

amigaguide

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Contents

1	amigaguide	1
1.1	Welcome to the FOOTY game!	1
1.2	Introduction	1
1.3	System Requirements	1
1.4	How to play the game	2
1.5	About..	2

Chapter 1

amigaguide

1.1 Welcome to the FOOTY game!

Welcome to the Footy Game 98, by Matthew Briggs, ENGiNE NiNE DESiGN 1998.

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[Introduction](#)

[Requirements](#)

[How To Play The Game](#)

[About And Contacts](#)

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1.2 Introduction

Hello

Welcome to the Footy Game, by Matthew Briggs, ENGiNE NiNE DESiGN 1998. Basically, its a `football spectator` program which allows you to type in two team names and six striker names (three on each team), and then after clicking `play` watch, your teams play a game of footy. This is not the best of programs, but it does entertain for a few minutes.

1.3 System Requirements

Requirements

To run The Footy Game 98, you will require and Amiga with the following

- * Workbench 2.0+
- * Some free memory.
- * An assignment locating TheFootyGame:

1.4 How to play the game

The Main Menu

In the main menu, you must type or select two teams, if you do not, the `play` gadget will not work. Clicking on `Team A` or `Team B` will automatically give you a team from the premier league. Please note that the some of the default teams may be out-dated or inaccurate.

The Game

The game lasts for 90 seconds, split into two halves, plus pauses for the text commentary. If a player gets sent off, or injured then that team has less chance of scoring a goal. No skill is involved whilst playing, as the game is totally random.

1.5 About..

About the Author

I have never really liked football much, but the idea of writing a football game like this was so irresistible. I do, however, like Manchester United a lot, and if I win the lottery, I will buy the entire football club, so all I have to do now is wait for the three lucky numbers to come up!

Look out for more programs/games coming out soon from Megatastic Software/ENGiNE NiNE DESiGN

If you like this program, please send me a letter, a postcard or £1 to:

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