Squad menus provide you with a series of menus and options for adjusting the team line-up and tactics.

Squad & Formation

The left side of the screen displays a team list showing the first eleven players. The arrow icons positioned above and below the team list will indicate if further players can be viewed. Select these arrow icons to scroll through the full listing of players. Along with each player's name is a selection of personal details:

1. The player's position number.
2. Each player's position is marked by a single coloured star: GoalKeepers (Gk) are Green, Defenders (Def) are Blue, Midfielders (Mid) are Yellow and Attackers (Att) are Red. Players who are suitable for more than one position are illustrated accordingly.
3. Displays the player's name.
4. The player's rating indicated by the gold stars.
5. The player's fitness rating, displayed as a percentage.
6. Number of league goals scored during the season.

To move players into new positions within the team line-up, highlight and select the first player you wish to move, then highlight and select another player to complete the exchange. If you wish to deselect a player rather than completing the move, highlight and select the player's name a second time. Repeat this process until you are completely satisfied with the team line-up. The menu icons can be used to present further menus and options.

Penalty Points

The Penalty Points screen displays bookings and dismissals for each player over recent matches, with cumulative bookings and any current suspensions. This allows you to adjust your line-up and ensure that key players are available for important fixtures.

Injuries

The Injuries screen will provide you with a list showing all of the injured team members. This details the type of injury they have suffered and how long they will be out of the game. While a player is injured, they cannot be selected as part of the team line-up and must be replaced by another member of the squad.

Statistics

The Statistics screen displays the full team list, with more detailed ratings for each player. Use the up/down arrow icons to scroll through the full team listing.

(P) (T) (S) (H) (P) (S) (C)

1 ★ N Martyn   83 85 86 87 85 85 83

(P) Passing   (T) Tackling   (S) Shooting
(H) Heading/Handling   (P) Pace   (S) Stamina   (C) Control

Training

The Training screen allows you to specify the training regime for each player. A full team list will be presented showing every player, their personal ratings and their current training allocation. Use the up/down arrow icons to scroll through the full list of players. You can divide each player's training time between three categories:

Skill   Allow players to practice specific skills, based on their current playing position. The appropriate statistics will change as each player's skill level improves.

Rest   Allocate recuperation time for the hard-working players. If you don't allow players to rest, their fitness and skill levels may suffer.

Fitness   Improve a player's general fitness, which is displayed in the Fit column.

You can adjust these settings for each player in turn. Highlight a player that you wish to adjust, then use the Skill and Fitness options to adjust the time allocation bar. Each player's time will then be divided according to the setting of the time allocation bar.

Team Tactics

Adjust the tactics, playing style, line-up and formation of your team.

1. The team list can be used to adjust the line-up of your team, just as in the Squad & Formation menu.
2. The Team Strength display will show the standard of each section of the team: GoalKeepers (Green), Defenders (Blue), Midfielders (Yellow), and Attackers (Red). These ratings will change as the available options are adjusted.
3. The team's style of play can be adjusted by using the Defensive Style and Passing Style options.
4. Use the Formation option to change the current setting.
5. The pitch diagram displays all of the changes made within this menu.

Contracts

The Contracts screen displays a full team list, showing each of your player's personal details. You can scroll through the full player list using the up/down arrow icons. To review a player's contract, highlight and select their name on the list. This will present the player's profile, skill rating, statistics and current employment details (including their contract and status). Several options will be presented for reviewing this player's contract:

Release Player   Allow the player to leave the team, without securing a transfer deal first.

Transfer List   Place the selected player onto the transfer list, with a specific club valuation. As you select this option, you will be required to enter your club valuation using the Valuation option. This is your asking price for the player and should act as a guide for purchasing clubs.

Free List   Place the selected player onto the transfer list without any transfer fee.

Review Contract   Review your player's current contract with the team using the Negotiations screen.

The Negotiations screen will allow you to negotiate new terms and conditions for a player's contract:

Weekly Wage   Set the player's proposed new weekly wage.

Contract Term   Set the length of time this contract is due to run. Each contract has a minimum term of 1 year.

Bonus   Specify a bonus as an extra incentive for the player. This could be a non-performance-related incentive, or a cash bonus for completing specific tasks (such as goal scoring).

Before the revised terms are offered to the player, you will need to select Finalise Offer. Alternatively, you can cancel the offer by selecting Contracts.

When another team approaches you concerning the availability of a player, the Offer For Player screen will be displayed. This details which player is of interest, your club's current valuation and an offer from the purchasing team. If you wish to accept the offer and sell the player, select the Accept option. If you are not happy with the offer, then select the Reject option.

Opposition

The Opposition screen will allow you to view the line-up and ratings of the team you are due to play in the next match. You should then be able to use this information to adjust your team tactics and set-up, ready for the match.

NEXT MATCH

Once you've dealt with the day-to-day running of the club and carefully formed your team, it's time to put all of those football theories to the test. The Super League qualifiers will be announced and your can start your pre-season preparations. Throwing your team into a game can be a big learning experience for any manager!

Thankfully, each season will start with the option to play four pre-season friendlies. This gives you a chance to experiment with the team, trying different formations, tactics and line-ups. Use the divisional icons to select a specific division and present the team lists. Your choice of teams will be limited according to your club's current division. Use the up/down arrow icons to scroll through the available teams in the current list, then Select the shirt of your desired opponent. The Skip Match option will skip a fixture, providing your team with more time to improve their general fitness and concentrate on the training sessions. If you make a mistake, it's possible to cancel a friendly game; select the match you wish to delete, then select either a new opponent or the Skip Game option. When you are satisfied with the selection of the friendly games, select the Continue icon. Once you have played these, you should have a good idea where your team's weaknesses and strengths lie.

As you start to play, the date (in the top left corner of the screen) will advance to the date of your next match. When your team are due to play, the Match screen will present details about the game, and three options:

View & Change Squad

Make last minute changes to the team line-up and tactics.

1. The team list indicates each player's position number, name, skill and current fitness level. To move players into new positions, select the first player you wish to move, then select another player to complete the exchange. If you wish to deselect a player rather than completing the move, select the player's name a second time. You can repeat this process until you are completely satisfied with the team.

2. The pitch display indicates the current team line-up and formation. The Team Tactics menu can also be used to adjust the tactics and playing style of your team. Refer to the Squad section earlier in the manual for further details.

Start Game

This will start the match and present the live progress screen.
This will display details about the two teams and their progress
during the match.

1. The current line-up of each team will be displayed, showing
   each player's name and any relevant indicator icons. These
   will appear to show when a player has been injured, received
   a booking, or scored a goal. Injuries are highlighted by a
   white card with a red letter H. Red or Yellow cards indicate
   bookings given to a player by the referee. A number will also
   be displayed to represent the number of goals scored
   by the player.

2. This shows a comparison of how well each team is playing.
   These details constantly change as the match is played. The
   moving bars indicate the amount of possession and
   dominance of territory by each team. A series of other
   statistics will also be presented, indicating further game
   information.

To make team changes during the match (such as substitutions or
changes to the line-up), press the A Button to pause the game.
This will present the Substitutions screen, where you can make
any mid-game changes. For further details about this menu, refer
to the View & Change Squad section earlier in the manual.

Once the match has finished, you can toggle between the
available player details by selecting the Statistics/Ratings icon or
the Goal Scorers/Cards icon. When you have finished viewing the
details, select the Continue icon to enter the Match Results screen.

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Skip to Highlights

You can view full TV style coverage of each match played by your team. The Skip to Highlights option allows you to watch the highlights without knowing the score first, so you can experience all of the excitement as it happens! Once you enter the Skip To Highlights option, substitutions and line-up changes will be carried out automatically.

* Use the A Button to skip the current highlight and start the next.
* Use the B Button to exit.
* Use the START Button to pause the match.

Match Results

View the final match results with details about the goals scored and bookings received. From here, you can also choose to view the match highlights, which will replay all of the action from this match. Refer to the Skip to Highlights section for details of the replay controls. You will then be informed of upcoming games in the Fixtures menu.

SAVE GAME

To save your current game data, enter the Game File menu and select where this game is to be stored. This can be stored to either the GAME PAK or the CONTROLLER PAK (if one is available). If no CONTROLLER PAK is available, then you will be taken directly to the GAME PAK menu.

* To store your game to the GAME PAK, select the Save icon. You can only save one game to the GAME PAK. This will overwrite any previously stored game data.
* To store your game to a CONTROLLER PAK, select the Save icon. This game requires 123 free pages to store the data correctly. This is a full CONTROLLER PAK.
* If you wish to delete data and create some free space, select the game you wish to delete, then select the Delete Game icon. Alternatively, you can delete the entire contents of the CONTROLLER PAK by selecting the Delete All icon.

OPTIONS

You can access the Options menu either by selecting the Options icon from the Main Menu, or by pressing the Z Button.

Restart Game This will give you the option to quit and exit the current game. If you do want to restart, choose YES to exit the game and return to the Title Menu. If you select NO, then the option will be cancelled.

Match Length Set the match length in real time.

Auto Select Team Switching this option ON will provide you with a little assistance when creating your team line-up. Before the start of each match, a strong line-up will be automatically selected for your team. If you would prefer to arrange the team yourself, simply turn this option OFF.

Highlights Set the animated match highlights to either ON or OFF. Switching the Highlights ON will allow you to view TV replays after every match.

Music Volume The current Music Volume is shown by an indicator bar. As you adjust the volume level, the indicator bar will change to show the new volume level.

Sound Effects The current Sound Effects volume is shown by an indicator bar. As you adjust the volume level, the indicator bar will change to show the new volume level.

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GAME OVER

If the board of directors lose confidence in you and your work, then you're in serious trouble. They can be a sensitive group of people, some might even say "over-reactive", but if they're unhappy, you will have a big problem! Make sure the club's finances are always healthy, look after the players and consider the paying fans. Should you neglect your responsibilities, the board will have no trouble arranging your dismissal!

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